

CENTRAL LITTLE LEAGUE

BY -LAWS 2025

- **WEATHER**-Teams must show for all scheduled games, regardless of the weather conditions (unless notified by a league official) only a league official or umpire can cancel or postpone a scheduled game or practice for any reason.
- **COACHES /VOLUNTEERS ON THE FIELD**- please let the players play baseball!!!
 - No Tabacco, E-cigs, vapors, alcohol, or vulgarity is permitted on the field of play or with in the range of any child. This includes the stands and the surrounding areas. They are also not allowed at any of the fields, parks or stands where games or practices are held.
 - Players may and will be released from the league if the parent do not abide by the rules set by the league's board of directors. It is the manager's responsibility to convey this to the parents. We will not tolerate the usual behavior problems associated with Little League and other youth programs created by the adults and coaching staff. CLL has zero tolerance policy and will enforce it.
 - All volunteers in CLL represent the parents, coaches, managers and board members of the league. Please keep this in mind regarding your conduct and professionalism on the fields and off. We appreciate your help, and donated time. We want to make this a positive experience for everyone involved.
 - **Umpires cannot be argued with by players, coaches or parents. You will be ejected or suspended from the game.**
 - Umpires are the official timekeepers.
 - All people in the dugouts or helping at practice must be badged (background checked by a league official). The board has the right to reject a volunteer from being badged and the right to revoke a badge at any time.
- **PROTEST**– Are in accordance with the little league Rule Book. Must be in writing.
- **FIRST AID KITS/ SAFETY MANUALS**-Managers must carry the team's First Aid kit and safety manuals with their team binders to all practices and games.
- **TRASH**-Dugouts and the spectator stands should be free and clear of any trash. All teams are expected to clean up after themselves.
- **RULES**- All rules are in accordance with the 2025 Little League Rule Book.
- Home rules apply during inner-League play.
- **AGE DIVISIONS**- Are based on the current Little League Age chart.
 - TBALL -Ages 4-6 years
 - ROOKIES- Ages 6-8 years
 - MINORS- Ages 8-10 years
 - MAJORS- Ages 10-12 years
 - INTERMEDIATE – Ages 12-13 years
 - JUNIORS/SENIORS- Ages 12-16 years

- SOFTBALL- 7-13

** Ages are contingent on the players ability. Division changes require a written request from the parent and the approval from the Player agent or the league President. **

- **DRAFT**- Drafting is done in 2 parts. Any returning player who has played more than one season with the same coach can be Re-Drafted back to the team/coach (6 redraft player limit). The second part of the draft is that all registered players who attended at least 1 tryout be placed in a draft with the exception of T-Ball and Rookies. T-Ball and Rookies can freeze up to 8 players. All post draft trades must be approved by the Player agent. Draft night will only be done in the spring season for fall ball the league will roll over the teams from spring.
- **SUSPENSIONS**- Suspensions are in accordance with the Little League Rulebook. Rule 4.07 Contingency.
 - Any player, coach, parent or manager that is ejected more than one time must appear before CLL Board of Directors at a regular scheduled Board meeting before they may return to their position on the team.
- **MANAGER AND COACH APPROVAL**- Central LL board of directors will annually approve managers and coaches.
- **PLAYER REMOVAL**-A player may be suspended from a game for disciplinary action with the approval from the division Player agent, parent and /or League President.
 - 1st offense - manager, parent and player conference
 - 2nd offense – manager and parent conference
 - 3rd offence – removal of the player from the team for the remainder of the season by Central LL Board of Directors.
- **MERCY RULES**- MINORS AND ABOVE 15 runs after 3.5 innings. 10 runs after 4.5 innings. 8 runs after 5.5 innings.
- **CENTRAL LL PLAYOFF/ CHAMPIONSHIP**- In house tourney
 - 1st Place team gets a bye week in the first round. The other teams will play a one game elimination game. Championship games will be played best two out of three games.
 - Regular season standings will determine the Playoff seeds.
 - Winner of a coin toss will pick home /visitor
- **POOL PLAYERS**- If a team requires a Pool player, they **MUST** contact the Player Agent at least 2 hours before the game to request a Pool player. Only the Player agent can produce a Pool player to a team. Coaches CANNOT select their own Pool Player without the approval of the Player agent. Pool Players are guaranteed nine consecutive defensive outs and one at bat. Pool players CANNOT BE A PITCHER OR CATCHER IN THE GAME!
- **ALL STARS**- All-star managers and coaches will be voted on by the CLL Board of directors. Player's nominations will be made by coaches and approved by CLL board of directors. All star players must be prepared to show proper documentation including an Original Birth Certificate.

