



## **South Vancouver Little League**

### **In-House Rules**

Version 2019.1



### Majors

All current Official Little League Baseball Playing Rules will apply in addition to those listed below.

1. Game length (no modifications)
2. Rainouts
  - a. Rainouts are to be played or continued before the start of interlock or in-house playoffs, whichever starts first. If the game is not completed by the start of interlock or in-house playoffs, the game is considered cancelled (modification of Rule 4.10(c)).
  - b. The plate umpire declares a rainout before or after the start of game (modification of Rule 4.01(d)).
3. Scoring
  - a. Mercy rule is in effect (application of Rule 4.10(e) Note 2).
4. Equal play
  - a. No player shall sit on the bench for more than 2 consecutive innings.
5. Players
  - a. If a team has less than 9 players at game time, a 10 minute grace period will be allowed. If still less than 9, the team may play with 8 players and the 9<sup>th</sup> spot is an automatic out (modification of Rule 4.16).
  - b. Late arrivals may play if they are included in the line-up sheet prior to the game (modification of Rule 4.04).
  - c. If a team has less than 8 players, teams may lend players to get a game in, or reschedule the game; there are no defaults (modification of Rule 4.16).
  - d. Players may be called up from the Minors division prior to the start of the game. Manager of the team calling up players must notify both Division Coordinator and Player Agent of this action. Players not registered with South Vancouver Little League may not play under any circumstances.
6. Batting (no modifications)
7. Running
  - a. In the event of an injury to any runner the replacement player shall be the last batter who is currently not on base (modification of Rule 5.10(c)).
8. Pitching
  - b. Stealing and relaying to the batter the signs for pitch selection and/or location is unsportsmanlike behaviour and may result in ejection of players or coaches at the discretion of the umpire (application of Rule 9.01(d)).
9. Catching
  - a. Coaches may warm up pitchers between innings (modification of Rule 3.09)
10. Infield
  - a. A double first base shall not be used (modification of Rule 1.06 Note 2)
11. Outfield (no modifications)
12. Coaches
  - a. Coaches must wear League designated shirts and hats, long pants, and closed footwear without spikes (modification of Rule 1.11(i)).
13. Umpires (no modifications)



### Minors

All current Official Little League Baseball Playing Rules will apply in addition to those listed below.

1. Game length
  - a. No new inning shall start after 2 hours from the official start time (modification of Rule 4.10(a)).
  - b. Playoff games shall be 6 innings without time limit (per rule 4.10).
2. Rainouts
  - a. Rainouts are to be played or continued before the start of interlock or in-house playoffs, whichever starts first. If the game is not completed by the start of interlock or in-house playoffs, the game is considered cancelled (modification of Rule 4.10(c)).
  - b. The plate umpire declares a rainout before or after the start of game (modification of Rule 4.01(d)).
3. Scoring
  - a. First 2 innings there shall be a maximum of 2 runs per inning. Next 4 innings there shall be a maximum of 5 runs per inning. Playoff games will have no run maximum in the 6<sup>th</sup> and subsequent innings (modification of Rule 5.07).
  - b. Mercy rule is in effect (application of Rule 4.10(e) Note 2).
4. Equal play
  - a. No player shall sit on the bench for more than 2 innings and the innings will not be consecutive.
  - b. 10 players allowed in the field (4 outfielders) (modification of Rule 4.03(c)).
  - c. Each player must play at least 2 innings in the infield every game during season play. This rule is not in effect for playoff games.
5. Players
  - a. If a team has less than 8 players at game time, a 10 minute grace period will be allowed. If still less than 8, the team may play with 7 players without any automatic out for the 8<sup>th</sup> spot (modification of Rule 4.16).
  - b. Late players may be added to the end of the batting roster by the Manager (per Rule 4.04)
  - c. If a team has less than 7 players, teams may lend players to get a game in, or reschedule the game; there are no defaults (modification of Rule 4.16).
  - d. Players may be called up from the Rookies division prior to the start of the game. Manager of the team calling up players must notify both Division Coordinator and Player Agent of this action. Players not registered with South Vancouver Little League may not play under any circumstances.
6. Batting (no modifications)
7. Running
  - a. In the event of an injury to any runner the replacement player shall be the last batter who is currently not on base (modification of Rule 5.10(c)).
8. Pitching
  - a. During the 1<sup>st</sup> and 2<sup>nd</sup> innings, pitchers of 9 years of age or younger are permitted to pitch from 42 feet. Starting the first Saturday of May, the pitching distance shall be 46 feet for all pitchers (modification of Rule 8.01).
  - b. 12 year old players may not pitch if allowed to play through Regulation VIII(a) or Regulation VI(a).
  - d. Stealing and relaying to the batter the signs for pitch selection and/or location is unsportsmanlike behaviour and may result in ejection of players or coaches at the discretion of the umpire (application of Rule 9.01(d)).
9. Catching
  - a. Coaches may warm up pitchers between innings (modification of Rule 3.09)
10. Infield
  - a. A double first base shall not be used (modification of Rule 1.06 Note 2)
11. Outfield (no modifications)
12. Coaches
  - a. Coaches must wear League designated shirts and hats, long pants, and closed footwear without spikes (modification of Rule 1.11(i)).
  - b. Protests must be resolved before the next pitch or play (modification of Rule 4.19(g)).



