

## Tucson Challenger Little League

### Rules of Play

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#### ARTICLE 1. BATTING.

- A) A team batting roster will be made for every game, and each athlete shall bat in the order established by the batting roster.
- B) No athlete can strike-out and no walks are allowed.
- C) Each batter will have the chance to hit a pitched ball and will be allowed five (5) pitches per turn at bat. If the ball is not hit into play after 5 pitches, the player will be required to hit the ball off the batting tee. If the ball is foul out of play on the 5<sup>th</sup> pitch, the batter will be given another pitch. A batter will always be given another pitch: if they foul out of play the 5<sup>th</sup> pitch, or any subsequent pitch, the batter is entitled to. The batter may choose to hit straight off the batting tee and not be pitched to.
- D) All batters must wear a batting helmet or some other form of head protection when batting.

#### ARTICLE 2. PITCHING

- A) Only the coaches and managers may pitch to the batters. The pitchers shall only pitch to members of their team.
- B) Each pitcher should carry three (3) balls to the pitcher's mount and pitch all 3 balls prior to retrieving any of the balls from the catcher.
- C) The pitcher is not permitted to field a ball after it has been hit into play.

#### ARTICLE 3. SCORING (Optional)

- A) Scoring has always been optional. Each team will have the opportunity to use the scoreboards to keep score of the games they play.

#### ARTICLE 4. OUTS (Majors Only)

- A) A batter shall be considered out if a defensive player catches a ball that has been hit before it touches the ground.
- B) A based runner shall be considered to be out if the runner is tagged with the ball by a defensive player while the runner is off base. The runner shall be considered safe if the defensive player drops the ball while the defensive player is in the process of tagging the runner while the runner is off base.
- C) A base runner shall be considered out when a defensive player, while holding the ball, touches the base to which the runner must advance to or return to in order to avoid what is known as a forced out. The runner shall be considered safe if the defensive player drops the ball while in the process of touching the base and the runner touches

the base before the defensive player is able to regain possession and control of the ball.

- D) When a base is being manned by a defensive player who uses a wheelchair or a walking apparatus (crutches or a walker), a base runner will be considered out if, in a forced out situation (as defined in Article 4, Paragraph C) when the defensive player catches the ball or the thrown or batted ball hits the chair or apparatus while the defensive player is within a three (3) foot radius of the base to which the base runner is advancing. Anytime a thrown or batted ball strikes a wheelchair or waling apparatus it will be considered to be a catch. If a batted or thrown ball touches a wheelchair or walking apparatus after a defensive player in a wheelchair (or using a walking apparatus) touches the ball with their hand or glove in attempt to catch the ball, this situation will be treated as a dropped ball and not a catch.
- E) In a 'pick off situation' (when a runner is caught off base, but is not being forced to advance to a specific base because of advancing runners or because the runner needs to tag up in a pop fly out situation) involving a defensive player that uses a wheelchair or a walking apparatus, the runner shall be considered to be out ('picked off') if the following events occur:
  - a. When the defensive player is located on the general base path (the general base path shall be the area that is within three (3) feet of either side of an imaginary line that is drawn between the center point of the bases) that is between the bases that the base runner is advancing from or advancing to.
  - b. The defensive play who forces the 'pickoff' must make the catch or the ball must be in the defensive players possession at the time the 'pick-off' is being attempted
  - c. For a 'pick-off' to be counted as an out, the base runner must be off base and within three (3) feet of the defensive player who is attempting to make the play.
- F) Anytime a ballplayer who uses a wheelchair or walking apparatus is involved in a play at any base, the base will be considered to be an area that is within three (3) foot radius of the cent point of the actual base.

#### ARTICLE 4. CALLING OUTS (Majors Only)

- A) When help is available to umpire a game, only those people specifically designated as umpires will make the calls and decisions that are normally made by an umpire in a typical baseball game.
- B) When umpires are not available, the coaches and managers who are acting as 1<sup>st</sup> or 3<sup>rd</sup> base coaches shall make the necessary calls or decisions, or by the coaches or managers who are on the field and who are closest to the point of play and have the best vantage point to observe the particular play or action in question.

#### ARTICLE 4. INNINGS

- A) An inning shall be over after each team has had a turn at bat.

- B) A team's turn at bat shall be over and the 'side retired' once the defensive team has made three (3) outs against the team at bat, or after each ballplayer on the team at bat has had a chance to bat, whichever first occurs.

#### ARTICLE 6. GAME TIME

- A) A game shall be considered "over" after six (6) complete innings have been played or after two (2) hours of playing time, whichever is less.
- B) No game should be ended until the last inning is completed.
- C) When ever possible, a game should have a minimum of three (3) full innings.
- D) A game may be ended by an agreement of the team managers when it is deemed appropriate.
- E) No full inning of play should begin after 9:00 PM.
- F) All teams should be on the field ready to play at the scheduled starting time. The managers and coaches should encourage the ball players to arrive early in order to have time to warm up before the schedule start time for the game.

#### ARTICLE 7. FIELDERS

- A) In fielders shall be limited to a maximum of 7 players: pitcher, catcher, first baseman, second baseman, third baseman, and a shortstop to play between second and third base.

#### ARTICLE 8. CATCHERS

- A) Any ballplayer that plays the position of catcher must wear a batting helmet and a catcher's mask or some other acceptable form of protection for the head and face. NO EXCEPTIONS.
- B) The position of catcher must have adequate adult supervision at all times. The position of catcher will not be manned by a ballplayer when adequate adult supervision is not available.
- C) All ballplayers who play in the position of catcher should be encouraged to use all of the protective equipment that is available (chest protector and leg guards).

#### ARTICLE 10. LEAD OFFS

- A) Only those base runners who have been given official lead off status by their team manager may take a lead off when running the bases.
- B) Prior to the start of the game, each of the managers should inform the manager of the opposing team which ball players will have official lead off status.

#### ARTICLE 11. DESIGNATED FIRST BASE RUNNER

- A) One ballplayer on each team who uses a wheelchair, walking apparatus, or leg braces may be designated as first base runners by the team manager.
- B) This designation will allow the ballplayer to advance safely to first base after batting except in the case where the ballplayer with the designation hits a fly ball that is caught by a defensive player.
- C) Prior to the start of the game, each of the managers should inform the manager of the opposing team which ballplayer, if any, will have the 'first base runner designation'.

#### ARTICLE 12. BUDDIES

- A) Any ballplayer that needs assistance playing the game may use a buddy.
- B) A buddy is on the field only to assist the ballplayer. Buddies are not permitted to make a play, throw the ball, or hit the ball, but in certain instances where it is deemed appropriate, a buddy may assist a ballplayer in fielding a ball.
- C) A buddy should not use a glove on the field except in cases when it is deemed appropriate for safety reasons, and approved by the ballplayer's team manager. Prior to the start of the game, each of the managers should inform the manager of the opposing team which ball players have buddies who will be using gloves.
- D) Only one (1) buddy per player is permitted on the field or in the dugout.

#### ARTICLE 13. MISCELLANEOUS

Challenger Little League allows for flexibility in the way the game is played in order to accommodate the abilities of the individual ballplayers. At times it may be appropriate to make certain rule modifications for a particular game do to the shortage of players, the playing condition of the field, the abilities of the ballplayers, etc. It is strongly suggested that the managers meet prior to the start of the game in order to discuss and agree on any rule modification that may be deemed necessary or appropriate.