- **REFUND POLICY**- Full refund if requested in writing by 5:00 pm on January 30th. No refunds will be issued after uniforms have been ordered February 01 and August 15 of the current years. CLL is not responsible if the parent or player decides to leave mid-season or changes their mind about playing once practices have begun.
- **LEAGUE PLAYER DUES**-
 - T-Ball- \$150
 - Rookies -\$160
 - Minors- \$ 170
 - Majors -\$180
 - Intermediate/Juniors/Seniors- \$200
 - Softball- \$180
 - Late fee-\$40 after uniforms have been order February 01 and August 15 of the current year.
 - Sibling discounts will be given on a \$15 increment per children.
 - \$30 off total of 2 players
 - \$45 off total of 3 players
 - \$60 off totals of 4 players
 - No sibling discounts will be given to the players who received the T-Mobile grant
 - All siblings must reside in the same household.
- **SPONSORSHIP**- All sponsors will be subject to fill out a proper form.
 - Fan of the league- \$500
 - Base hit -\$700
 - Double-\$900
 - Triple -\$1200
 - Home run-\$1500
 - Grand slam -\$1800
- **UNIFORMS** – Teams will not be allowed to cover up the sponsor logo with a Last name or any other design, as these sponsors pay to promote their business on the back of our jerseys.
 - All players must have their own equipment. Helmet, cleats, glove, and a bat.
 - All male players must wear a protective cup.
 - All female players must wear a protective cup.
 - Players must wear hats during games.

T-BALL

- **MANDATORY PLAY**

- All players will play the entire game. The only exception will be removal from illness, injury or bathroom break.

- **GAME**

- A game consists of three innings or 1 hour whichever comes first.
- Outs and runs are not counted. The ½ inning is over when the offensive team has batted their entire line up
- Everyone bats and everyone plays in the field.

- **COACHES**

- The T-ball division is allowed up to 6 defensive coaches on the field. This a teaching division and coaches are allowed to coach First base, third base, Infield, Outfield, and Home Tee and monitored the dugout. No brothers or sisters in the dugout
- There must always be an adult in the dugout.
- All coaches are required to be badged.

- **DEFENSE**

- Each defense will consist of all players. Pitcher, Catcher, First, Second, Third, Short stop and the remaining players in the outfield. The outfield begins at the grass line.
- Coaches are encouraged to help instruct defensive play but NOT interfere. Players should retrieve the ball not the Coaches.

- **BATTING**

- Players who arrive late should be added to the bottom of the lineup.
- The batting order will consist of the listed players in the order they are to bat. The batting order shall not change throughout the game.
- Teams will bat through the entire lineup each inning
- No bunting is allowed. Batter takes a full swing
- First time offense for throwing the bat will result in a warning subsequently, throwing the bat will result in an out the ball is called dead, and the base Runner returns to the previous base
- Bat boys/ girls are not allowed
- No, on deck batters are allowed

- **BASE RUNNING**

- Runners must stay in contact with the base until the ball is hit. There is no base stealing or leadoff.
- Defensive players are not allowed to stand in the base path.
- A player that hits the ball within the infield shot advance one base. A player who hit the ball the infield may advance two bases.
- Defensively it's made at eight in and out, the player must be the base and return to the dugout
- There is no Infield fly rule

ROOKIES

- **MANDATORY PLAY**

- All players will play the entire game. The only exceptions are removal from an illness, injury, or bathroom break.

- **GAME**

- A game consists of six innings or one hour and 30 minutes, whichever comes first
- There is no infield fly rule
- There is a five run per in maximum per team
- Stop when the ball is in the pitching Circle from any defensive player
- Scores are not recorded in this division
- Entire Line up bats
- Only Little league USA bats allowed

- **COACHES**

- The rookie division is allowed one manager and two coaches in the dugout. This is a teaching division, and coaches are allowed to coach first base, third base, and monitor the dugout no brothers or sisters are allowed in the dugout
- A defense coach may assist behind the catcher (for the purpose of speeding up the game).
- All coaches are required to have a background check done

- **DEFENSE**

- Defensive players are not allowed to stand in the base path.
- Each defense consists of 10 players. Pitcher, catcher, first, second, third, short stop, and four outfielders. Exceptions of this rule can be made by managers agreeing to play all players on the field with extra players in the outfield.

