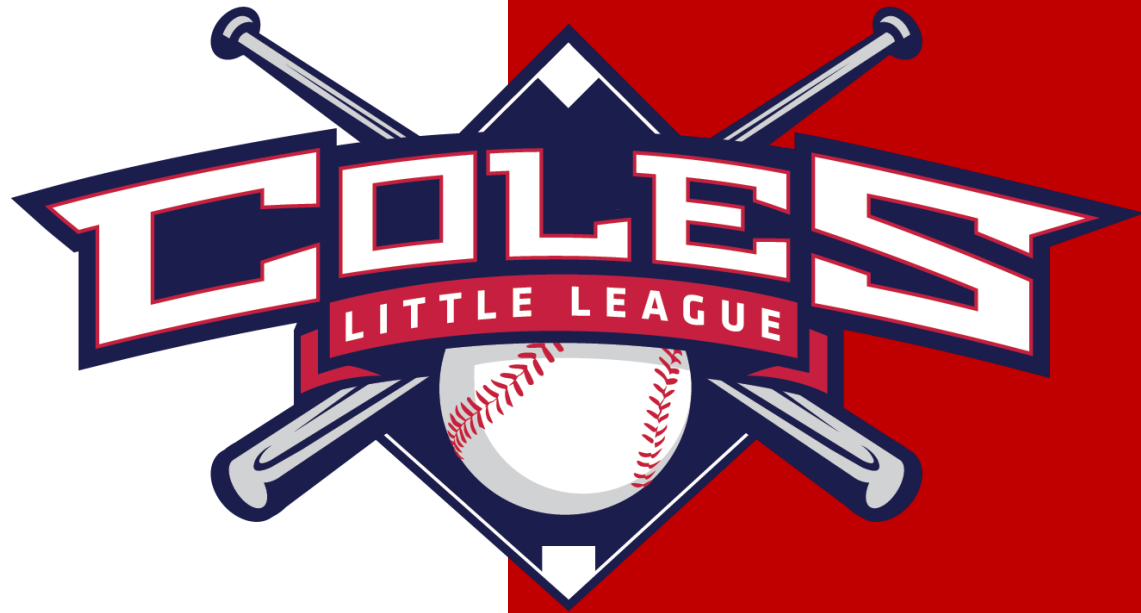


Coles Little League Local Rules



League ID No.: 03461003

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Overview

Coles Little League has been an established leader in providing the Little League Baseball experience for youth, ages four through sixteen in the mid-Prince William County area. In addition to practicing on-field fundamentals and the excitement of playing games in a competitive environment, Coles baseball proudly enlists the sport to strengthen its participants' self-esteem and confidence.

Purpose

Coles Little League Local Rules have been created to supplement Little League's Rules, Regulations, and Policies (<https://www.littleleague.org/playing-rules/rules-regulations-policies/>) for all Division levels within the local league. These rules are designed to be followed by all Managers and Assistant Coaches who have been approved by the Coles Little League Board (henceforth "Board") for the Spring and Fall 2024 seasons.

Authority

Little League Baseball Handbook Rule 3.13 grants the authority to a local little league board to establish local rules governing all teams within the local league. It is with this authority that these local rules are established.

Governance

The following Local Rules are also referred to as the Coles Little League Bylaws. They define or replace the Rules or Regulations found in the Little League Green Book. These Local Rules were adopted by the Board of Directors on March 7, 2024. These rules cannot be deleted, changed, amended, or altered by anyone without the approval of the Board of Directors.

League Contact Info

Please contact the league at board@coleslittleleague.com for any questions related to this document.

General Rules

This section presents rules that apply to all divisions within Coles Little League.

