

EASTLAKE LITTLE LEAGUE

Supplemental Rules



As approved: March 25th, 2024

OVERVIEW

The Supplemental Rules, as required by Article II Section 3(e) of the Eastlake Little League (hereinafter League) Bylaws, is a series of additional rules imposed locally by the League to supplement the rules and procedures instituted by Little League, Inc. These supplemental rules may be amended by the League's Board of Directors at any time and any amendments may be instituted retroactively and/or proactively in order to fulfill the mission of the League.

SUPPLEMENTAL RULES

All Divisions

Administrative Rules

1. Each team shall be allowed three league-approved coaches on the playing field. One of these three coaches will be designated as the manager and the other two as coaches. No other volunteer or non-rostered player is allowed on the playing field or dugout.

Exception: The Minor B, Single A, and Tee Ball divisions will be allowed an additional coach to include up to four league-approved coaches.

2. Only the president can approve changes to the game schedule.
3. The vice president of baseball operations, in conjunction with the president or their representative, shall be responsible for the rescheduling of all rained out, postponed, and/or games called by the umpire prior to becoming official.
4. If a regulation game cannot be started and/or completed for any reason on the originally scheduled day, both managers must notify their respective division commissioner within 24 hours. The division commissioner will communicate with the vice president of baseball operations and the president to attempt to reschedule the postponed game. A doubleheader may be an option within these rules. All games must be made up by the last day of the regular season.
5. Inappropriate behavior such as booing or razzing by any person will not be allowed. Any member of the league shall take the necessary steps to stop this behavior.
6. Alcoholic beverages, tobacco products, and recreational drugs are NOT permitted on League grounds.

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7. Only persons with specific jobs and only approved volunteers with a background check will be allowed on the playing fields and dugouts.
8. Chewing gum and sunflower seeds are not allowed on League grounds.
9. Any non-player ejected during a game is suspended for the duration of that game and the next game. That person must leave the premises immediately and cannot be present on League property for the duration of their suspension. Suspension may be extended upon review of the incident and the ejected person may be requested to come before the League's Review Board before reinstatement for additional penalties.
10. All managers should hold at least one practice per week (weather permitting).
11. It is the manager's responsibility to ensure that all of their players are properly equipped and that their team's equipment is properly functioning.
12. The use of an ineligible pitcher shall result in a one-game suspension of the manager.
13. The League will adopt the following tiebreaker procedures:
 1. Win Percentage
 2. Head-to-Head (If applicable)
 3. Runs Allowed Average (Runs Allowed/Game Played)
 4. Coin Flip
14. Each team that plays its games at the Creekside Complex is required to provide the League's snack bar with volunteers on multiple occasions throughout the season. The minimum number of volunteers is three people, two of which must be adults and all of which must be high school students or older. Failing to provide sufficient volunteers for a scheduled snack bar coverage will result in an additional date of coverage. In the competitive divisions (Minor B through Majors), the snack bar coverage counts as a game and will affect the League standings. Meeting the minimum staffing requirement throughout the entire shift will result in a win. Failing to meet the minimum staffing requirement throughout the entire shift will result in a loss.

Note: Snack bar coverage does not count toward the minimum game participation standards set by Little League for players.

Pregame Rules

1. The home team is designated responsible for pre-game field preparation including dragging/brooming the field, lining the infield, and setting the bases.
2. There shall be no warming up on the infield before any game.
3. Minor B through Senior Division managers are required to submit a continuous lineup

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to the scorekeeper before the start of each game.

4. Managers must declare ineligible pitchers on their lineup cards.
5. As soon as the managers submit their lineups to the umpire, the umpire oversees the playing field and has sole authority to determine when a game shall be called, halted, or resumed on account of the weather, daylight, or playing field conditions.
6. The home team scorekeeper keeps the official scorebook. The visiting team scorekeeper is the official pitch counter.
7. No scorekeeping shall be kept on the playing field, including the coach's boxes.
8. Batting Practice Times:
 - a. Majors Division: Each team may use one batting cage and must vacate the cage ten minutes before game time*.
 - b. Other divisions: Each team may use the batting cage for 25 minutes following the guidelines in the below table:

