

2008

**RENTON LITTLE
LEAGUE**

SUPPLEMENTAL RULES

447-10-05

RLL Supplemental Rules

THE OBJECTIVE OF RENTON LITTLE LEAGUE IS TO IMPLANT FIRMLY IN THE YOUTH OF OUR COMMUNITY THE IDEALS OF GOOD SPORTSMANSHIP, HONESTY, LOYALTY, COURAGE, AND RESPECT.

PURPOSE:

This document is a Renton Little League supplemental rule set in accordance with the 2008 Little League Official Rules (LLOR—baseball *and* softball) and the 2008 Little League Operating Manual.

- Any item not specifically noted in these supplemental rules (this document) shall fall under the 2008 LLOR and the 2008 Little League Operating Manual.
- These supplemental rules only apply when games are played within the Renton Little League district.
- For inter-district games, or games against any other Little Leagues, please refer to the 2008 LLOR.

INTENT:

It is the intent of Renton Little League (RLL) to accommodate any child who wants to play Little League baseball or softball who:

- Lives within the registered boundaries.
- Meets the age requirements set forth by the Local Charter and the Little League International Residence Eligibility Requirements.

No child will be turned away unless there are extenuating circumstances, such as:

- Severe disciplinary reason(s).
- Roster limitations.
- Restrictions placed on RLL by organizations with which RLL is obligated to cooperate (i.e., Little League International, Washington District 7, the Renton Parks and Recreation Department, and/or Renton School District).

RLL Supplemental Rules

LITTLE LEAGUE BASEBALL/SOFTBALL CAREER

Little League Level:

The Little League Baseball/Softball Career consists of a series of playing levels from T-Ball to Major level. The ages range from 5 - 12-years-old. Each player's age will determine what level of play he/she will be eligible for.

Juniors/Seniors/Big League Level:

The Juniors/Seniors/Big League Little League Baseball/Softball Career consists of three age groups ranging from 12 -18-years-old. Rules for these levels of play are defined in the LLOR's (Baseball/Softball). Each player's age will determine what level of play he/she will be eligible for.

PLAYER/TEAM SELECTION

RLL Draft/player selection

The first and most important consideration for RLL *and* its players is for the Player Agent at each respective level (T-Ball, A, AA, AAA, Majors, etc...) to make assignments for each player to the level that they are best suited to play. The Player Agent retains full authority to distribute talent evenly to make all teams and divisions competitive. To accomplish this, a series of tryouts/assessments are held each year before the season starts, typically in the month of February. The tryouts/assessments are conducted under the management of the Player Agent and/or Board of Directors. Each player who has properly registered will be required to participate in tryouts/assessments. It is the responsibility of the Player Agent to ensure that each team Manager is involved in drafting players and has adequate knowledge of registered players who are eligible to be drafted and assigned to teams. Team Managers who will be part of the draft process will be required to attend all tryout/assessment session(s). Players will be selected/placed on teams using a draft method in concurrence and consistent with the Little League Operating Manual with the exception of the following:

2008 Team Method of Selection

Major Baseball- (Draft)

- The prior year's last place team in any division will get the first pick in every round. Following in reverse order (6th place, 5th place, 4th place, etc.) each team's final standings position will draft players until all teams/vacancies are filled. This rule is in effect unless there has been an *Expansion Year Draft* decided upon by the RLL Board of Directors. In the event of an Expansion Year Draft, the *Expansion Year* rule is in effect for Major baseball.
- Under NO circumstances are 9-year-olds allowed to be drafted or play at the Major level.

RLL Supplemental Rules

- Majors may draft/carry one 10-year-old on each team. The 10-year-old player may only be drafted if all available 12 and 11-year-olds have been drafted or must be the team's last pick in the draft. The only exception to this will be the sibling clause. If a returning or newly drafted player has a 10-year-old sibling, they will be positioned in the draft pick as per Little League rules.

AAA Baseball- (Gentlemen's draft)

- For new/returning teams/Managers, a "gentlemen's" draft system has been decided upon for the AAA level for the 2008 season. (The RLL Board of Directors agreed upon the draft method for this level of play. Please reference approved meeting minutes from 02/13/2008.)
 - Each prior years Managers/coaches will have the opportunity to retain as many players from the previous season's team that circumstances warrant.
 - New Managers/Coaches will work with the Player Agent and prior year's Managers/Coaches to select and field competitive teams.