Division Breakdown and Eligibility

Division	Players	Ages	Draft	Comments
Seniors	13-15	14-16	Draft	Recommended minimum of 1 season in Juniors; OR equivalent experience in travel, high, or middle school baseball teams
Juniors	13-15	13-14	Draft or Placement Pending Number of Teams	Recommended minimum of 2 seasons Majors; OR equivalent experience in travel, high, or middle school baseball teams
Majors	11-12	10-12	Draft	Recommended minimum of 1 season in AAA Minors; OR equivalent experience in other leagues, travel, or middle school baseball teams
AAA Minors	11-12	8-11	Draft	Required minimum of 1 season in AA Minors
AA Minors	11-13	7-10	Draft	Required minimum of 2 seasons in Machine Pitch
Machine Pitch	11-13	6-8	Placement	Recommended minimum of 1 season TBall
TBall	10-13	4-6	Placement	

1. Players who do not attend skills evaluation are eligible to play. They will be placed in the division as listed below, unless, before skills evaluation day, a reason for non-attendance is presented and accepted by a majority of the Board of Directors.

Player Age	Division
15-16	Seniors
13-14	Juniors
12	Majors
10-11	AAA Minors
9	AA Minors

2. Only league age nine (9) year-olds who meet the player assessment requirements AND whose parent or guardian has signed a form indicating that, if drafted, the 9 year-old will play in the Majors division, are eligible to be drafted into the Majors division.
3. Only league age twelve (12) year-olds who meet the player assessment requirements AND whose parent or guardian has signed a form indicating that, if drafted, the 12 year-old will play in the Juniors division, are eligible to be drafted into the Juniors division. NOTE: 12 year olds should plan to attend evaluations for Majors Division placement; should Juniors Division managers feel those players are ready, they can be added to the player pool for Juniors Division to be placed on a Junior Division team.

Standards of Conduct

1. Managers are responsible for communicating standards of conduct to the parents/guardians of his/her team's players.
2. The following are the minimum standards of conduct of which managers, coaches, parents and invited guests must abide by:
 - a. Be a positive role model and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game and practice.
 - b. Not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting; refusing to shake hands; or using profane language or gestures.
 - c. Respect the officials and their authority during games.
 - d. Promote the emotional and physical wellbeing of the athletes ahead of any personal desire that adults may have to win.
3. Violators will be subject to disciplinary action levied by the Coles Little League Board of Directors. The Board has the sole authority to determine and apply disciplinary action, and such action may include, but is not limited to, the following:
 - a. Verbal Warning
 - b. Written Warning
 - c. Parental Suspension for Games
 - d. Parental Season Suspension
 - e. Parental Removal from All League Activities

Weather Policy

Coles Little League has created a weather policy that can be found on the league's website. Additionally, Coles Little League follows closely the policy of Prince William County Public Schools and their decisions to play or not play sports based upon weather events. Games and practices will be canceled when it is 20 degrees or below or when the heat index is forecasted to be 96 degrees or above at the start of the game or practice. If there is a lightning strike within 10 miles of the field, all players and their families, as well as coaches, need to wait in their cars until the game resumes (30 minutes after lightning).

Little League uses the WeatherBug app for officially determining Lightning Protocol.

Schedules

1. The League Scheduler and/or Inter-League Scheduler (Majors, Juniors, and Seniors) will develop game schedules and collaboratively create the master schedules. All efforts will be made for each team to have two (2) games scheduled per week, with the exception of T-Ball which is scheduled for one (1) game per week.
2. The Scheduler will develop practice schedules for all divisions.
3. All games canceled due to rain or any other reason (such as time limit on a lighted field or daylight on an unlit field) will be rescheduled for the NEXT available date.
 - a. Rescheduling of 60' diamond games will be done through the league's scheduling officer.
 - b. Rescheduling of the 70'/90' diamond games will be coordinated by the Intermediate/Junior/Senior Vice President and Inter-League Scheduler.

Pre-Game

1. There shall be no unauthorized playing on any field that would be injurious to the players and/or spectators. All practice and game sites must be inspected and approved by the Safety Officer.
2. The HOME team will occupy the first base dugout, while the VISITING team will use the third base dugout. On the schedule, the HOME team is listed first.
3. 60' Only – There is no On Deck Circle and no traditional batting donuts are allowed.

