Play shall be governed by the Official Regulations and Playing Rules as published by Little League Baseball, and by the following CCLL Junior/Senior Baseball Division Local Rules.

MANAGERS AND COACHES / DUGOUT RULES
- The managers from both teams MUST meet with the umpire prior to game to discuss rules/guidelines.
- Only one (1) manager and two (2) coaches are allowed in the dugout during the game, unless it is the Team Parent or other League-certified volunteer.
- The dugout gates must remain closed during play. If the dugout gate is opened prematurely the umpire will make the ruling.
- No food or candy is allowed in the dugout during the game.
- Parents are not allowed in the dugout during the games. Only the Team Parent can interact with the kids and coaches during the game.
- Manager/Coaches and parents will help clean out the dugout after the game.
- No bat-swinging by players is allowed on the field before a game or in the dugout during a game.
- No scorebooks, clipboards, buckets or telephones will be permitted on the field during the game.
- The Home team Manager is responsible for the maintenance of the field.
- The Visiting Team Manager is responsible for staffing the Snack Bar. The game cannot begin until the requirement is met.
- The Home Team Manager will provide an official scorekeeper (who must remain in the score booth for the duration of game). The game cannot begin until the requirement is met.
- The Visiting Team Manager will provide a scoreboard operator (who must remain in the score booth for the duration of the game). The game cannot begin until the requirement is met.

LINEUP’S REQUIREMENTS
Culver City Little League
- A traditional nine man line-up will be used during regular season play.
- A player in the starting line-up who has been removed for a substitute may re-enter the game once, in any position in the batting order, provided:
  1. His or her substitute has completed one time at bat and;
  2. Has played defensively for a minimum of six (6) consecutive outs.
- Only a player in the starting line-up may re-enter a game.
- A pitcher removed from the mound but remains in the game and moves to a different position can return as a pitcher at any time in the remainder of the game, but only once per game.
- A starter, (S1) re-entering the game as a substitute for another starter (S2) must then fulfill all conditions of a substitute (one at bat and six defensive outs) before starter (S2) can re-enter the game.
- All substitutions, whether defensive or offensive must be announced to the umpire prior to that individual entering the game.
- If during a game wither team is unable to place nine (9) players on the field due to illness, injury, ejection, or inability to make a legal substitution, the opposing manager shall select a player previously used in the line-up to re-enter the game, but only if use of all eligible players has exhausted the roster. A player ejected from the game is not eligible for re-entry.

Inter-League Play
- During Inter-League a continuous batting order (CBO) will be used. All players on the team roster present for the game will be in the batting order and will be required to be in the same spot for the entirety of the game. A player maybe entered and/or re-entered and/or re-entered defensively in the game anytime provided he meets the requirements of mandatory play. Please see Little League Baseball Rule 4.04.
  1. If a player is injured while at bat the next batter in the order shall take his place and assume the count and the game continues.
2. If a player is injured and is unable to continue in the game the next time he is scheduled to bat his place in the order will be compressed and skipped.

3. If a base runner is injured and can no longer run, the last recorded out for his team will take his place and the position in the lineup will be compressed.

- Any player that arrives at the game after the game has started is LATE and must be put at the bottom of the batting order. There are NO EXCEPTIONS.
- Managers must notify the umpire and scorekeeper which players are not going to be used (or whose playing time is reduced) due to disciplinary action and the reason for such action before the start of the game. (If disciplinary action is required during a game, then the Umpires and scorekeeper must be notified immediately.)
- All male players must wear an athletic support cup at ALL games. There are NO EXCEPTIONS.

**PITCHING / CATCHING / DEFENSE ON THE FIELD**

- No Player will sit out more than three (3) innings per complete six (6) inning game or one-half (½) of the completed innings in case of a shortened game. (i.e., 6 innings game – cannot sit our more than 3 innings; in a 4 or 5 innings game – cannot sit out more than 2 innings). If a player shows up late, it will NOT be considered sitting out an inning.
- All substitutions are to be done through the Umpire, and BOTH managers. The substitutions are to be recorded and announced by the announcer prior to commencing play.
- Manager/Coaches will instruct defensive fielders NOT to block any base, or otherwise impede the progress of a base runner when there is a play imminent at a particular base. Umpires will make the ruling.
- Any player who, upon swinging at a pitch, throws their bat, either purposefully or accidentally, will be issued a warning by the umpire; a 2nd infraction will result in the player being called OUT; a 3rd infraction will result in the player being called OUT and ejected from the game.
- The Infield Fly Rule will be in effect at all times.
- A player who has attained the league age of sixteen (16) is not eligible to play in the Junior Division.
- Only players may warm up the pitcher during game time. Managers and coaches cannot warm up a pitcher. There are NO EXCEPTIONS.
- The pitch count rule shall be used (mandatory), and will be enforced by Little League Pitching Rules for 2011 and the pitch count record must be signed by both managers and turned in.
- Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
- A pitcher removed from the mound but remains in the game and moves to a different position can return as a pitcher at any time in the remainder of the game, but only once per game.
- A pitcher must be removed after hitting 3 batters by pitch in any game.
- The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

<table>
<thead>
<tr>
<th>LEAGUE AGE</th>
<th>MAX. PITCHES/DAY</th>
</tr>
</thead>
<tbody>
<tr>
<td>13-16</td>
<td>95 pitches per day</td>
</tr>
<tr>
<td>12</td>
<td>85 pitches per day</td>
</tr>
</tbody>
</table>

- **Exception:** If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
  1. That batter reaches base;
  2. That batter is put out;
  3. The third out is made to complete the half-inning.