AA Baseball- (Lottery & Player Agent placement)

A Baseball- (Geographical)

- 7 & 8-year-olds will be placed on teams by the Player Agent based on geographical areas with equal rations of 7 & 8-year-olds on each team.

T-Ball- (Geographical)

- 5 & 6 year-olds placed on teams by geographical areas with equal rations of 5 & 6-year-olds on each team.

Softball- (Draft--all levels)

NOTE: For the 2008 season, each player acquired by the MAJOR LEAGUE (Baseball/Softball) team shall, for the duration of their MAJOR LEAGUE career, be the property of the team making the acquisition, unless subsequently traded, released, or redrafted or at the Player Agent or Board of Directors discretion.

Player Agents may handle any special draft situations as they arise. Player Agent has full authority on player placement and can override any draft decisions or rules being followed.

Selection Order Details

- When a thorough tryout/assessment program has been completed, the last place team of the preceding season gets the first selection in ***every*** round, and remaining teams select in the reverse order of their respective standings. (This method is in place for all levels of play unless the RLL Board of Directors, for a specific division, has made an *Expansion Year* decision.)

RLL Supplemental Rules

- If a win-loss tie record exists from the preceding year, a flip of the coin will determine who receives the first draft and lottery systems. If an *Expansion Year* has been decided, the method of player placement will fall under the *Expansion Year* rule.
- The selection will continue until the rosters are filled or all players are selected.

Player limitations are to be per Regulations III of the LITTLE LEAGUE OFFICIAL RULES (LLOR).

Draft Options

- Managers and coaches may submit option(s) on brother(s)/sister(s) who are subject to the draft.
 - When the first brother/sister is drafted and an option has been submitted to the player agent, the manager automatically takes the sibling on the next turn.
 - A manager may also submit an option on a draftee if the child has a brother or sister already on the team he/she manages. This option must be exercised within the first three draft selections.
 - A manager who has child (children) eligible for the draft who wishes to draft the child (children) for his/her team must so state in writing to the player agent prior to the draft. If so stated, the parent-manager is required to exercise the option prior to the close of the specific draft round depending on the league age of the child. The manager child (children) shall be drafted as stated in the LLOR, Regulation IV (h), if applicable.
 - If the manager so chooses, he/she may waive the option on his/her child (children) on his/her team.
 - In the event a parent-manager becomes the manager in another league, the manager may not claim his/her child who is eligible only in the league whose boundaries include his/her home.

Bonus Picks

Each manager requiring eight (8) or more players, prior to the draft, to complete his/her roster will be allowed one bonus pick at the completion of the fourth round.

- If more than one manager is allowed bonus picks under this section, the order of rotation will be identical to that being followed in the draft.

Expansion Year Draft Rule

During an *Expansion Year*, the expansion team will be given the first selections of draft choices equal to the number of returning players on the existing team with the fewest returning players in the same division.

- If the manager/child or sibling rule is used on the expansion team, it must be exercised in the appropriate round based on age.

RLL Supplemental Rules

- At the conclusion of the expansion draft choices, the remaining teams in this division, including the expansion team(s), will draw numbers for draft order and then follow the draft method outlined in the 2008 Team Method of Selection section of this document.

*****Draft Section Disclaimer:** Any specific rule not covered in this section will fall under the direction of the 2008 LLOR and/or the 2008 Little League Operating Manual.

Roster Vacancies and Limitations

If a vacancy occurs, the following procedures shall be followed:

- See LLOR, Section III
- If the vacancy occurs during the last two weeks of the playing season, the Player Agent will not fill the vacancy without careful review.
 - Prior to granting such permission, the Player Agent will consider all of the factors involved, including, but not limited to the number of games remaining, and whether or not the team with the vacancy is in contention.
 - The player selected to fill the vacancy becomes a permanent member of the team selected in the regular draft.

Coaches/Parent Meeting

Each Manager/coach is required to hold a team parent meeting before the first game of the season. The purpose of this meeting is to:

- Inform the parents of anticipated goals and team expectations.
- To inform the parents of RLL rules and answer any questions they might have.
- To get the necessary parent help (i.e., fundraiser parent, safety coordinator, scorekeeper, etc.)
 - All teams are required to have a Safety Coordinator who will attend a mandatory RLL safety meeting. The name and phone number of the coordinator must be provided to the RLL Safety Director.