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### 13. Umpires

- a. Non-adult umpires may be used with an adult coach of one of the competing teams acting as Game Coordinator (modification of Rule 9.03(d)).



### Rookies

All current Official Little League Baseball Playing Rules will apply in addition to those listed below.

1. Game length
  - a. No inning shall start after 75 minutes from the start of the game (modification of Rule 4.10(a)). A game will be a maximum of 5 innings and may end in a tie (modification of Rule 4.10(b)).
  - b. In-house playoff games shall be 5 innings with no time limit (modification of Rule 4.10(a)) and may not end in a tie, requiring extra innings (per Rule 4.10(b)).
2. Rainouts
  - a. Rainouts are to be played or continued before the start of in-house playoffs. If the game is not completed by the start of in-house playoffs, the game is considered cancelled (modification of Rule 4.10(c)).
  - b. Managers of both teams must agree to a rainout and notify the Division Coordinator. In a disagreement, either the umpire or Division Coordinator will decide (modification of Rule 4.01(d)).
3. Scoring
  - a. First 2 innings there shall be a maximum of 2 runs per inning. Next 2 innings there shall be a maximum of 4 runs per inning. There shall be no run maximum in the 5<sup>th</sup> and subsequent innings (modification of Rule 5.07).
  - b. Mercy rule is in effect for in-house playoffs and is not in effect for season play (modification of Rule 4.10(e) Note 2).
  - c. A score board will not be used for season play but may be used for in-house playoffs.
  - d. Scores will be kept in official score books. Season standings will not be published.
  - e. In-house playoffs will be a double elimination tournament based on random draw.
4. Equal play
  - a. Coaches must have players play multiple positions. No player shall play any key position (pitcher, shortstop, or 1<sup>st</sup> base) 2 innings in a row in a playoff game of any length.
  - b. Players will play a minimum of 2 innings (preferably 3) in the infield.
  - c. No player shall be forced to play a position they are not comfortable with. Coaches reserve the right to not play a child in a position which may lead to injury.
  - d. No player shall sit on the bench for more than 1 inning.
5. Players
  - a. If a team has less than 5 players at game time, a 10 minute grace period will be allowed (modification of Rule 4.16).
  - b. Holding the scheduled game is priority and there are no defaults (modification of Rule 4.16).
  - c. Late players may be added to the end of the batting roster by the Manager (per Rule 4.04)
  - d. Players may be called up from the T-Ball division prior to the start of the game. Manager of the team calling up players must notify both Division Coordinator and Player Agent of this action. Players not registered with South Vancouver Little League may not play under any circumstances.
  - e. If a team has less than 5 players, to meet minimum team size players from another Rookies team may play upon agreement of the opposing Manager (modification of Rule 4.16).
6. Batting
  - c. There shall be no bunting (modification of Rule 6.05)
  - d. The infield fly rule is not in effect (modification of Rule 6.05(d)).
  - f. A ball that does not cross the plate within a batter's strike zone will be called "no pitch" (modification of Rule 6.08(a)).
  - g. There are no walks (modification of Rule 6.08(a)).
  - h. A batter touched by a pitched ball outside of the strike zone which the batter is not attempting to hit will be called "no pitch" and the batter does not advance to first base. Note: if the ball is in the strike zone when it touches the batter it shall be called a strike (modification of Rule 6.08(b))
  - i. Batters must drop their bats in a manner which does not endanger the catcher or umpire. Batters who throw their bats in a dangerous manner (as judged by the umpire) will be subject to consequences:
    - i. First occurrence – the batter is issued a warning in the presence of a coach and the play resumes
    - ii. Second occurrence – the ball is dead, batter is out, runners return to their bases. Batter is issued a second warning in the presence of a coach.



