**COACHES NOTES**

1. READ YOUR RULE BOOK. CARRY YOUR RULE BOOK WITH YOU AT ALL TIMES.
2. BE READY TO START GAME AT GAME TIME. MAKE SURE THE UMPIRES MEET WITH HEAD COACHES FOR GROUND RULES. PLEASE MAKE INTRODUCTIONS IF NECESSARY.
3. NO NEW INNING TO START AFTER 1 HOUR AND 45 MINUTES. UMPIRES TO CONFIRM START TIME.
4. 1 HEAD COACH, 2 ASSISTANT COACHES ONLY. ASSISTANT COACHES TO BE IN DUGOUT DURING PLAY UNLESS BASE COACHING. HEAD COACH TO BE IN DOOR WAY OF DUGOUT ONLY.
5. ALL EQUIPMENT KEPT INSIDE DUGOUT AT AL2 AND IN CAGE AT AL1
6. **NO ONDECK BATTERS SWINGING BATS ON ANY FIELD. (1st BATTER OF INNING OUT OF DUGOUT ONLY)(Rule 1.08 note 1&2)**
7. **ALL BATTERS MUST WEAR HELMET WITH CAGE. CATCHERS MUST WEAR A CUP AND FULL MASK AND HELMET WITH THROAT DANGLE PROTECTOR, NO SKULL CAPS. (Rule 1.17)**
8. HOME PLATE IS IN FAIR TERRITORY.
9. HAVE ALL PLAYERS RUN ON AND OFF THE FIELD UMPIRES WILL BE INSTRUCTED TO KEEP THE GAMES MOVING. 8 WARM UP PITCHES FIRST INNING AND FIVE WARM UP PITCHES EACH REMAINING INNING.
10. BATS. ANY ISSUES DURING GAME, BAT WILL BE REMOVED CHECK WOODEN BATS **(Rule 1.10)**
11. AAA ONE UMPIRE A GAME. THEY WILL BE INSTRUCTED TO HAVE A **LARGE** STRIKE ZONE AND **NOT** TO PICK UP PASSED BALLS FOR THE CATCHER.
12. NL & AL TWO UMPIRES, BASE UMPIRE WILL KEEP PITCH COUNT
13. ONLY HEAD COACH TO ADDRESS UMPIRES. HEAD COACHES ARE RESPONSIBLE FOR THEIR ASSISTANTS AND THEIR TEAMS PARENTS. NO COMPLAINING ON BALLS AND STRIKES OR ANY JUDGEMENT CALLS! (Rule 9.02 (a) & Rule 9.01 (c))
14. FOUL TIP IS A LIVE BALL. FOUL TIP MUST BE CAUGHT, IF NOT IT IS A FOUL BALL. RUNNER MAY ADVANCE ON A FOUL TIP.
15. A PITCH THAT HITS THE GROUND IS LIVE AND TREATED THE SAME AS ANY OTHER PITCH.
16. ONE OFFENSIVE TIME OUT PER INNING PER TEAM TO EITHER TALK TO RUNNER OR BATTER.
17. BATTER IS OUT IF HEADING TO THE DUGOUT AFTER A DROPPED THIRD STRIKE REACHES OUTSIDE BATTERS BOX DIRT AREA.
18. THERE ARE NO TIES. RUNNER IS EITHER OUT OR SAFE.
19. COACH MAY ONLY ASK FOR AN APPEAL TO THE UMPIRE THAT MAKES THE CALL. IF AN APPEAL IS REQUESTED, THE UMP CAN ASK FOR HELP FROM HIS PARTNER IF HE FEELS IT IS NECESSARY. AFTER CONFERENCE THE FINAL CALL WILL BE MADE.
20. ANY ISSUE WITH AN UMPIRE, PLEASE ADDRESS WITH YOUR COMMISSIONER WHO WILL ADDRESS WITH ME.
21. PLAYERS SHOULD HAVE ALL SHIRTS TUCKED IN AND PITCHERS SHOULD NOT WEAR WHITE UNDERSHIRT. (Rule 1.11 (3))
22. AL & NL GAMES WILL NOT BE STARTED WITH LESS THAN 9 PLAYERS PER TEAM**. RULE 4.16 & 4.17**

**INTERFERENCE/OBSTRUCTION – INTERFERENCE BY AN OFFENSIVE PLAYER (EX: NOT SLIDING AT SECOND BASE OR INTENTIONALLY STANDING IN WAY OF FIELDER); OBSTRUCTION BY A DEFENSIVE PLAYER (EX: CATCHER BLOCKING PLATE, FIRSTBASEMAN STANDING IN THE MIDDLE OF THE BAG AND RUNNER HITS HIM WITH NO PLAY ON, WITHOUT BALL OR SECOND BASEBALL MAKING A FAKE TAG) TO BE AWARDED A BASE, THE OFFENSIVE PLAYER MUST ATTEMPT TO ADVANCE.**