

COOPERSVILLE BANTAM BASEBALL LEAGUE RULES
Revised March 2003

Please note: All other rules will be covered by the official Little League rules

1. Every ball player plays in the field an equal amount of innings. Free substitutions of players are allowed at all times. Players may NOT play the same infield position for more than FOUR innings per game, two innings per game for tee ball!
2. Three (3) outs or five (5) runs constitute a half inning, EXCEPT FOR THE TEAM THAT IS BEHIND "MAY TIE" the game before three (3) outs are made and they are more than five (5) runs behind.
3. Each team shall be limited to ten (10) players on the field; six (6) on the infield and four (4) in the outfield. OUTFIELDERS MUST STAY ON THE OUTFIELD GRASS UNTIL THE BALL IS HIT AND THE INFIELDRS MUST STAY OFF THE OUTFIELD GRASS UNTIL THE BALL IS HIT.
4. All players must be in full uniform, HATS (HAT BILL FORWARD) ON AND SHIRTS TUCKED INTO THE PANTS! If a player is not in full uniform, s/he may play, but only with the permission of the opposing manager and the league official in charge of the game! METAL CLEATS ARE NOT ALLOWED!!
5. All qualified players present must be placed on the batting roster and MUST BAT! Any player that reports late to a game MAY NOT PLAY if the complete batting roster for his/her team has already batted once.
6. Visiting team gets FIVE (5) MINUTES of infield warm-up TEN (10) MINUTES BEFORE GAME TIME! Home team gets FIVE MINUTES of infield warm-up FIVE MINUTES BEFORE GAME TIME! No other infield practice will be allowed even if teams or individuals show up early. OUR FIELDS MUST BE PREPARED PROPERLY AND STAY THAT WAY FOR THE GAMES!!
7. GAME TIME IS FORFEIT TIME! Teams must have a minimum of EIGHT (8) players AT GAME TIME OR THE GAME WILL BE CANCELED!
8. Tee ball games consist of four (4) innings. If a tee ball game is tied at the end of 4 innings they will play one more inning (time permitting). If the game is still tied after the extra inning, the game will remain a tie. All other games consist of 6 innings. If there is a tie at the end of regulation, (in six inning games) extra innings will be played (IF there is no game scheduled to start after the tie game) until there is a winner. If the game remains tied at the end of the time limit or darkness it remains tied.
9. All games except (tee-ball which has a one hour limit) will have a time limit of one and one half-hour (1 1/2) if there is another game scheduled to be played at the current game's conclusion. NO NEW INNING WILL START AFTER ONE AND ONE HALF-HOUR!!

10. If games are cancelled, the coaches must get together and agree on a make-up date. The affected game **MUST BE RE-SCHEDULED WITHIN FORTY (48) HOURS OF THE CANCELED GAMES DATE. THE GAME MAY BE PLAYED AT A LATER DATE BUT IT MUST BE RE-SCHEDULED WITHIN 48 HOURS. PENALTY: LEAGUE OFFICIALS WILL NOT HIRE UMPIRES OR PREP THE FIELD IF THE GAME IS NOT RESCHEDULED WITHIN 48 HOURS!!**
11. The bat person must be a team member. Spectators are not allowed to be bat persons.

Bat persons **MUST WEAR A HELMET!**
12. If the batter throws the bat, s/he will receive **ONE WARNING PER GAME**; each subsequent time a batter who has been warned throws the bat, (in the same game) s/he **WILL BE CALLED OUT!!**
13. Players **MUST WEAR** helmets when running, batting, and playing the catchers position. If a runner loses their helmet, **ALL PLAY IS IMMEDIATELY STOPPED AND ALL RUNNERS MUST RETURN TO THE LAST BASE CROSSED.**
14. Players must provide white baseball pants, a baseball glove, and appropriate shoes/cleats.
15. Only drinks are allowed in the dugouts during the games. Chewing gum and/or candy while running, batting, and playing, is not allowed. Please clean the dugouts after your game.
16. If coaches, players, spectators, or parents harass an umpire or league official, the umpire or league official may, after one warning, issue an automatic forfeit to the team associated with the harassment. Final score 6-0. If coaches' players, parents, or spectators persist in harassment they may be asked to leave the premises. **WE EXPECT GOOD SPORTSMANSHIP FROM ALL PLAYERS, COACHES, SPECTATORS AND PARENTS!!!!!!!!!!!!**

COOPERSVILLE BANTAM LEAGUE TEE BALL RULES
Revised March 2007

Please note: All of the Bantam League general rules apply. All other rules are covered by official Little League rules! One hour time limit.