Time Table	Weekdays	Weekends
1:00 Before* to 0:35 Before*	Visiting Team	Home Team
0:35 Before* to 0:10 Before*	Home Team	Visiting Team

* *The scheduled start time of each game*

Playing Rules

1. If an umpire is not present within five minutes after the start time, both teams will provide a volunteer (total of two) to umpire the game to prevent further delay.
2. A team may start and play a game with no fewer than 8 players. If a team drops below the 8-player minimum, the game must be stopped and will result in a forfeit.
3. The official start time of a game commences with the first pitch. Home team managers should have their team on the field several minutes before official game time. The umpire and manager meetings should take place several minutes prior to game time in foul territory to allow the starting pitcher to complete his/her warm up pitches prior to game time.

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4. During the game, one approved coach must always be in the dugout. Players in the Majors and Minor A divisions may be the base coach(es) and must be protected with a batting helmet.
5. Players arriving after the game has commenced will be inserted at the bottom of the lineup. *Exception: Late players for Minor B and below shall be inserted into their normal place in the continuous batting lineup.*
6. The Ten-Run-Rule is in place for Minor A through the Senior division at the conclusion of the 4th inning or after the top of the 4th inning if the home team is up by 10 or more runs. In short, the team that is losing by 10 or more runs must bat four times before the game can be called.
7. While the ball is in play, there shall be no on-deck circle for any games at or below the Majors division. One batter may take practice swings in-between innings at a safe distance from home plate and on their dugout's side of the field.
8. Pool Players may be used in accordance with the Pool Player Procedures (Appendix E of the League Bylaws)
9. Pool players are guaranteed nine continuous defensive outs. Pool players may not pitch any may only play the positions of catcher in a maximum of two innings. Pool players must bat last in the lineup. Pool players will not start any games unless necessary to fill a starting lineup. Pool players must finish their continuous defensive outs by the end of the fourth inning.
10. Managers are responsible for the behavior and conduct of their coaches, players, and spectators.
11. Managers will be allowed to remove players for disciplinary reasons. A player's disciplinary status must be reported to umpire and the official scorekeeper prior to the game or at the time of the incident if it occurs during the game. A reported player will not be allowed to play in that game from that point on. The incident must be reported to the division commissioner after the game.
12. The umpire must concur with a manager's decision to remove/skip a player in the lineup due to incapacitation or disciplinary reasons. If a player gets sick or injured, no automatic out will be recorded and the players in the lineup behind that player will all move up a spot, accordingly. If a player is removed from the lineup due to ejection, other disciplinary reasons, or voluntarily departure from the game, then an automatic out is recorded upon each of that player's subsequent turns at bat.
13. No player shall sit two consecutive innings defensively unless incapacitated by illness or injury or for approved disciplinary reasons.
14. No person may throw items in frustration. The first team offense will warrant a warning from the umpire. The second team offense will result in an automatic out. The third

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team offense will result in an ejection from the game. The umpire has full discretion to enhance the penalty given the egregiousness of the offense without providing warning.

15. There is no must-slide rule. If a runner that does not slide interferes with the play the umpire has discretion to call the runner out.
16. Music is permitted during the game if it is not offensive, is not derogatory, and does not contain foul language. All music must be turned off when players line up for the pledges and shall remain off during game play. Managers and/or their representatives must use and enforce good judgment when selecting music. If music will be played between innings managers must coordinate prior to the start of the game whose music will play between the half innings. The Board of Directors reserves the right to revoke music play if it becomes a distraction.
17. Managers and coaches may warm up pitchers in-between innings to speed up gameplay.
18. If a regular season game ends in a tie, the official score will stand and the game will be recorded as a tie.
19. In postseason play, the higher-seeded team will be the Home team.

Postgame Rules

1. Both managers are required to sign the scorebook and pitching log following each game. In the event that a manager fails to sign either document, another manager or League representative shall upload the unsigned document(s) to the division's discussion board. The negligent manager then has one business day to confirm the accuracy of the score and pitch count on the message board. Repeated violations of this policy will result in additional umpiring duties and/or suspension.
2. The visiting team is designated responsible for the postgame cleanup including the collection and dumping of all field trash cans, storage of the bases, and dragging or brooming the field if it is the last game of the day. Visiting teams are also required to repair/put away the pitching mounds.