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- iii. Third occurrence – the ball is dead, batter is out, runners return to their bases. Batter is ejected from the game.

### 7. Running

- a. In the event of an injury to any runner the replacement player shall be the last batter who is currently not on base (modification of Rule 5.10(c)).
- b. There shall be no base stealing (modification of Rule 7.13).
- c. Infield hits: when a batted ball is fielded in the infield, the batter may not advance past first base and all other base runners may not advance more than one base. Once all runners have advanced one base, or the runners are not attempting to advance and the defense is not making a play on any runner, the Umpire shall call the play “dead” (modification of Rule 5.09).
  - i. Note - the “infield” is defined as that portion of the field in fair territory which includes areas normally covered by infielders.
- d. Outfield hits: when a batted ball is hit to the outfield, the batter and other base runners may attempt to advance more than one base. The Umpire shall call the play “dead” as soon as the defense has possession of the ball in the infield unless the defense is attempting to make a play on a runner. If the defense is making a play on a runner, the Umpire shall call the play “dead” immediately after the play is made regardless of the outcome of the attempted play (modification of Rule 5.09).
  - i. Note - the “outfield” is defined as that portion of the field in fair territory which is normally covered by outfielders.)
- e. Runners may not advance once the ball is declared “dead” (modification of Rule 5.09).
  - i. A runner who has advanced at least halfway to their next base when the ball is called “dead” shall be awarded that base.
  - ii. If the runner has not sufficiently advanced, then he/she must return to the previous base
  - iii. It is the Umpire's decision as to whether the runner had advanced half-way to the next base before the ball had been declared “dead”.
- f. In the case of a ball leaving the field of play the Umpire will call the ball dead and all runners may advance one base unless stated otherwise above in 7(c) or 7(d) (modification of Rule 7.05(g)).
  - i. The field of play includes fair and foul territory up to the marked (or imaginary) lines extending from the end of the backstop and running parallel to the 1st and 3rd base foul lines.
  - ii. A ball that does not leave the field of play is “live” until the Umpire declares the ball “dead”.

### 8. Pitching

- a. The pitching machine will be set at District 6 tournament speed of 6: power level 6, release block 4, micro-adjust 3.
- b. The pitching machine operator must be either the manager or a coach of the team that is at bat.
- c. The pitching machine operator will show the ball to the batter before loading the ball into the machine and make sure the batter is focused on the ball.
- d. A thrown ball which hits the pitching machine or pitching machine operator will be live and in play. If the operator intentionally interferes with a thrown ball, the ball will be declared dead and runners will be returned to their last bases (per Rule 5.08).
- e. A batted ball that hits the pitching machine or pitching machine operator will be live and in play. If the operator intentionally interferes with a batted ball, the batter shall be declared out and all runners returned to the bases occupied at the time of the pitch (modification of Rule 5.08).
- f. There shall be only one ball in play. The ball must be returned to the pitching machine operator at the end of each play.

### 9. Catching

- a. A catcher may use a catcher's glove or a fielder's glove (modification of Rule 1.12).

### 10. Infield

- a. A double first base shall not be used (modification of Rule 1.06 Note 2)
- b. There shall be a maximum of 6 infielders (modification of Rule 4.03(c)).
- c. All but the pitcher shall be no more than 3 feet in front of the baseline until the ball is hit (modification of Rule 4.03(c)).
- d. The pitcher must be positioned behind the pitcher markers until the ball is hit.