1. NO BUNTING
2. No stealing or leading off base until the ball is hit or swung at.
3. The bat must make contact with the ball and the ball must go forward beyond the marked arc to be a fair ball. If the ball does not go beyond the arc it is a foul ball.
4. There will be a line midway between pitching plate and home plate. If the ball is hit beyond this line the fielder **MUST** throw the ball to the catcher on any force play at home.
5. A foul ball is one in which the ball and the tee are struck simultaneously by the bat. **THIS IS AN UMPIRES JUDGMENT CALL.** A foul ball, which is hit in the air and caught, is an **OUT** even if it is caught in **FAIR TERRITORY**.
6. If a batter has **three** swinging strikes s/he will be called **OUT**.
7. Runners may **NOT ADVANCE AN EXTRA BASE ON AN OVERTHROW**. Runners will advance **ONE BASE AT A TIME!** **PLEASE DO NOT RUN YOUR PLAYERS EXCESSIVELY. DUE TO THE SKILL LEVEL OF THIS AGE GROUP, PLAYERS COULD ACHIEVE DOUBLES AND TRIPLES ON EVERY PLAY! RUNNING YOUR PLAYERS IS NOT BEING AGGRESSIVE, IT IS TAKING ADVANTAGE OF THE SKILL LEVEL OF VERY YOUNG CHILDREN!!**
8. The umpires or coaches will make sure that the batters are in the batter's box.
9. Helmets are to be worn by the catcher **EVEN AT PRACTICES!!** The helmet will protect the catcher from a thrown bat.
10. The umpire or coach covering home plate **MUST** move the tee if a runner is advancing to home plate!
11. The pitcher **MUST** have one foot on the pitching plate until the ball is hit or all runners will be declared safe! Pitcher must throw the ball for force plays.
12. Each team may have **TWO** coaches on the field with their defensive team.
13. The infield fly rule **DOES NOT** apply in a tee ball game
14. Infielders **MAY NOT POSITION THEMSELVES** in front of an imaginary line connecting first base and third base. Once the ball is put into play, they may charge forward if necessary. Players **MUST** throw the ball to the desired base, not run with the ball to complete a force-out.

COOPERSVILLE BANTAM LEAGUE
MACHINE PITCH RULES for 8 and 9 year olds
REVISED March 2003

Please Note: All of the Bantam League general rules apply. All other rules will be covered by official Little League rules!

1. NO BUNTING.
2. No stealing or leading off base until the ball is hit or swung at. NO advancing on PASSED BALLS.
3. The ball is considered dead when the child pitcher NOT THE COACH FEEDING THE MACHINE receives the ball for the purpose of pitching to the next batter.
4. PITCHING:
 - A. We will use the pitching machine for 8 and 9 year olds. A coach from the offensive team will feed the machine. The coach feeding the machine MUST NOT help his/her team physically or verbally.
 - B. The individual playing the pitching position must be within three feet of (and not in front of) the pitching rubber while the ball is being feed into the machine.
 - C. Any batted ball that hits the protective screen, the machine, or the adult feeding the machine, will be ruled a DEAD BALL.
 - D. Batters will NOT BE ABLE TO WALK while the pitching machine is in use.
 - E. The players will pitch the last two innings of the games starting with a date designated on the schedule. Each individual will be limited to two innings per week. Walks will be allowed when the kids pitch.
5. HITTING
 - A. A player may not walk or bunt
 - B. Batters are encouraged to be aggressive at the plate. Every attempt should be made to get a hit.
 - C. A warning will be issued to a player who throws his/her bat. On a second offense the batter will be called OUT!
 - D. THREE STRIKES will constitute an out.
 - E. Batters may request that the machine be adjusted for them.
6. Runners may advance, AT THEIR OWN RISK, ONE BASE ON AN OVERTHROW. (the next base after the one they just crossed) PLEASE DO NOT RUN YOUR PLAYERS EXCESSIVELY. DUE TO THE SKILL LEVEL OF THIS AGE GROUP, PLAYERS COULD ACHIEVE DOUBLES AND TRIPLES ON EVERY PLAY!