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Senior League

1. The League will not impose supplemental rules specific to the Senior League division.

Majors

1. No new inning shall start after 1:45. At 2 hours, the game will be called after the completion of the current at bat, if applicable. If time permits, games shall be six innings long.

Exception: In the postseason, if a tie occurs after expiration of regular playtime, play will continue until a winner is determined.

2. There will not be a time limit for the Championship game of postseason play. The game shall be completed in its entirety.

Minor A

1. No new inning shall start after one hour and 45 minutes. At 2 hours, the game will be called after the completion of the current at bat, if applicable. If time permits, games shall be six innings long.

Exception: In the postseason, if a tie occurs after expiration of regular playtime, play will continue until a winner is determined.

2. There is a limit of five runs per inning for all innings except the sixth inning, which will have no run limits.

Exception: Any runs resulting from a ground-rule double or an over-the-fence home that exceed the limit will still count.

3. If a player is in the restroom at their time to bat, the umpire will stop the game for a reasonable period of time to allow for the player to return to the game. If the player does not return in a reasonable time period (as determined solely by the umpire) an out will be recorded for the player's at bat.
4. The use of pitchers is broken into two halves:
 - a. During the first half of the season, pitchers will be limited to three innings per game or a maximum of 50 pitches, whichever comes first.
 - b. During the second half of the season and the postseason, pitchers may pitch according to the rules described in the 2023 Little League Rulebook.

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Minor B

1. No new inning may start after one hour and thirty minutes (1:30). At 1 hour and 45 minutes, the game will be called after the completion of the current at bat, if applicable. If time permits, games shall be six innings long. *Exception: In the postseason, if a tie occurs after expiration of regular playtime, play will continue until a winner is determined.*
2. There is a limit of five runs per inning during any machine-pitch inning and a limit of three runs per inning during any player-pitch inning.
Exception: Any runs resulting from a ground-rule double or an over-the-fence home that exceed the limit will still count.
3. In the postseason, the 6th inning will not have a run limit.
4. Standings and scores are kept for the entire season.
5. The division will utilize the pitching machine for the first three scheduled games of the season. Beginning with the 4th scheduled game, all games will be player-pitch.
6. While utilizing the pitching machine, the batter will get a maximum of five pitches. If a batter swings and misses three times at any time of their at bat (foul balls count for strikes 1 and 2), they are out. If the batter has not put the ball in play after five pitches or has struck out, then the batter is called out. *Exception: The batter is not called out if they continue to foul off pitches. Once the batter misses or does not swing then the batter is called out. No walks will be allowed during the pitching machine games.*
7. The home team is responsible for completing the official scorebook for all games. The visiting team is responsible for completing the pitch count for all player-pitch games.
8. If a batted ball strikes the pitching machine or the coach operating the machine, then the play will be called dead and the hitter will be awarded first base. All base runners will advance one base from their starting point.
9. During machine-pitch play, the player playing the position of pitcher must be within three feet of the pitching machine and shall be on the batter's weak side. It is the responsibility of the coach operating the machine to ensure that the pitcher is properly positioned prior to each pitch and to prevent the pitcher from running into the machine.
10. A manager or coach may not make any adjustments to the settings of the machine without the approval from the other team's manager once the game has begun. The pitching speed shall be set at: 3/4/7 (36mph). Both managers shall set the speed and direction before the game commences. The manager/coach who is feeding the machine may "feather" the foot pedal as they deem fit, and can make adjustments to the ball loading pin if needed.