4. The home team listed on the game schedule is responsible for preparing the field for play. This includes, but is not limited to, supplying at least 3 baseballs for the game, putting bases down before the game, picking them up after the game, marking base lines, foul lines, and coaches and batter's boxes. This should be completed at least 30 minutes before the scheduled game time in order for teams to do their warm-ups.
5. Player warmups are to be done only on the field, in the bullpen, or other areas designated by the league's Safety Officer.
6. Soft toss IS NOT to be conducted against any fence at any field (including the backstop.)
7. Immediately following warm-ups, the coaches and umpires will have the pregame meeting. All games will start at their scheduled time.
8. All teams, including the manager and the coaches, will line up at their respective foul lines prior to the game for the reading of the Little League Pledge.

Umpires

1. Minors & Majors: At least one umpire is needed to play games at the Minor/Major division level, however it is strongly recommended that two umpires be provided.
2. Junior League & Senior League: One plate umpire and one field umpire is required.
3. The HOME team is responsible for supplying a base umpire if one has not been scheduled by the league. If the league has not scheduled a plate umpire, the VISITING team must supply one. If the scheduled umpire is a youth, the VISITING team must supply an adult base umpire/adult game coordinator or the game cannot be played.

In-Game

1. The HOME team scorekeeper will keep the official game record via paper scorebooks provided by the league or the GameChanger app (applicable only to Minors, Majors, Juniors, and Seniors Divisions). Both teams are encouraged to score the game and share their scorebooks to ensure accuracy during and after each game.
2. The HOME and AWAY teams are REQUIRED to designate a volunteer other than the official scorekeeper to track pitch counts for each pitcher throughout the game via paper pitch count sheets that can be obtained from the Snack Bar. Pitch counts shall be coordinated between both volunteers for each team after

every half inning to ensure accuracy of the pitch counts for each pitcher. At the end of the game, each volunteer who tracked pitch counts will sign their pitch count sheet to verify accuracy. It is the HOME team's responsibility to use that information to populate the Coles Little League official score on the website and provide accurate pitch count information for that game.

- a. Pitch count sheets will be available to each coach prior to the start of the game to ensure that players are not pitching on days when they are required by Little League Baseball via their rulebook to be on rest. Coles Little League maintains consistency with the pitch counts established by Little League Baseball and shall strictly adhere to those days of rest requirements.
3. If two or more teams are tied for first place in their division at the end of the season, the tie shall be broken first using head-to-head records. If the head-to-head record does not resolve the issue, then the record against the Coles teams (if interleague play is involved) will determine the winner. Should that fail, the tie would be broken in favor of the team with the lowest "runs against" average. If that fails to resolve the tie, then a game will be played to break the tie.
4. Replacement Players:

During the last 2 weeks of the regular season, there will be NO replacement of players through AAA call-ups.

The Little League Operating Manual governing replacements is as follows:

- a. He/she moves to another city or state too distant to commute for practice and play;
- b. He/she is injured and will not be able to return to play within a reasonable period of time (local league Board decision);
- c. He/she has for personal reasons decided to terminate his/her association with the team;
- d. Any other justifiable reason, reviewed and approved by the Board of Directors.

The Manager of the team losing a player shall promptly advise the Player Agent. The Player Agent shall advise the President and the Board. If loss of player is approved, the President will send a letter of release to the player and the parents' stating player is released from the Major League team and the league for a justifiable reason. This action creates a legal opening for a replacement on the team roster.

The manager shall review the available player list with the Player Agent and shall select a replacement. The replacement becomes a permanent member of the team, and the released player would return to the draft the following year.

(NOTE: Per the 2024 Little League Rulebook Policy of Local League Maintenance of Rosters, all replacements must be selected from the list of eligible draft candidates at the beginning of the season.) If a AAA player refuses a spot on the major league team at any time during the year (including not signing form at player assessments), that player is ineligible to be called up by any major team the rest of the regular season.

Post-Game

1. Each team is responsible for cleaning up litter on their half of the field, including cleaning their dugout and spectator area.
2. The HOME TEAM is responsible for putting all equipment, including, but not limited to, bases, machines, umpire gear, back into the sheds.
3. The HOME TEAM is responsible for inputting the official score of the game and pitch counts (AA/AAA Minors, Majors, Juniors, & Seniors Divisions) on the Coles Little League website after each game is completed.
 - a. Postponed or forfeited games must be input on the website as well and marked as such with the correct markings.

