

D18 Central Shore Senior League Rules

***** All these rules are a supplement to LL Book Rule*****

1. The age structure for the Senior League will be ages 15-17 (17's not eligible for All Stars).
2. 14 game schedule – balanced 7 home and 7 away
3. Bulk of games are Sat and Wed, **all home games with Stafford need to be confirmed by the away coach. They have about 5 teams using the same field so we could not confirm home dates and time for them**
4. Senior League games have a 3 hour time limit.
5. Both teams at each game will supply two new baseballs. After those four are used, both teams should help out with supplying additional balls but the home team is ultimately responsible for them
6. A 10 run Mercy rule is in effect, the game ends after 5 innings (4 1/2 innings if the home team is ahead) if a team leads by 10 or more runs
7. Pitch counts per the Little League 2014 Hand Book. Pitching affidavits MUST be carried by all managers and be filled out and signed by the opposing manager after every game. We will also be using the D18 website and pitch count (for both teams) and final score must be entered by the winning coach after each game
8. Normally we bat everyone, and that is encouraged, however we will allow teams to match lineups.. In other words if team A has 9 players and team B has 14 team B will be allowed to bat 9 BUT all 14 must get into the game at some point. If you bat only 9 players and you have more than that your subs need to be married to a starter
9. All scores must be reported within 24 hours of the game being completed. Website below.. On the website you can get the rules, schedule , team rosters , coaches contact and pitch count

<http://www.leaguelineup.com/welcome.asp?url=njdistrict18&sid=98609572>
10. The home team for every scheduled game will supply two umpires unless other arrangements are made
11. Any player arriving from a school game must wear his Little League shirt and cap. Little League Pants, socks and belt are not required in this instance
12. ***All games that are postponed due to rain/weather shall be rescheduled within 5 days and played within 10 days from the original date. PA's shall work together to get the games rescheduled within this time frame. If one or both teams do not show up for the makeup game then the team/s that does not show up shall forfeit the game.***
13. Any team that forfeits a game that game will go in standing as a 7-0 loss for the forfeiting team and a 7-0 win for the other team. If both teams have to forfeit they will both get 7-0 lose against them.
14. Any tie game that is suspended because of weather, time or curfew shall follow the same make rules as the rainouts and be picked up from the point the game ended. Exception is the two

teams can agree to pick it up prior to the start of the next time they play against each other. If a game is called in the first inning the game will start over. If it is called in inning 2 thru 5 then the game will be picked up where it was left off, if it is called after the 5th inning then it will be considered completed BUT if it is called WITHOUT a full inning being completed the score will roll back to the last full inning.

15. All protests will be handled by the Protest Committee which will consist of the D18 CSSL committee (all members not selected yet). All protests must be verbally communicated to the umpire before they leave the field and a written report sent to me.
16. Pool players will be allowed and administered by the PA's of each league to the best of their ability
17. PA's administer the selection of the pool player. The PA's should do their best to select the players on a rotating basis also try to keep the skill set as equal to the player they are replacing
 - a. B-Pool players are not eligible to pitch
 - b. C-Pool players can play **ANY** position **BUT** pitcher
 - c. D- Pool players can be picked from the junior division or from any team in the league
 - d. E- Pool player must bat last. If that pool player has already batted and another player for that team shows up that new player will bat after the pool player.
 - e. F- Pool player must wear the uniform of his Little League team
 - f. G – Maximum of two pool player per game per team.
 - g. H- Pool player **CANNOT** play more innings then a regular player for that team
18. Borrowing a player, from the opposing team, is allowed if you have only 8 players, the player to be borrowed would be the last batted out from the opposing team with the exception of the pitcher and catcher. Exceptions in the first inning the borrowed player must be the last batter in the lineup. The borrowed must play the outfield.
19. All rosters (names/numbers/age) shall be presented to Bob Cuber so we can post them to the D18 website. **Please send them as an excel spread sheet**
20. There will be a 15 minute waiting period to produce enough players to start a game. After 15 minutes is a team only has 8 players then they would borrow a player until there ninth player shows up. If a team has less than 8 players because of a conflict with a school game or other function and you know those players are on the way then the wait time can be extended to 30 Minutes. **Unless both coaches agree to wait longer then the team that is short a player shall forfeit.**
21. *Playoffs will be double elimination. Bracket set up with a winner path and loser path*
22. **NO POOL PLAYERS IN THE PLAYOFFS**
23. *Any ties in the standing will be decided by head to head play first, runs against second, coin flip third*
24. All trophies will be handled by each league as they see fit but we have a trophy for the Champion and each year we will add a plate for that years winning team so that trophy can move from league to league (Similar to the Stanley Cup Trophy)