A RLL Board Member can be requested to attend during these meetings.

Protests and Rule Violations

Protests:

Protests will be in accordance with LLOR Rule 4.19 with the following exceptions:

- All protests must be submitted in writing to the respective Player Agent within 24 hours of the game of which is being protested.
 - The written protest must be received within 24 hours in order to be considered by the committee.
- The protest committee will act upon all protests within a week of receiving the protest in writing.
- Both managers may be invited to attend the protest meeting.

RLL Supplemental Rules

Pitching Rule Violations:

- Failure to comply with official pitching limitations denoted in the Little League Baseball or Softball Official Rules shall be brought to the attention of the Player Agent and to the Board of Directors.
- A pitching affidavit must be kept weekly for all pitchers for all games played and must be kept available all season.
- The umpire, if applicable, must sign affidavits.
- Violation of pitching limitations must be reported to the Player Agent at any time during the regular baseball/softball season.

Minimum Playing Time Violations:

- Failure to comply with minimum playing time requirements at any time during the regular baseball/softball season shall be brought to the attention of the player agent and the RLL Board of Directors.
- Penalty will be in accordance to LLOR IV, Section I.
- If a player is unable to fulfill his/her playing time requirement during the game, the circumstances should be reported to the Umpire-in-Chief (plate umpire) and the opposing Manager right away in order to avoid possible penalty.
 - This does not pertain to shortened games.
 - Any dispute in this situation on the field shall be promptly resolved by the Umpire-in-Chief and later reviewed by the Board of Directors.

Game Preliminaries Violations:

- Failure to provide batting order line-up and pitching eligibility at least ten minutes before game time shall be brought to the attention of the Player Agent.
- Frequent violations may require action by the Board of Directors.

PROOF OF AGE DOCUMENTATION

All league players are required to present a "CERTIFICATE OF LIVE BIRTH" to the Board of Directors before participating in league play.

- In most cases, there will be a birth certificate obtainable from the Department of Health Division or Bureau of Vital Statistics of the State of birth.
- In certain instances it may be necessary to assemble documentation for submittal to LITTLE LEAGUE HEADQUARTERS as outlined in the LLOR book.
 - In these instances, if the player involved has played in the league previously he/she will be declared ineligible until accepted by League Headquarters, the assumption being that adequate warning will have been given.
- **IN NO INSTANCES WILL A PLAYER BE ELIGIBLE TO PARTICIPATE IN ALL-STARS WITHOUT ACCEPTABLE PROOF OF AGE (original certificate of birth) & PROOF OF RESIDENCY.**

RLL Supplemental Rules

League Championships

- The overall Renton Little League regular season win-loss percentage shall determine the championship team. (Excludes interleague.)
- In cases involving teams with identical win-loss regular season game records, the order of finish will be determined by the following order of precedence:
 - Best season win-loss record against each other during the season.
 - Best overall win-loss record during the season.
 - Least amount of runs allowed during the season.
 - Most runs scored against each other during the season.

Post Season Manager/Coach Evaluations

Annually a Manager/coach evaluation form will be provided to each family. The RLL Board of Directors will review Manager/coach evaluations after each season.

Selection of All-Star Managers/Coaches and Players

All-Star Roster:

- Every All-Star team is required to carry a minimum of 12 players on the roster.
- 14-year-olds who play in the senior division are eligible for selection to either the Junior or Senior teams, but not both.
- 16-year-olds who play in the Big League division are eligible for selection to the senior teams.

Managers and Coaches:

Senior Baseball, Senior Softball, Junior Baseball, Junior Softball, Major Baseball and Major Softball are as follows:

- The Manager may be selected in the same manner as the Division Championship team with President and Player Agent recommendations.
- Managers and Coaches are subject to RLL Board approval.

Possible grounds for exclusion are:

- (1) Number of ejections of a manager and/or coaches.
- (2) Overall sportsmanship.
- (3) One suspension of a manager and/or coach.

NOTE: The above are subject to the final discretion of the Player Agent & the Board of Directors.

Minors and Majors Managers/Coaches for Baseball and Softball:

- The Manager and coach(s) shall be regular season team Managers and/or coaches from the Little League Baseball Majors Division or Minor League Division.
- Managers and Coaches will be selected by the RLL Board.