T-BALL DIVISION

Eligibility

1. The T-Ball Division is for League Age four to six (4-6) year-olds.
2. League Age five to six (5-6) year-olds with one (1) season of T-Ball experience can play T-Ball or Machine Pitch.
3. Parents of League Age six (6) year-olds can elect to play T-Ball or Machine Pitch.

In-Game

1. Weekday T-Ball games that are halted due to darkness after the third inning are to be considered completed games at that point and will not be rescheduled.
2. **Scoring:** The T-Ball Division is an instructional program – we do not keep score.
3. **Batting:** The offensive side will be retired when a team bats through their entire line-up.
4. **Defense:** A player may occupy the defensive position of pitcher for only one (1) innings per game. A player may occupy the defensive position of first baseman only one inning per game.
5. **Defense/Coaching:** For instructional purposes, the defense is allowed to have a coach outside the infield in fair or foul territory, but coaches are not to handle a live ball. Such an action would be considered unsportsmanlike conduct! The definition of a base coach is modified to allow a third coach to be positioned behind the infield in fair territory. Coaches are not to handle a live ball!
6. **Game Length:** T-Ball games will be three (3) innings in length. However, on weekends, no inning will start later than sixty (60) minutes after the actual start time for that game.

MACHINE PITCH DIVISION

Eligibility

1. The Machine Pitch Division will be made up of League Age six to nine (6-9) year-olds.
2. League Age six (6) year-olds who have completed at least one (1) season of T-Ball can play at this level when requested by his/her parents.
3. League Age seven to nine (7-9) year-olds who were not drafted into the Minors AA or AAA Division and have displayed adequate skill level as judged via player evaluations will be placed on a Machine Pitch team.
4. Initial team assignments will be done by the Division VP (there is not a draft).

In-Game

1. Weekday Machine Pitch games that are halted due to darkness after the fourth inning are to be considered completed games at that point and will not be rescheduled.
2. **Playing Time:** In the Machine Pitch Division, there will be a 3 inning MANDATORY play time for all players. Each player is to play at least one of these innings in the infield. This may be adjusted at the coach's discretion when player safety is a concern.
3. **Scoring:** The Machine Pitch Division is designed to be an Instructional Program and no score is kept.
4. **Time Limit:** No inning shall be started after 2 hours after the first pitch. This may be shortened to 1 hour 45 minutes before game time through mutual agreement by the managers. If the game will not meet official game requirements, play will continue until official game requirements. When games are delayed due to the previous game running late, the time limit starts when the game actually begins. Scorekeepers should note the time when the game begins with the umpire and in the scorebook. (IMPORTANT: Lights automatically shut off at 9:30PM on the 60' fields on weekdays.)

No inning shall be started after 2 hours since the first pitch. This may be shortened to 1 hour and 45 minutes before game time through mutual agreement by the managers.

5. **Defense/Catcher:** Each team can elect to station an adult behind the catcher to retrieve pitches that are not caught and place them into a bucket. Additionally, to speed up the game, rather than throwing a caught pitch back

to the pitcher's mound, the catcher can opt to roll the ball towards the bucket as well. When a ball is hit, or there is some play other than just a pitch to the hitter, this adult is prohibited from touching a live ball or interfering with the game action in any way.