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### 11. Outfield

- a. Outfielders except rover must be outside the fielding markers until the ball is hit (modification of Rule 4.03(c)).
- b. Rover must be behind the baseline until the ball is hit (modification of Rule 4.03(c)).
- c. Outfield foul lines should extend to 160 feet from home plate

### 12. Coaches

- a. Coaches must wear League designated shirts and hats, and closed footwear without spikes. When shorts are worn, they are to be of a solid dark or khaki colour and must have belt loops. When games are played outside of SVLL, pants are to be worn. (Modification of Rule 1.11(i)).
- b. Protests must be resolved before the next pitch or play (modification of Rule 4.19(g)).
- c. Offensive coaches shall be positioned first as pitching machine operator (modification of Rule 4.05), dugout (per Rule 3.17), and may be at either, or both, of the 1<sup>st</sup> base and 3<sup>rd</sup> base coaching boxes (modification of Rule 4.05). All but the dugout coach must be adults.
- d. Maximum 2 defensive coaches may stand in foul territory in the outfield, positioned behind 1<sup>st</sup> base, and behind 3<sup>rd</sup> base (modification of Rule 3.15).
- e. All communications between teams is done between head coaches. All issues from parents, players and assistant coaches regarding the opposing team are to be relayed to their head coach and left to them to resolve.

### 13. Umpires

- a. Non-adult umpires may be used without a Game Coordinator (modification of Rule 9.03(d)).



### T-Ball

All current Official Little League Baseball Playing Rules will apply in addition to those listed below.

1. Game length
  - a. No new inning shall start after 60 minutes from the scheduled start of the game. A game shall be a minimum of 4 innings (modification of Rule 4.10(f)).
  - b. Innings end when all players have batted (modification of Rule 5.07).
2. Rainouts
  - a. Rainouts are to be played or continued before the end of the season. If the game is not completed by the end of the season, the game is considered cancelled (modification of Rule 4.10(c)).
  - b. Managers of all both teams must agree to a rainout and notify the Division Coordinator. In a disagreement, the Division Coordinator will decide (modification of Rule 4.01(d)).
3. Scoring
  - a. No score is kept (modification of Rule 1.02).
4. Equal play
  - a. All players will play in the field defensively each inning.
  - b. No player shall be forced to play a position they are not comfortable with. Coaches reserve the right to not play a child in a position which may lead to injury.
5. Players
  - a. If a team has less than 5 players at game time, teams may lend players to get a game in; there are no defaults (modification of Rule 4.16).
  - b. Players not registered with South Vancouver Little League may not play under any circumstances.
  - c. Late players may be added to the end of the batting roster by the Manager (per Rule 4.04)
6. Batting
  - a. All players will bat once in an inning if 5 or more batters are available, twice in an inning if only 4 batters (modification of Rule 5.07).
  - c. There are no strike outs (modification of Rule 6.05(b)) or walks (modification of Rule 6.08(a)).
  - d. A foul shall be called for the bat hitting the tee and knocking the ball to the ground. A cleanly hit ball that falls in front of the tee is a fair ball.
7. Running
  - a. There shall be no base stealing.
  - b. In the first 4 weeks of the season, no outs will be called. Runners may take at most 1 base except when the last batter hits.
  - c. From week 5 to the end of the season, a runner may be called out. A runner may attempt additional bases at peril of being tagged out.
  - d. On an overthrow, a runner may advance at most 1 base on only the first overthrow at risk of being tagged out and may not advance on a second or subsequent overthrow (per Rule 7.05(i)).
  - e. A player called out will leave the field of play.
8. Run limits (no modification)
9. Pitching (no modification)
10. Catching
  - a. A catcher may use a catcher's glove or a fielder's glove (modification of Rule 1.12).
11. Infield
  - a. A double first base shall not be used (modification of Rule 1.06 Note 2)
  - b. There shall be a maximum of 7 infielders (modification of Rule 4.03(c)).
  - c. All but the pitcher shall be no more than 3 feet in front of the baseline until the ball is hit.
12. Outfield
  - a. There shall be a maximum of 5 outfielders (modification of Rule 4.03(c)).
  - b. Outfielders must be in the outfield until the ball is hit.
13. Coaches
  - a. Coaches must wear League designated shirts and hats, and closed footwear without spikes. When shorts are worn, they are to be of a solid dark or khaki colour and must have belt loops. When games are played outside of SVLL, pants are to be worn. (Modification of Rule 1.11(i)).





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- b. There are no protests (per Rule 4.19(h)).
  - c. Offensive coaches shall be positioned only at the first base coaching box, third base coaching box, and dugout (per Rule 4.05 and Rule 3.17).
  - d. At most 2 defensive coaches may stand in the outfield (modification of Rule 3.15).
14. Umpires
- a. Non-adult umpires may be used without a Game Coordinator (modification of Rule 9.03(d)).