- **BATTING**

- Th batting order shall be the list of players listed in the order they are to bat. The batting order shall contain the entire roster of players and shall not change throughout the game. If a player shows up late, he/she will be added to the bottom of the line up.
- Teams will bat until 3 outs or 5 runs
- Each batter will receive 6 pitches. Batter will be out if 3 full swings are made with no contact of the ball
- No bunting is allowed. Batter must take a full swing.
- Throwing the bat, if a Player throws the bat, he/she will receive a warning. Subsequent throwing off about will result in the batter being called out
- Not bat boys/ girls are allowed
- No on deck batters are allowed

- **PITCHING**

- Coaches pitch to their own team. Coaches are allowed six pitches per batter if the batter has not struck out or put the ball and play by the six pitch it's considered an out
- There are no walks
- A better strike out on a foul ball
- A manager or coach who is pitching may not interfere with the defensive team play
- Coaches must pitch standing up (five feet from the mound) pitch overhand
- **BASE RUNNING**
 - Runners must stay in contact with the base until the ball is hit
 - There is no base stealing or leadoff
 - Defensive players are not allowed to stand in the baseline
 - One base on an overthrow when the ball is thrown into foul territory to include homebase
 - If the runners have not crossed the halfway point between the bases when the ball arrives at the pitching circle, the runners must return to the preceding base.

MINORS

- **MANDATORY PLAY**
 - All players must play a minimum of two innings and have one at bat
 - The only exceptions are the removal for injury, illness, suspension from the game or disciplinary reasons
 - Managers must have the approval for disciplinary reasons. Approval can come from the division player agent or president.
- **GAME**
 - Game consist of up to six innings
 - No new inning after the 1 hour and 45 minutes
 - There is no drop-dead rule
 - The inning has ended after five runs score
 - One intentional walk allowed per game
 - One base on overthrow, the ball is thrown into fault territory to include homebase
 - The ball is in play if it's overthrown into fair territory
 - Only little league USA bats allowed.
- **BATTING**
 - A continuous batting order will be established for the regular season and will include our players on the team roster present for the game batting order
 - The batting order shall be the players listed in the order they are to bat. The batting order shall contain the entire roster of the players and shall not

change throughout the game if a player shows up late, he/ she will be added to the bottom of the lineup

- Throwing the bat if a player throws a bat he/ she will receive a warning subsequent throwing of the bat will result in the batter being called out
- No bat boys/girls allowed
- No on deck batters allowed

- **PITCHING**

- Each team may pitch maximum based on the 2025 Little league regulation VI
- Teams must declare pitchers age prior to the pitcher pitching
- Clear and accurate pitch records must be kept in the score Books for both teams, pitch count must be checked every half inning.
- Pitch count cards must be signed up by the team manager and umpires at the end of the game
- A pitcher once removed from the mound CANNOT return as a pitcher
- Pitch count log for both teams must be turned into game scheduler immediately after following the completion of the game. If for any reason is not turned in by the next day, the manager can be suspended. A pitcher who pitched has more than 40 will not be available to play catcher in the same day. A catcher who has catch more than four innings will not be available to pitch in the same day.

- **DEFENSE**

- Defensive [players are not allowed to stand in the base path.
- Each defense will consist of 10 players. Pitcher, Catcher, First, Second, Third, short stop, and four out fielders.

MAJORS

- **MANDATORY PLAY**

- All players must play a minimum of two innings and have 1 at bat
- The only exceptions are for the removal for injury, illness, suspension from the game or disciplinary reasons prior to. The start of the game.
- Managers must have the League's approval for disciplinary reasons. (Approval can come from the Division , Player agent or the league President

- **BATTING**

- A continuous batting order will be established for the regular season and will include all players on the team roster present for the game batting order.
- The batting order shall be the players listed in the order they are to bat. The batting order shall contain the entire roster of players and shall not change throughout the game. If a player shows up late, he/she will be added to the bottom of the line up.

- **GAME**

- Game consists of up 6 innings.