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11. The offensive coach running the pitching machine shall also serve as the umpire and make all out and safe calls. They may ask for assistance from other coaches, but they are ultimately responsible for making the final calls. Any final call may not be argued.
12. The offensive coach running the pitching machine shall not exit the pitching mound area to give direction to the base runners. Players must rely on the 1st and 3rd base coaches for baserunning instructions.
13. Each player must play two innings or six outs within the infield during the first four innings of each game (Note: On a case-by-case basis, the Board of Directors may approve waivers to this rule if a safety issue exists and the player's parents/guardians agree to a reduction in these minimum standards)
14. There will be 10 players on the defensive field whenever possible. Four players on the field must be in the outfield grass until the ball is put in play. All players must play in traditional defensive positions. (P, C, 1st, 2nd, 3rd, SS, LF, LC, RC, RF)
15. Players shall not play the same position for more than two innings in a game.
Exception: During player-pitch games, pitchers will be limited to either three innings or a maximum 50 pitches, whichever comes first.
16. An injured or scared player is exempt from batting and may return to play in their regular position in the lineup whenever ready to safely resume play. The umpire must concur with the decision to remove and/or return a player to/from the lineup.
17. During regular season games, a fixed and continuous batting order will apply. The batting order continues in the next game wherever it finished from the previous game.
Exception: At the midpoint of the season, all teams may rearrange their fixed lineup at, and only at, the designated time declared by the League. The lineup will then remain fixed for the remainder of the regular season. In the postseason, team lineups can be changed throughout the playoffs.
18. The fixed lineups must be provided to the Minor B commissioner prior to the first game and again at the declared midseason point. The lineups will be made available to all coaches within the division for scorekeeping purposes.
19. Injured, incapacitated, and/or absent players are skipped in the continuous lineup and shall re-enter the lineup in their regular spot after being deemed capable of returning to play from injury or if arriving late.
20. Players that leave games for non-disciplinary reasons shall be skipped in the lineup.
21. Managers and coaches shall not physically assist players during gameplay. Managers and coaches are not permitted to physically assist the base runners. The baserunner is out if a manager or coach violates the rule.

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22. Managers and coaches shall not be on the field of play during defense.
23. The play will be called dead when an infielder has possession of the ball within fair territory of the infield dirt with no intention of making another play. Runners can only move to the next base if they are more than halfway between bases with the risk of a play occurring, which may get them out. If a play is attempted, all runners may continue to advance at their own risk. It is the umpire's discretion to determine if the infielder has possession with no intention of making a play.
24. A baserunner may not advance on a dropped pitch, wild pitch, or passed ball during the first half of the season. In the second half of the season and during postseason play, a baserunner is allowed to advance to 2nd or 3rd base with the risk of a play occurring, which may get them out, on any dropped pitch, wild pitch, or passed ball. A baserunner may not advance to home plate on a dropped pitch, wild pitch, or passed ball.
25. A baserunner is not allowed to advance to the next base if an overthrow is made from the catcher to the pitcher an attempt to make a play on a dropped pitch, wild pitch, or passed ball.
26. The batter is out after a dropped third strike.
27. Runners may attempt to advance one base on the first overthrow made per each batted ball. Runners may not advance to another base after any subsequent overthrows during the same batted ball. The play will become dead to encourage defensive players to attempt plays.

Example: The shortstop fields a ground ball and throws the ball past the first baseman. The runner may attempt to take second base at their own risk. If the following throw is thrown into the outfield, then the runner must stop at second base. Runners not involved in the play may advance to the base they were headed towards at the time of the overthrow and the next base in the event of an overthrow.
28. Bunting is not allowed.
29. The Infield Fly Rule is not in effect.
30. Intentional walks are not permitted
31. During the postseason, managers must provide a copy of their lineup to the umpire, scorekeeper, and opposing team before the start of each postseason game.

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Single A

1. After one hour and 30 minutes, the game will be called after the completion of the current at bat.
2. This division will be integrating coach-pitch and machine-pitch, not to exceed 32 mph but no less than 26 MPH. Managers are to agree on mph prior to game start. If the MPH is too fast after the game has started, the machine can only be altered mid-game if both managers agree to a new MPH setting. At their discretion, managers should begin increasing machine pitch MPH as the season progresses. During the final 3rd of the season, the pitching machine will be set at: 3-4-5 (32 MPH).
3. The first 3rd of the season will begin with coach-pitch, the second 3rd of the season will be machine and coach pitch, and the final 3rd of the season will be machine-pitch. Tee use will be allowed for a batter that is unable to put the ball in play through coach- or machine-pitch except in the last 3rd of the season where strikeouts are recorded. The offensive coach who is pitching/using the machine will make all out and safe calls. He/she can ask for assistance from other coaches.
4. The batter will get a maximum of five coach-pitches the first 3rd of the season. If a batter has not put the ball in play after five pitches then the batter must use a tee. There are no strikeouts.
5. The batter will get a maximum of three machine-pitches the second 3rd of the season. If the batter has not put the ball in play after three machine-pitches the coach may offer two coach-pitched balls. If the batter has not put the ball in play after the two coach-pitches, then the batter must use a tee. There are no strikeouts.
6. The last 3rd of the season will be machine pitch only. A batter will receive a maximum of five machine pitches. If the batter has not put the ball in play after five machine pitches then the batter is out.