6. **Defense:** A minimum of ten (10) players are REQUIRED to be used defensively in the field to promote more playing time for all players. No infield fly rule in this division. The defense is allowed to station a coach outside of the infield in fair or foul territory, but the coach is NOT allowed to handle a live ball. Such actions are unsportsmanlike conduct!
7. **Batting:** A team's turn at bat will end when one of the following occurs:
 - a. 3 outs are recorded.
 - b. 4 runs are scored.
 - c. The batting team completes one turn through the order before 3 outs or 4 runs.
8. **Pitching Machine:** An adult from the offensive team will operate the pitching machine which it to be set at ~33 mph during the first half of the season and then may be increased to as much as ~40mph (subject to agreement by both coaches) for the second half of the season. In addition to this, the following rules are in effect:
 - a. There will be NO stealing bases.
 - b. If a fairly batted ball strikes the adult pitcher or pitching machine in fair territory, the ball will be called dead, the hitter awarded first base, and all other runners advance one base.
 - c. The player staffing the defensive position of pitcher will station themselves outside of the pitcher's circle behind the pitching machine before the pitch is delivered.
 - d. ALL pitches from the pitching machine will be counted. Bad pitches are a part of the game and will be counted towards maximum number of pitches.
9. **Games 1 to 6 of the Regular Season:** Each hitter, during each time at bat, will be given a maximum of five pitches to hit. Strikes outs or walks are NOT allowed. If the hitter does not hit the ball after five pitches, the batter is automatically given a Tee to hit off of to complete their turn at bat.
 - a. The exception to the five pitch rule is that the hitter will be given another pitch if the fifth or succeeding pitches are fouled off. (Applies when machine pitching. Regular Baseball Rules apply when kids are pitching.)

10. **Game 7 onward of the Regular Season:** Each hitter, during each time at bat, will be given a maximum of six pitches to hit. Swinging strikes will be called and counted against the hitter, but walks are NOT allowed. If the hitter does not strike out or hit the ball into fair territory after six pitches, the batter is considered to have struck out. An exception to this rule may be allowed by mutual agreement of the Managers during the season.
 - a. The exception to the six pitch rule is that the hitter will be given another pitch if the sixth or succeeding pitches are fouled off.
11. **Game 7 onward of the Regular Season - Kid Pitch:** Throughout the entire season, a defensive coach may be stationed next to the pitcher to retrieve balls from the catcher. Balls and strikes will be called by an umpire/volunteer behind the mound. The Division VP will work closely with the Coaching Coordinator and the AAA VP to hold voluntary pitching clinics for those kids interested in correct pitching form.
 - a. After Game 7 of the regular season each team will start a kid pitcher in the 4th inning of the game. Substitutions will be made each time the pitcher reaches 20 pitches. Kid Pitching will continue through the end of the game.

MINOR LEAGUE DIVISIONS (AA, AAA)

Eligibility

1. The AA Division will be made up of League Age seven to ten (7-10) year-olds who have never played kid pitch before, attended one (1) offered session of player assessments and have not been selected to participate in the AAA Division. League Age seven to nine (7-9) year-olds not selected in the draft will be assigned to a machine pitch team.
2. The AAA Division will be made up of League Age eight to twelve (8-12) year-olds who have attended 50% of the player assessments and have not been selected to participate in the Majors Division. League age eight to ten (8-10) year-olds not selected in the draft will be placed into the AA Minors team draft pool.
3. Those league age twelve (12) year-olds who have a waiver approved by our District may stay in the Minor Program. Any twelve (12) year-olds in the Minors Division will not be eligible to pitch.
4. League Age seven to eight (7-8) year-olds, who have parental permission and who attend 50% of the player assessments will be available to be drafted onto a Minor League team. Those not drafted will be assigned to a Machine Pitch Level.
5. In order to allow all individuals to participate, teams within the AAA Division may have a different number of players, with no team having less than ten (10) or more than thirteen (13) players. At the end of the AAA Draft, no team should have more than one player more or less than any other team, but unequal team sizes may occur during the course of the season as players register late or drop.
6. League Age eight to ten (8-10) year-olds who do not attend player assessments will be assigned to the AA team by lot. At the end of the draft, all team names will be put in a hat. To prevent abusing the system, any late sign registrations will be assigned to the team that was next in the draft order.
7. League Age eleven to twelve (11-12) year-olds who have enrolled in the AAA division and who do not attend player assessments will be assigned to the AAA team by lot. At the end of the draft, all team names will be put in a hat. To prevent abusing the system, any late sign registrations will be assigned to the team that was next in the draft order.

In-Game

1. A warning will be issued if the pitch count days rest policy established and maintained by Little League Baseball in their Rulebook is violated once. If this

policy is violated for a second time, (or any time after the first), the game will be forfeited and manager suspended for a minimum of one (1) game.