- No new inning after 1 hour and 45 minutes
- There is no drop-dead rule
- One intentional walk allowed per game
- No 5 run rule
- Drop 3rd strike is in effect.
- Only little league USA bats allowed
- **PITCHING**
 - Each team must pitch a maximum based on the 2025 Little League rule book, Regulation VI
 - Teams must declare pitchers league age prior to the pitcher pitching.
 - A pitcher once removed from the mound cannot return as a pitcher.
 - Clear and accurate pitch count records must be kept in the scorebook for both teams. Pitch count must be checked every ½ inning
 - Pitch count, and scores for both teams must be turned into game scheduler immediately following the completion of the game. If for any reason the scorecard it's not turned in by the next day at noon the manager can be suspended.
 - A pitcher who has thrown more than 40 pitches will not be available to play catcher in the same game day. A catcher who has catch for more than four innings will not be available to pitch in the same game day
- **DEFENSE**
 - Defensive players are not allowed to stand in the base path
 - Each defense will consist of 9 players. Pitcher, Catcher, first, second, third, short stop and 3 outfielders

2025 INTERMEDIATE 50/70, JUNIOR AND SENIOR

These rules must be kept at all games and discussed with the umpire at the plate meeting or prior to the start of each game. Keep this in your score book. All rules are in accordance too the 2025Little League Rule book below are the league options.

District League Age Option:

Intermediate 50/70: Ages *11, 12 and 13

Juniors: Ages 12, 13 and 14

Seniors: Ages **13, 14, 15 and 16

Contingency:

1. Intermediate: *11-year-olds that participate in the Intermediate 50/70 division for regular season may only do so if a player's skill level is assessed by the league as capable of participation at this level of play.
2. Junior League age 15-year-olds must have an approved waiver on file PRIOR to the draft of the local league.
15-year-olds that participate in the Junior Division for the regular season may only do so if (a) the local league does not offer a Senior Division or have a combined

team form. (b) a player's skill level is assessed and appropriate for that division. 15-year-olds are not allowed to pitch in the Junior Division.

3. Senior: **13-year-olds that participate in the Senior Division for regular season may only do so if a player's skill level is assessed by the league as capable of participation at this level of play.

Umpires, Rescheduled or Canceled Games

1. Only the league President or board appointed board member may cancel or reschedule games with the umpire association. Managers and coaches DO NOT have this authority.

2. If no umpires are available for a game, each team will provide one (1) adult coach to officiate the game. The home team coach will call balls and strikes from behind the mound and the visiting coach will make all base calls. If this occurs managers must notify the league President within 24 hours.

Mandatory Play: Mandatory play can be found in the LL rule book. Regulation IV Every player present at the start of the game will participate in each game for a minimum of six consecutive defensive outs and at least one at bat. **Note:** (Nevada District 2 adopts) If a league used 15 to 20 player rosters and 15 or more eligible players are at a game, the league may reduce the Mandatory Play Rule to three (3) defensive outs and one (1) at bat per game.

The manager MUST ensure that each player meets the mandatory minimum play for each game.

Penalty: The players) involved shall start the next scheduled game, play previous requirement not completed for the prior game and the requirement for the current game before being removed.

(Regulation IV (i))

Batting

Continuous batting order is in effect. Bat the entire bench.

Nevada District 2 adopts Courtesy Runner Rule 7.14 b: A local league may permit a "courtesy runner" for the catcher and/or pitcher of record when there are two (2) outs. A player whose name is on the team's batting order may not become a substitute runner for another member of the team. Neither the pitcher nor the catcher is subject to removal from the line up. The same courtesy runner may not run for both the pitcher and the catcher at any time during the game. A courtesy runner must be reported to the plate umpire and official score keeper.

Exception: If the continuous batting order is used, the courtesy runner may be in the team batting order and must be the player in the batting order who made the last out.

Run Rule 4.10

15 run rule is in effect as per the 2025 Little League Rule Book (Losing team must bat 4 times)

10 run rule is in effect as per the 2025 Little League Rule Book (Losing team must bat 5 times)

Games effected by the run rule still need to assure that each player received the mandatory play.

Length of Games.

Nevada District 2 adopts the following option in rule 4.10 (c 2)

If the game has been played for 1 hour and 45 minutes. Any inning which has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit has expired.

Pitching Rules

1. Each team may pitch a maximum based on the 2024 LL rule book.
2. Teams must declare pitchers league age prior to the player pitching.
3. Clear and accurate pitch count records must be kept in the scorebook for both teams.
4. Pitch counts must be signed by the opposing team manager/appointed scorekeeper.
5. Pitch count and score must be turned in within 24 hours. Please report both teams.
6. Pitch count from previously played games must be made available at the plate meeting.