### BlastBall

1. Game length
  - a. A game is 3 innings and can be extended at the agreement of both coaches.
2. Rainouts
  - a. Rainouts are not rescheduled.
3. Batting
  - a. The batter steps up to the tee and calls out "are you ready out there?"
  - b. The batter swings until the ball is hit.
  - c. All players bat.
  - d. Batters do not need to wear a baseball helmet but may be used.
4. Running
  - a. The runner runs to the squeaky base, and then runs back to the tee.
  - b. There are no outs.
5. Fielding
  - a. The entire team except for the catcher is in the field in the marked area.
  - b. The fielders get the ball and throw to the catcher.
  - c. Baseball gloves are not mandatory but may be used.
6. Catching
  - a. The catcher receives the ball, yells "Blast!", and returns the ball to the batting team's coach.



### Revision History

- 2011 – original documented rules
- 2012.0 2012-02-06 – draft of 2012 rules for review and discussion
- 2012.1 2012-02-19 – updated draft
- 2012.2 2012-03-06 – approved rules published. Rookies rules updated with the “Dunbar” rules.
- 2012.3 2012-04-19 – updated Minors 7(b), Minors 7(c) per decision in April 2012 meeting. Rookies rules reverted many “Dunbar” rules per discussion with Graham Randell. T-Ball rules updated to consider the 3-game rotation.
- 2012.4 2012-05-07 – updated Rookies 8(a) to reflect local settings for South Memorial Rookies pitching mound at 42’ from 6-3-2 to 6-4-3.
- 2012.4 2012-05-14 – updated T-Ball 1(c) and 6(a) to reflect batting based on players available.
- 2012.5 2012-05-29 – removed Rookies rule 11(a) maximum 4 outfielders per email vote
- 2012.5 2012-06-03 – updated Rookies rule 3(c) to reflect clarification of playoff game mercy rule
- 2013.0 2013-02-03 – draft of 2013 rules for review and discussion
- 2013.1 2013-02-13 – removed Minors rule 6(c) to reflect removal of composite bat prohibition per decision at January 2013 volunteer meeting
- 2013.1 2013-02-13 – Removed Minors rule 8 (c) 6 consecutive outs for pitchers per decision at January 2013 volunteer meeting
- 2013.1 2013-02-13 – removed Minors rule 7 (b)(c) graduated no stealing of 2<sup>nd</sup> base
- 2013.1 2013-02-13 – removed T-Ball rule 1(a)(b) and 2(b) to revert from 3-team rotation back to 2 team games
- 2013.1 2013-02-13 – removed T-Ball rule 6(e) to reflect removal of composite bat prohibition per decision at January 2013 volunteer meeting
- 2013.1 2013-02-13 – modified Rookies rules, as motioned at February 2013 volunteer meeting by Graham Randell, seconded by Brian Perry, passed unanimously.
  - Modified Rookies rule 1(b) clarification about extra innings for a tied game
  - Modified Rookies rule 3(a) removing open 6th inning
  - Removed Rookies rule 3(b) no mercy rule for regular games
  - Removed Rookies rule 3(c) modified mercy rule
  - Removed Rookies rule 4(a) maximum sitting on bench
  - Modified Rookies rule 4(b) key position wording
  - Modified Rookies rule 4(c) changed maximum 3 infield innings to minimum 3 infield innings
  - Modified Rookies rule 6(d) disallowing infield fly rule
  - Modified Rookies rule 6(e)(f)(g) changing to called strikes throughout season and defining “no pitch”
  - Removed Rookies rule 6(j) to reflect removal of composite bat prohibition
  - Modified Rookies rules 7(c)-(j) to reflect clarification of dead ball
  - Removed Rookies rule 8(f) to remove graduated coach pitch
  - Added Rookies rule 8(g) to add one ball in play
  - Modified Rookies rule 10(c) to remove wording about edge of the gravel
  - Modified Rookies rule 10(d) changing from half-way baseline markings to defining pitcher position
  - Modified Rookies rules 11(a)(b) for outfielder and rover positions
  - Modified Rookies rule 11(c) changing foul line length and removing home run line
  - Modified Rookies rule 11(a) for coaching attire
  - Added Rookies Appendix A with field setup and player positions.
- 2014.1 2014-01-06 – modified Rookies rules as decided at January 2014 volunteer meeting.
  - Modified rule 3(b) mercy rule for playoffs to align with D6 All-Stars tournament rule
- 2014.1 2014-01-06 – modified Minors rules as decided at January 2014 volunteer meeting
  - Addition rule 1(b) playoff games 6 innings no time limit
  - Modification rule 4(a) clarification on sitting no more than 2 innings and not consecutive
  - Addition rule 4(c) infield playing 2 innings except playoffs
  - Removed rule 6(a) all batters will bat, already aligns to LL rule
- 2014.1 2014-01-06 – modified Majors rules as decided via email January 19, 2014
  - Removed rule 6(a) all batters will bat, already aligns to LL rule