RUNNING YOUR PLAYERS IS NOT BEING AGGRESSIVE IT IS TAKING ADVANTAGE OF THE SKILL LEVEL OF VERY YOUNG CHILDREN!! After the runner takes the next base after an overthrow, the play is dead regardless of where the ball is thrown.

7. The umpires or coaches will make sure that the batters are in the batter's box.
8. Each team may have ONE coach on the field with their defensive team.
9. The infield fly rule DOES NOT apply in the 8 and 9 year old division.
10. Infielders MAY NOT POSITION THEMSELVES in front of an imaginary line connecting first base and third base. Once the ball is put into play, they may charge forward if necessary.
11. Fielders may not interfere with the base runners. Runners will be sent to the next base or called safe if there is interference on the play. A runner must SLIDE into base on close plays. If the runner makes contact with the defensive player above the waist, s/he will be AUTOMATICALLY OUT!!
12. Catchers MUST wear shin guards, chest protector, face mask/helmet and catchers glove. All catchers gear must be little league approved. An athletic cup is strongly recommended. No one will be allowed to play the catchers position without the basic equipment
13. Please have your catchers suit up when there are two outs to help speed the games up!!
14. The kids will pitch the last two innings of the game starting on the date indicated on the schedule. An 8 or 9 year old player may not pitch more than two 2 innings per week Walks will be allowed when the kids start to pitch.

COOPERSVILLE BANTAM LEAGUE
10,11 AND 12 YEAR OLD PITCHBALL RULES
Revised March 2007

Please Note: All of the Bantam League general rules apply. All other rules will be covered by official Little League rules.

1. A pitcher cannot pitch more than four innings or twelve (12) outs in a sixty- (60) hour period unless given permission from league directors. PLEASE NOTE: Per official little league rules a pitcher will NOT be able to re-enter a game as a pitcher once s/he has been removed as a pitcher. # Batters will start with a one and one count.
2. First and third base coaches MUST be uniformed team members OR adult coaches.
3. If a runner is caught leading off base BEFORE the PITCHED BALL CROSSES HOME PLATE, the runner will receive ONE warning. Second offense the runner will be called OUT!
4. After a THIRD STRIKE, the batter may NOT advance to first base on a passed ball. However ALL other base runners may advance ONE BASE and the umpire will call the play dead!
5. Coaches MUST encourage their players to return the ball to the pitcher when a play is completed. Please discourage cat and mouse games between catchers and base runners. When the pitcher has the ball and is on the pitching plate, the runners MUST BE ON BASE until the pitch crosses home plate.
6. Because the runners are not allowed to lead off there is NO BALK RULE. However, we would like to encourage the pitchers to come to a complete set for one second before they deliver the ball to the plate.
7. Infield fly rule will be enforced!
8. Fielders may not interfere with the base runners. Runners will be sent to the next base or called safe if there is interference on the play. A runner must SLIDE into base on close plays. If the runner makes contact with the defensive player above the waist, s/he will be AUTOMATICALLY OUT!!
9. Catchers MUST wear shin guards, chest protector, face mask/helmet, and athletic cup. Catchers must use little league approved catchers gloves. No one will be allowed to play the catchers position without the basic equipment
10. Please have your catchers suit up when there are two (2) outs to help speed the games up.

COOPERSVILLE RECREATION WEATHER RELATED CANCELLATION POLICY

Every attempt will be made to play our games. We will wait until 5:00 in most cases before we officially cancel a game. When the game is officially canceled the coaches of the affected teams will be notified. The coaches will then notify their players. Please do not call Coopersville City Hall. Reasons for game cancellation include: Tornado watch and warning, severe thunderstorm warning, any lightning, and excessive rain. During a thunderstorm watch we will use our discretion. The Recreation department has purchased a Sky-Scan Lightning detector. Our policy will be that if any lightning is detected within ten (10) miles, we will suspend the game. We will wait up to a maximum of twenty minutes. If the lightning detector gives us an all clear we will resume the game, daylight permitting.

Rescheduling games: The coaches of the affected teams and league officials must select a mutually acceptable date with in 48 HOURS of the cancellation.