Pitch counts will be reported on GAME CHANGER

Game Changer is required for all teams. Accurate pitching and player records must be reflected.

League Age	INTERMEDIATE 50/70 & JUNIOR DIVISION		League Age	SENIOR DIVISION
11-12	85 Pitches per day		15-16	95- Pitches per day
13-14	95 Pitches per day			
Pitches	Day's Rest		Pitches	Day's Rest
1-20	0 Days		1-30	0- Days
21-35	1 Calendar Day		31-46	1 Calendar Day
36-50	2 Calendar Day		46-60	2 Calendar Day
51-65	3 Calendar Day		61-75	3 Calendar Day
66-more	4 Calendar Day		76 or more	4 Calendar Day

Any changes to this rule will be announced.

What to report: 1. Team name 2. Pitchers first, last name and jersey number. 3. Number of pitches note the number of pitches that the last batter was started and ended on. 4. Days rest 5. Pitchers league age.

Scores and number of innings played will be reported to:

6. League age **15-year-old may not pitch in the Junior Division.** 15-year old's must be marked on the line up cards. League's must have a waiver on file with Little League Baseball for 15-year-old to play in the Juniors division.

7. Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch that calendar day. Catchers must be clearly marked in the score book.

8. A pitcher that delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.

9. When use of the exception rule on page 44 regarding THRESHOLD while facing a batter the starting number of pitches must be clearly marked in the scorebook and noted when reporting pitch counts. Regulation VI

10. Rule 8,03: Warm up pitches, one minute between innings or eight warm up pitches. Keep the game playing!

11. Have catchers ready!

NOTE: Under no circumstances shall a player pitch in three (3) consecutive days.

Pool Play Players Regulation V

2025 Little League Rule Book Leagues that are using the pool play method must declare this prior to the start of the season.

1. Pool play must be run in accordance with Regulation V.

2. Pool players must be clearly marked on the lineup card and in the scorebook.

3. Pool players must play nine consecutive defensive outs and bat once. Pool players cannot pitch. Note: Players may not be "borrowed" from an opponent they must be assigned by the league's player agent.

4. Senior Division league age 15/16 may not pool play in the 50/70 or junior division.

Protests

Are in accordance with rule 4.19 of the LL rule book. The protest committee will consist of both league Presidents involved and 1 to 4 additional unrelated persons who are fluent in the Little League Rules.

Protests

Are in accordance with rule 4.19 of the LL rule book. The protest committee will consist of both league Presidents involved and 1 to 4 additional unrelated persons who are fluent in the Little League Rules.

Rule 6.02 This league will take the option in accordance with this rule.

After entering the batter's box. The batter must remain in the box with at least one foot throughout the at bat.

Exceptions:

1. On a swing, slap, or check swing
2. When forced out of the box by a pitch.
3. When the batter attempts a "drag bunt"
4. When the catcher does not catch the pitched ball.
5. When a play has been attempted.
6. When time has been called.
7. When the pitcher leaves the dirt area on the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
8. On a three-ball count pitch that is a strike that the batter thinks is a ball.

Penalty:

If the batter leaves the batter's box or delays play and none of the exceptions apply the umpire shall warn the batter. After one warning on the batter the umpire shall call a strike. Any number of strikes can be called on each batter. In the Juniors division: No pitch has to be thrown, and the ball is live.

Note: The batter may return their position in the batter's box and assume the new count at any time during the at-bat unless such enforced penalty is the third strike.

Scorebooks and or Game Changer:

Score keepers shall write in the date games are played with both team's names. Indicate who is home and visitors. All players' first, last names and jersey numbers must be listed. Pitch count must be clearly marked.

Pitchers' threshold must be clearly noted. Catchers must be clearly noted. **TEAM MANAGER/COACH MUST NOTIFY OPPOSING TEAM OF ALL CHANGES.**

Coaches

1. All coaches must have gone through the Little League back check and be approved by the league's board of directors to be on the field or in the dugout.
2. All coaches must have gone through the CDC Heads Up Concussion Training, Diamond Leadership Training and USA Good Sports training. All three certificates must be on file with the local leagues league player agent/safety officer/President.
3. Team are allowed 3 coaches in the dugout. Must be 16 years or older. (1 manager, 2 coaches)
4. There must always be one adult coach in the dugout always. (No brothers or sisters in the dugouts).
5. Rule 2.0 THE MANAGER is an adult appointed by the president to be responsible for the teams' actions on the field, and to represent the team in communications with the umpire and the opposing team.