**Note:** A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
• Pitchers league age 14 and under must adhere to the following rest requirements:
  o If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
  o If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
  o If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
  o If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
  o If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

• Pitchers league age 15-18 must adhere to the following rest requirements:
  o If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
  o If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
  o If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.
  o If a player pitches 31 - 45 pitches in a day, one (1) calendar days of rest must be observed.
  o If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

• The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
• The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher’s manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
• Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.
• A player may not pitch in more than one game in a day.

Notes:
1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
2. Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against the eligibility.
3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

TIME/RUN LIMITS
• No inning shall start after two hours and 15 minutes (2:15) when more than one game is scheduled on the same day. The time limit does NOT apply to the last game of the day or when only one game is scheduled.
• The umpire will tell both managers when the last inning starts.
• The umpire may call the game at any time due to darkness or other unsafe conditions.
• If a game is called before the completion of a FULL inning, the score reverts back to the last completed inning.

BASE RUNNERS/STEALING
• There will be NO touching of base runners by base coaches while the ball is in play.
• Base runners are required to slide at 2nd base, 3rd base, and home plate when there is a play imminent at that particular base, if the runner does NOT slide, the Umpire at his discretion will determine whether to give a warning or call the runner out. **EXCEPTION** to this rule: if the field conditions are unsafe for sliding.

**POOL PLAYERS**

• To aid teams that are having a difficult time getting enough players for their regular season games, the following option is available: A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game.

- Guidelines:
  1. The Player Agent will create and run the pool and use the pool to assign players to teams that are short of players on a rotating basis.
  2. Managers and/or Coaches will not have the right to randomly pick and choose players from the pool
  3. Players used from the pool will not be allowed to pitch, except during the player’s own regular season scheduled game
  4. Pool players that are called and show up at the game must play at least 6 consecutive defensive outs and bat once.

**Interleague Baseball**

• Games will be played at all participating league’s fields.
• It will be **MANDATORY** for the managers to carry all **MEDICAL RELEASE FORMS** for the players at all times.
• The hosting league is to Provide Umpires and Scorekeepers. It is recommended (but not required) to use two (2) umpires per game. If hosting league supplies “**Paid Umpires**” and visiting team does **NOT** show up for their schedule game, the visiting league is responsible to reimburse the hosting league for the cost of the umpires. If Umpire’s do not show up, a coach from each team may umpire the game.
• Managers and or coordinators shall report postponement of games, at least 48 hours in advance, or as soon as possible, with valid reasons, such as “Graduations, Religious Holidays, Illness, or Injury” to the hosting team/league.
• **15 year olds WILL NOT** be allowed to pitch in the Junior League Structure. Each team must have its own **Scorebook** and should always be accompanied when the team travels. Each team must keep **“ACCURATE PITCHING RECORDS”**.
• **Each team** must supply two (2) new “**Baseballs**” per game.
• No inning shall start after two hours and 30 minutes (2:30) when two (2) games are scheduled on the same day.
• Both teams are responsible to “**Clean-up**” their dugouts after each game.
• Should a **player, manager, or coach** be ejected from the game, that person(s) shall be suspended from the next scheduled game. Said player, however, shall be expected to appear to occupy the bench in full uniform. If player does NOT show-up, that player will sit out the next scheduled game and may be subject for suspension. The manager or coach shall be suspended from the next scheduled game.
• If a **Player, Manager or Coach** is ejected for fighting, that **individual** may be removed from the program. Any ejection of a **Player, Manager or Coach** must be reported immediately to District 25 @ 310/325-5764 or 310/397-2939.
• It is strongly recommended that there is a League Representative in attendance during each game, this includes at ”**Home Games**” and when the team travels.
• Protests must be resolved before the next play. Umpire(s) decision shall be final, or game should continue under protest. Complaints of rulings may be brought before District for interpretation.
• Teams are asked to show-up at least a half (1/2) hour before game time.
• Leagues must keep track of schedules in order to accommodate visiting teams, for their travel.
• All complaints and / or remarks should be addressed to District Representative (Mike Rourke 310-569-6084) and NOT to the Hosting League Representative or League President.
• Food is NOT allowed in the dugout. Drinks are allowed but NOT in cans or bottles.
• Chewing gum or Tobacco is NOT permitted during the game.

ANY DISCREPENCY MUST BE REPORTED IMMEDIATELY TO DISTRICT.