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- 2014.2 2014-04-07 – modified T-Ball rules as decided at April 7, 2014 volunteer meeting
  - Modified rule 1(a) to allow for longer practice and game time
- 2014.3 2014-04-30 – modified Rookies rule as decided via email April 29, 2014, by UIC
  - Modified rule 7(c) to change dead ball from possession of infielder to stopping lead runner
- 2015.1 2015-06-01 – added Rookies rule as decided at June 1, 2015 volunteer meeting
  - Addition of rule 6(h) clarifying batter hit by pitched ball. Moving old rule 6(h) to 6(i)
- 2015.2 2015-08-10 – added Rookies rule as decided at July 6, 2015 volunteer meeting
  - Addition of rule 4(d) to set maximum bench time
- 2017.1 2017-01-18 – modified Minors rule as decided at January 9, 2017 volunteer meeting
  - Modified rule 3(a) removing 5 run limit for last inning of playoff games
- 2017.2 2017-03-20 – added Juniors rules and added foot in the batter's box rule
  - Addition of Juniors rule 6(c) to apply the foot in the batter's box rule
  - Addition of Majors rule 6(b) to apply the foot in the batter's box rule
  - Addition of Minors rule 6(b) to apply the foot in the batter's box rule
- 2017.3 2017-04-03 – modification of Rookies rules as decided at April 3, 2017 volunteer meeting
  - Change of minimum team size from 7 to 5 in Rookies rule 5(a)
  - Removal of borrowing players from Rookies rule 5(b)
  - Rewording of call-up procedure in Rookies rule 5(d)
  - Addition of Rookies rule 5(e) for using other Rookies team's players
- 2018.1 2018-04-05 – additions for 2018 rule changes as decided at April 2, 2018 volunteer meeting
  - Removal of Juniors rules, as division is not operating in 2018 season
  - Modification of Majors rule 3(a) clarifying 15 run mercy rule is not used
  - Addition of Majors rule 8(a) to apply 2 day pitching limit
  - Addition of Minors rule 8(c) to apply 2 day pitching limit
  - Addition of Majors rule 8(b) to apply signal stealing ejection rule
  - Addition of Minors rule 8(d) to apply signal stealing ejection rule
- 2019.1 2019-02-04 – changes to Rookies rules as decided at February 4, 2019 volunteer meeting
  - Rewording of Majors rule 3(a) and Minors rule 3(b) to not conflict with rule book
  - Rewording of Majors rule 5(d) and Minors rule 5(d) and Rookies rule 5(d) for notification of called up players
  - Removal of Majors rules 6(a) 6(b) and Minors rules 6(a) 6(b) and T-Ball rule 6(b) as they do not vary from rule book
  - Removal of Majors rule 8(a) and Minors rule 8(c) to not conflict with pitching rule introduced in 2017
  - Rewording of Majors rule 12(a) and Minors rule 12(a) to specify League designated shirts and hats
  - Rewording of Minors rule 1(a) to specify time limit as no new inning shall start
  - Change of Rookies rule 1 for game length of 75 minutes and maximum 5 innings
  - Change of Rookies rule 3 for maximum runs per inning and scoring
  - Change of Rookies rule 4 for equal play
  - Removal of Rookies rules 6(a) 6(b) 6(e) to not conflict with rule book
  - Change of Rookies rule 7 for running
  - Change of Rookies rule 12(a) and T-Ball rule 13(a) to allow shorts for coaches
  - Addition of Rookies rule 12(e) for communication protocol