(a) The manager shall always be responsible for the team's conduct, observance of the official rules, and deference to the umpires.

Player Applications/Medical Release Forms

Managers must carry the player's applications with the medical release forms to all team practices and games.

First Aid Kit and Safety Manual

Managers must carry the team's first aid kit and the league safety manual to all team practices and games. Contact the league safety officer for replacement items.

Trash

Dugouts and stands should be clear of any trash. Teams are required to clean up after themselves.

- The home team dugout is on the third base side.
- Line up cards must be dated and have the player's first name, last name, jersey number and position listed. The manager's name and coach's names must be listed.
- All changes must go through the umpire and official score book.
- Players are required to wear hats forward and shirts tucked in. The official LL patch must be affixed to the upper left sleeve of the uniform. Rule 1.11
- Only league approved coaches are allowed on the field or in the dugout during warmups and play. Rule 3.15 3.17

- The use of electronic communication equipment for any communication with on field personnel is not permitted. Rule 3.17

The coaches shall not leave their respective dugouts until the pitcher has completed his/her preparatory pitches to the catcher. Rule 4.05

- Players and coaches shall not leave the bench or dugout except to confer with a player or umpire and only after receiving permission from the umpire. Regulation XIV
- Use of tobacco, cigarettes (including e-cigarettes and vapors), and alcoholic beverages in any form is prohibited on the playing field, benches, or dugouts.

Alcohol is prohibited at the game site. Regulation

XIV There is absolutely no alcohol allowed in any little league facilities.

Take steps to prevent your league members from heat illness. Drink early, drink often! Bring water and or sports drinks. It is recommended that teams provide a bucket of ice water and towels around neck/head. Players should drink water every half inning.

- Leagues are required to ensure first, second and third bases will always disengage. This includes practice and games. (rule 1.06)
- Traditional batting donut is not permissible. (rule 1.10)

- The bat must be a baseball bat which meets Little League specifications and standards. (rule 1.10 page 67)
 - Junior and Senior bat shall not be more than 34 inches, nor more than 2 5/8 inches in diameter and if wood, not less than 15/16 inches in diameter (7/8 inch for bats less than 30") at its smallest part. See rule 1.10 for additional specifications. All composite barrel bats shall meet the BBCOR performance standard, and such bats shall be labeled with the silkscreen or other permanent certification mark.
 - Any part of the pitcher's undershirt or T-shirt exposed to view shall be solid color and not be white or gray. Neoprene sleeves must be covered by an undershirt or removed. A pitcher shall not wear any items on his/her hands, wrists or arms which may be a distraction to the batter. (rule 1.11)
 - Players must not wear jewelry such as rings, watches, earrings, bracelets, necklaces ext. (rule 1.11)
 - Catchers must use a catcher mitt (rule 1.12)
 - Pitcher glove may not, exclusive of the piping, be white or light gray. (rule 1.15)
 - Batting helmets must have a non-glare surface and cannot be mirror-like in nature. Helmets must meet and bear NOCSEA stamp. Helmets may not be altered in any way. Helmets may not be re-painted and may not contain tape or re-applied decals unless approved in writing by the helmet manufacturer. (rule 1.16)
 - All male players must wear athletic supporters. Male catchers must wear the metal, fiber or plastic type protective cup. (rule 1.17)
 - **Catching helmet must have the dangling type of throat protector and catcher's helmet during infield/outfield practice, pitcher warm-up and games.**
- BAT=HELMET (rule 1.17)**
- Skull caps are not permitted. (rule 1.17)
 - Managers or coaches may not warm up a pitcher at home plate or in the bull pen or elsewhere during international tournament play.
 - Batboys/batgirls are not permitted at any level of play. Umpires, managers, coaches, and uniformed players shall only be permitted within the confines of the playing field prior to and during games.
- (Regulation XIV)
- A total of three coaches are allowed for each team. One adult coach must always be in the dugout.
- Exception: T-ball and coach pitch divisions may have additional coaches on the field for instructional purpose.) Manager/coaches must be 16 years of age or older.
- Two adult base coaches are permitted. Youth base coach must wear a batting helmet.