RLL Supplemental Rules

Players

Senior Baseball:

- All Senior's will combine as one for the purpose of All-Star selections.
- The managers from each team will mutually agree on the top (7) core kids. The remaining (5) spots will be decided by a majority vote among the players.
- The Player Agent and the President will reside over the ballot process.

Junior Baseball:

- All Senior's will combine as one for the purpose of All-Star selections.
- The managers from each team will mutually agree on the top (7) core kids. The remaining (5) spots will be decided by a majority vote among the players.
- The Player Agent and the President will reside over the ballot process.

Sr. Softball, Jr. Softball, Major Softball and Major Baseball will be chosen as follows:

Divisions with three or more teams:

- The players shall be selected by a vote of the regular season managers.
- One ballot per manager.
- Each manager will vote for (12) players from rosters other than their own.
- The respective Player Agent(s) and the President tally the ballots; each player named on a majority of the ballots will be named to the All-Star team.
- If there are not enough players to make a roster by majority vote, the remaining players receiving votes on the first ballot will be placed on a second ballot.
- Votes on the second ballot will be tallied by rank, based on position on the ballot.
- Each manager will vote for all remaining players on the second ballot.
- The second ballots are to be tallied by the respective Player Agent(s) and the President.

Divisions with two teams:

- Divisions with 2 teams will list sixteen (16) players on a ballot.
- One ballot per manager.
- Each manager will rank the players in order.
 - The first choice (number one) will receive 16 points; second choice will receive 15 points, and so on to player 16 who will receive one point.
- All ballot points will be tallied to determine the top selection of players.
 - The ballots are to be tallied by the respective Player Agent(s) and the President.

RLL Supplemental Rules

9 & 10-year-old Baseball and Softball

- All-Stars candidates will be selected to teams after a try out/assessment.
 - The Player Agent will conduct the try out.
- The Player Agent and upper division Managers and coaches will evaluate candidates, and player selection will be based upon tryout performance.
- All Stars at this level may carry 12 or 13 players (no more, no less).

Ballot Confidentiality:

- The respective Player Agent will notify the All-Star manager of the player selection.
 - The manager will then notify the players of the selection.

Rule Variations

This section pertains to all divisions unless otherwise noted.

- The head umpire shall duly note the game starting time.
 - He/she should relate the starting time to the official (home) scorekeeper.
 - The scorekeeper must record the time in the official scorebook.
- The batting order and line-ups shall be exchanged in accordance with LLOR, Section 4.01.
 - The exchange of batting orders must be conducted no later than ten minutes before the game time.
- Line-ups should be exchanged at the appointed time even if an umpire is not present.
 - It is mandatory that the Managers provide pitching eligibility along with the batting order and line-up.
- If in the judgment of an Umpire, a defensive player is seriously hurt, said Umpire may call time out and award bases as necessary in order for the hurt player to get medical attention.
- If a division team should lose a player due to injury (will not return for more than two weeks), or for other cause, the manager shall be required to notify the Player Agent in writing within 48 hours.
 - The Player Agent shall then contact the player involved to verify the loss and also the cause and estimated duration.
 - If the Player Agent deems it to be a permanent loss, he/she shall then notify the President and Board of Directors of the league.
 - The Manager shall then have after verification, a period of (1) week to work with the Player Agent to replace the lost player.
 - If after (1) week the Manager and Player Agent have not chosen a replacement, the Player Agent, the President, and the Vice President will choose a replacement for the affected team.
 - If the player does plan on returning to play within a reasonable amount of time a doctor's note must be submitted in writing to the Player Agent stating the player is cleared without any medical problems.