2. If one game is forfeited because a team fails to supply eight (8) players, the Board of Directors will determine whether or not to call that game a forfeit. If the same team fails to supply enough players for any game after that, the game will automatically be forfeited.
3. **Time Limits:** No inning shall be started after two (2) hours after the first pitch. This may be shortened to one (1) hour forty-five (45) minutes before game time through mutual agreement by the managers. No new innings will be started after the time limit is reached. If the game will not meet official game requirements, play will continue until official game requirements. When games are delayed due to the previous game running late, the time limit starts when the game actually begins. Scorekeepers should note the time when the game begins with the umpire and in the scorebook. (IMPORTANT: Lights automatically shut off at 9:30PM on the 60' fields on weekdays.)

An inning begins at the last out of the previous inning. For example, on a game with a two (2) hour time limit; if the last out in the fifth inning should occur before two hours, the sixth inning will still be played even though the first pitch may not be thrown until after two hours has elapsed.

4. **Run Limits:** Coles Little League has amended the definition of an inning in the Minor League to impose a four (4) run limit per inning. In Coles, there will be an eight (8) run limit in the sixth or any extra innings OR any inning declared final due to time limit. All games will end when the losing team can no longer tie or take the lead, or by applying Rule 4.10(e) {the Ten Run Rule}. For the purposes of the expanded inning run limits, any inning declared as the "last inning" must be declared as such by the umpire prior to the first pitch being thrown for that inning. Once declared, the decision on the final inning cannot be changed. (i.e., Last inning is declared with fifteen (15) minutes left in time limit, but inning only takes 10 minutes, a new inning does not get played.)
5. **Playing Time:** In the Minors Division, there will be a four (4) inning MANDATORY play time for all players with twelve (12) or less at a game. If a team has thirteen (13) players at a game, MANDATORY play time is three (3) innings per game. Each player is to play at least two of these innings in the infield.
6. **Balks:** Balks will not be called. When a pitcher balks, the umpire may call time and explain the balk to the pitcher. Coaches should consider removing a pitcher who repeatedly balks.
7. **Mound Visits:** A manager or coach may come out twice in one inning to visit the pitcher, but the third time out, the player must be removed as a pitcher.

A manager or coach may come out three times in one game to visit the pitcher, but the fourth time out, the player must be removed as a pitcher.

And, finally, in the situation above, a manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

MAJORS DIVISION

Eligibility

1. The Majors Division will be made up of League Age nine to twelve (9-12) year-olds who have previously played in the Minors Division for a minimum of one (1) season, attended one (1) offered session of player assessments, and have not been selected to participate in the AA or AAA Minors Division. League Age nine to eleven (9-11) year-olds not selected in the draft will be placed into the draft pool for the AA or AAA Minors draft.
2. Those league age thirteen (13) year-olds who have a waiver approved by our District may stay in the Majors Program. Any thirteen (13) year-olds in the Majors Division will not be eligible to pitch.
3. League Age nine (9) year-olds, who have parental permission and who attend 50% of the player assessments will be available to be drafted onto a Major League team. Those not drafted will be placed into the draft pool for the AA or AAA Minors draft.
4. In order to allow all individuals to participate, teams within the Majors Division may have a different number of players, with no team having less than ten (10) or more than thirteen (13) players. At the end of the Majors Draft, no team should have more than one player more or less than any other team, but unequal team sizes may occur during the course of the season as players register late or drop.
5. League Age ten to twelve (10-12) year-olds who do not attend player assessments will be assigned to the Majors team by lot. At the end of the draft, all team names will be put in a hat. To prevent abusing the system, any late sign registrations will be assigned to the team that was next in the draft order.

In-Game

1. Major division games not finished and not made up, as well as games not played and not rescheduled, will result in a tie. Each team will receive one half a win and one half a loss for standings purposes.
2. A warning will be issued if the pitch count days rest policy established and maintained by Little League Baseball in their Rulebook is violated once. If this policy is violated for a second time, (or any time after the first), the game will be forfeited and manager suspended for a minimum of one (1) game.
3. If one game is forfeited because a team fails to supply eight (8) players, the Board of Directors will determine whether or not to call that game a forfeit. If the

same team fails to supply enough players for any game after that, the game will automatically be forfeited.