Exception: The batter is not called out if they continue to foul off pitches. Once the batter misses or does not swing then the batter is called out.

7. The offensive coach running the pitching machine or pitching shall also serve as the umpire and make all out and safe calls. They may ask for assistance from other coaches, but they are ultimately responsible for making the final calls. Any final call may not be argued.
8. During machine-pitch play, the player playing the position of pitcher must be within three feet of the pitching machine and shall be on the batter's weak side. It is the responsibility of the coach operating the machine to ensure that the pitcher is properly positioned prior to each pitch and to prevent the pitcher from running into the machine. Games are four innings.
9. If a ball hit by the batter strikes the coach or the pitching machine, the play will be

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called dead and the hitter will be awarded first base and all base runners will advance one base.

10. The play will be called dead when an infielder has possession of the ball within fair territory of the infield dirt with no intention of making another play. Runners can only move to the next base if they are more than halfway between bases with the risk of a play occurring, which may get them out. If a play is attempted, all runners may continue to advance at their own risk. It is the umpire's discretion to determine if the infielder has possession with no intention of making a play.
11. All runners may advance one base on an overthrow except from 3rd to home.
12. Base stealing is not allowed in the Single A division.
13. Managers and coaches are not permitted to physically assist the base runners or fielders. For example, holding or moving the player onto a base or pushing the player towards the next base. The runner is out if a coach violates this rule.
14. A fixed and continuous batting order will apply throughout the season. The batting order will continue in the next game wherever it finished from the previous game.
15. Incapacitated and/or absent players are skipped in the continuous lineup and shall re-enter the lineup in their regular spot after being deemed capable of returning to play from injury or if arriving late.
16. Players that leave a game early shall be skipped in the lineup.
17. Players may not play the same position for more than two innings.
18. All players must play at least two infield and one outfield innings per game by the end of the 4th inning.
19. Fielders must play traditional positions (P, C, 1st, 2nd, 3rd, SS, LF, LC, RC, RF).
20. Teams on defense will be allowed to have one coach in the outfield.
21. There are no standings or final scores kept by the League in this division.
22. All batters/runner must wear a helmet at all times.
23. Male players must wear a protective cup.
24. Inter-league play may be applicable for the Single A Division also known as CAPS. Teams may travel to/from another league to play games. The hosting league's rules will apply unless otherwise agreed to by the managers prior to game start.

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Tee Ball

1. All games will play to a set time limit of one hour. Games should end promptly at the one-hour mark and players should leave the field/dugout in a timely manner.
2. All players must bat every inning (time permitting).
3. There are no outs
4. Score is not kept.
5. All batters/runner must wear a helmet at all times.
6. Male players must wear a protective cup.
7. Managers must shuffle batting orders for each inning so each player starts an inning, ends an inning, and bats at different parts of the batting order throughout the season.
8. Batters and runners can only take one base per at bat
Exception: Batters and runners may advance additional bases for ground rule doubles or over-the-fence home runs)
Exception: The last batter shall clear the bases advancing all runners home to end the inning.
9. A player can only play any given position one time per game.
10. A team is limited to six traditional infield positions (P, C, 1B, 2B, 3B, SS) and unlimited outfield positions. No player shall sit on the bench during defensive play.
11. Coaches may be present on the field during defense.
12. At the manager's discretion, a coach may pitch a maximum of two pitches to any player deemed capable of hitting a pitched ball. If the batter fails to put either pitch into play, then they must hit from the tee.