RLL Supplemental Rules

- Both the Manager and coaches will email all called and incomplete games to the re-scheduler within 24 hours of game time.
- The league scheduler shall reschedule games in the same sequence as the division originally scheduled them.
 - Games will be played when rescheduled.
- Failure of either team to play the make-up as rescheduled will be reviewed by an Appeals Committee appointed by the Board of Directors, for a possible forfeiture.
- Inclement weather, approved school functions, other functions approved in advance by committee and/or darkness are the only acceptable reasons for rescheduling. [Failure to field a team, non-graded school functions, bicycle trips, scout outings, etc. are not acceptable reasons for rescheduling a regularly scheduled game.]
- In the event of a tie at the end of regulation play, the game will be continued until a winner is determined or the game is called because of darkness or weather.
- If games are scheduled to follow and the score is tied at the end of regulation play, the game will be continued as follows (whichever comes first):
 - For a maximum of two innings.
 - One-half hour.
 - Time left remaining in the allotted game time block.
 - If a winner has still not been determined, the game will be rescheduled in accordance with the LLOR, 4.00, 4.10 and 4.11.
- Managers or coaches shall not umpire in their own division.
- Player Agents shall not umpire league games if interlock is occurring with their league.
- If a designate umpire's rescheduled game is in conflict with his or her own game, then the umpire scheduler will re-assign the designate to a different game to resolve the conflict.
- There will be one (1) time-out allowed for the offense, per inning, in the last (30), thirty-minutes, of a time-limited game.
- Any time outs taken by the defense in the last (30), thirty-minutes, of a time-limited game will be charged as a visit to the pitcher.
- Players are required to be properly and neatly dressed. Shirts tucked in, batting gloves completely stored, and wearing RLL approved uniforms and hats while on the field.
- Under sleeve lengths will not extend beyond the wrists at any time.
- All male players in all divisions are required to wear athletic cups.
- Any part of an undershirt exposed to view shall be of uniform solid color (not white or gray) for all players on a team. The only exception is the area around the neck, which may contain white.
- No electronic communication devices are to be used on the field of play or in the dug out.
- If a player from any division is summoned to play in a higher division, due to a vacancy in that division, the player shall have the right to refuse. If the

RLL Supplemental Rules

player refuses the summons, the player will lose rights to be summoned by any other divisions for that fiscal year.

Senior and Junior League Rules

- Each senior team may carry fourteen-year-olds with Board approval.
- There will be a (2½) two and one-half hour time limit from the scheduled game starting time, when any scheduled game follows on the same field.
- There will be a (3) three-hour time limit from the scheduled game starting time, for interlock home games when any scheduled game follows on the same field.

“Major” League Rules

- A 9-year-old may not play major baseball.
- Each Major team may carry one 10-year-old on their team.
- There will be a (2) two-hour time limit from the scheduled game starting time, when any scheduled game follows on the same field.

“AAA” League Rules

- Game duration is six innings or 2 hours, whichever comes first.
 - No inning shall start after 2 hours, but an inning started prior to the elapsing of the time limit shall be completed as usual. If a game is following on the same field there will be a (2) two-hour allotted time limit.
- All AAA teams are required to bat completely through their roster in a continuous batting order.
 - The batting lineup may not turn over in an inning.
 - The batting team will bat through its order once per inning or until three outs are made on defense, whichever comes first.
 - If a team does not bat entirely through their batting lineup in an inning, the next inning starts where they left off from the previous inning and that will be considered the starting/ending point for that inning.
- All protests shall be resolved before the next play.
 - Umpires shall be aware not to allow protests to be used as a strategy to delay the game.

“AA” League Rules

- Game duration is six innings or two hours, whichever comes first.
- No inning shall start after two hours, but an inning started prior to the elapsing of the time limit shall be completed as usual.
 - If a game is following on the same field there will be a two-hour allotted time limit.
- All AA teams are required to bat completely through their roster in a continuous batting order.

RLL Supplemental Rules

- The batting lineup may not turn over in an inning.
- The batting team will bat through its order once per inning or until three outs are made on defense, whichever comes first.
- If a team does not bat entirely through their batting lineup in an inning, the next inning starts where they left off from the previous inning and that will be considered the starting/ending point for that inning.
- All protests shall be resolved before the next play.
- Umpires shall be aware not to allow protests to be used as a strategy to delay the game.
- A runner who advances to third base shall remain there until that runner is:
 - Involved in a force play.
 - The batter hits the ball.
 - If a pass ball occurs or a wild pitch occurs, stealing home will not be allowed. Anything else shall be cause for a delay in the game.
 - The Umpire shall call time and allow the ball to be returned to the mound without jeopardy. It should be noted that this rule applies whether the pitcher is in the pitcher's circle or not and/or the catcher is in the catcher's box or not.
- Three innings constitute a full game in case the game is called prematurely because of rain, darkness, etc.
- A team shall have no more than ten batters per inning unless a pitch hits the tenth batter. (Ex: if hit by a pitch the next batter is up and so on.)
- The official scorekeeper shall notify the Umpire when the tenth batter takes his/her position at the plate.
- The tenth batter shall remain at bat until he/she hits a fair-batted ball, strikes out, is put out on a caught fly ball (fair or foul), or is hit by a pitch.
- All runners may advance until an out is made or until a defensive player touches home plate with the ball in her/his possession, which immediately ends that half inning.