4. **Time Limits:** No inning shall be started after two (2) hours after the first pitch. This may be shortened to one (1) hour forty-five (45) minutes before game time through mutual agreement by the managers. No new innings will be started after the time limit is reached. If the game will not meet official game requirements, play will continue until official game requirements. When games are delayed due to the previous game running late, the time limit starts when the game actually begins. Scorekeepers should note the time when the game begins with the umpire and in the scorebook. (IMPORTANT: Lights automatically shut off at 9:30PM on the 60' fields on weekdays.)

An inning begins at the last out of the previous inning. For example, on a game with a two hour time limit; if the last out in the fifth inning should occur before two hours, the sixth inning will still be played even though the first pitch may not be thrown until after two hours has elapsed.

5. **Run Limits:** There is a five (5)-run limit per half-inning. There is an eight (8) run limit in the 6th or any extra innings OR any inning declared final due to time limit. All games will be ended when the losing team can no longer tie or take the lead, or by applying Rule 4.10(e) {the Ten Run Rule}. For the purposes of the expanded inning run limits, any inning declared as the "last inning" must be declared as such by the umpire prior to the first pitch being thrown for that inning. Once declared, the decision on the final inning cannot be changed (i.e., Last inning is declared with fifteen (15) minutes left in time limit, but inning only takes ten (10) minutes, a new inning does not get played.)
6. **Playing Time:** There is a four (4) inning MANDATORY play time for all players for any game that goes to six innings for the Home team, and for the Away team if the game goes to the bottom of the sixth inning. Managers are encouraged to play each player at least two of these innings in the infield.
7. **Balks:** A pitcher will receive one warning regarding balks.
8. **Dropped 3rd Strikes:** A batter may attempt to advance to first base on an uncaught third strike. This rule may be waived through mutual agreement by the managers before game time.
9. **Mound Visits:** A manager or coach may come out once in one inning to visit the pitcher, but the second time out, the player must be removed as a pitcher.

A manager or coach may come out two times in one game to visit the pitcher, but the third time out, the player must be removed as a pitcher.

And, finally, in the situation above, a manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

JUNIORS AND SENIORS DIVISIONS

Eligibility

1. Per the 2023 Virginia District 4, 9, 10, & 16 Little League Junior / Senior Division Interleague Regulations and Playing Rules, players who are league-age 15 may play on Juniors teams only if the league has assessed that the player's skill level is appropriate for that division; such players may not pitch.

In-Game

1. The 2023 Virginia District 4, 9, 10, & 16 Little League Junior / Senior Division Interleague Regulations and Playing Rules will serve as the standard rule set to be followed when playing at Coles Little League fields. Any rules beyond this document are covered below.
2. A warning will be issued if the pitch count days rest policy established and maintained by Little League Baseball in their Rulebook is violated once. If this policy is violated for a second time, (or any time after the first), the game will be forfeited and manager suspended for a minimum of one (1) game.
3. If one game is forfeited because a team fails to supply eight (8) players, the Board of Directors will determine whether or not to call that game a forfeit. If the same team fails to supply enough players for any game after that, the game will automatically be forfeited.
4. **Run Limits:** There are no run limits per inning. Coaches are suggested to abide by the following run rule that has been utilized within interleague play in seasons past:
 - a. If a team is winning by fifteen (15) runs after four (4) innings, the game shall be called;
 - b. If a team is winning by ten (10) runs after five (5) innings, the game shall be called; and
 - c. If a team is winning by eight (8) runs after six (6) innings, the game shall be called.
5. **Playing Time:** All effort should be made to play a full six (6) inning game. Games can be considered full games via mutual coach agreement after five (5) innings have been completed OR after four and a half (4.5) innings if the Home team has secured three (3) outs before the Away team has tied the score or taken the lead). There is no mandatory playing time requirements for Junior or Senior Divisions.

- a. **Juniors:** A continuous batting order is utilized with free defensive substitutions permitted during the game.
 - b. **Seniors:** A nine (9) player batting order is utilized with defensive substitutions implemented into the lineup during the game.
6. **Dropped 3rd Strikes:** A batter may attempt to advance to first base on an uncaught third strike.