"A" League Rules - (Coach Pitch)

- All players should have an opportunity to play an equal amount of time in the infield and outfield positions.
- There are to be no permanent assignments of positions.
- No score or standings are kept.
 - Extended T-Ball is a program designed to develop players' abilities to the next level of league play.
- Base paths shall be 60 feet in length.
- The ball used will be an official T-Ball Indoor/Outdoor Training Ball with a synthetic leather cover and sponge center.
- The entire team will bat their entire line-up or three fielded outs and each batter is allowed five GOOD pitches.
- Home team will provide the umpire for the entire game.
- Game duration is five innings or 1½ hours, whichever comes first.

RLL Supplemental Rules

- No inning shall start after 1½ hours, but an inning started prior to the elapsing of the time limit is completed as usual. (For clarification: an inning starts immediately after the last out of the previous inning.)
- Ten players can be used defensively, either in the outfield or infield, (infield limited to between 1st and 3rd).
- A substitute player must enter the game on defense no later than the top of the third inning.
- There is open and unlimited substitution.
- There is no bunting, no walks and no base stealing.
- If a live ball is thrown beyond the 1st or 3rd base foul lines the ball is automatically dead and play stops.
 - A runner advancing to a base may continue to that base when play is stopped without being in jeopardy.
- An adult will pitch to his/her team and the defensive pitcher will stand within five feet of the adult pitcher, (side by side).
- Pitching distance is a minimum of 32 feet.
- Teams are required to use league issued equipment.
 - Personal bats must meet Little League standards.
- Catchers must wear full catchers' gear.
- There will be two adult base coaches.

Tee Ball League Rules

- This is a learning league. All players are required to play all positions.
 - There are no permanent assignments or positions.
- No score will be kept. No winners, no losers.
 - Having fun and learning basic fundamentals is the number one priority of this Tee Ball league.
- Base paths are to be 50 feet in length.
 - To ensure a square ball diamond, the distance between home plate and second base and third base to first base shall be 70 feet, 8 5/8 inches.
- The Incredi-ball, or other safety-approved ball will be the only type of ball used.
- Each team will bat through the complete roster each inning.
- A complete game is four innings or 1½ hours, whichever comes first.
 - As no win-loss record is kept, the 1½-hour time limit is the controlling factor.
- Only ten defensive players are on the field at once.
 - No player shall sit out two consecutive defensive innings.
 - The Manager of the defensive team is permitted to use free substitution at any time during the game when the ball is not in play.
 - It is the Managers' option to use the tenth player as an infielder or outfielder.
- The Batter cannot strike out.

RLL Supplemental Rules

- The ball must travel 15 feet from home plate in order to have a fair ball.
- The field is to have an arc marked off at a point 15 feet from the back of home plate.
- Runners can advance only one base if the ball does not leave the infield.
 - The straight-line distance between bases defines boundaries.
 - Runners must stay in contact with the base until the ball is hit.
- Runners may continue to advance around the bases on a ball hit beyond the infield, until a defensive player within the infield returns the ball.
 - The umpire will call time and the ball is dead.
 - If the ball is hit by the last batter of that half inning, the runners/batter can advance until put out.

Pitching Rules:

- After the defensive team is set, the umpire places the ball on the “TEE” and says “PITCH”.
 - The pitcher makes a throwing motion to put the ball in play.
- Teams are required to use league issued equipment (bases, “TEE” stand, balls, etc.).
 - Personal bats are to meet Little League standards.
- The catcher is not to stand behind the batter prior to the ball being hit.
 - The catcher is to stand to one side, preferably facing the batter, to avoid being hit by a thrown bat.
- Coaches and parents may umpire.
 - It is the Umpires primary responsibility to ensure the safety of the players.
 - Be sure the defensive catcher is wearing a helmet and is standing far enough away from the batter to avoid being hit by the bat.
 - Use common sense for safety sake.
 - Ensure all batters and base runners wear helmets.
 - Remind batters not to throw their bats. Repeated violations of this rule will cause a player to be removed from the game.
 - Removing the “TEE” from the home plate when the runners are running bases.
 - Volunteer parent should be used as base umpires so that the plate umpire does not have to be preoccupied with the bases.