



## FOVLL Coaches' Guide: Field Etiquette, Pitching Rules, and Game Procedures

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**Field Etiquette:** Our fields are invaluable. Please adhere to the following:

1. **Field Use Guidelines:**

- **Soft Toss:** Do not perform soft toss drills against any fence with baseballs; this damages the fencing. Using whiffle balls for such drills is acceptable.
- **Trash Disposal:** Ensure dugouts and spectator areas are free of trash. Remove all items your team brought in, including plastic bottles and lineup cards.

2. **Field Maintenance:**

- **Home Team Responsibilities:**
  - Prepare the field before games: drag, rake, line, water, set up bases, and groom the mound and plate.
  - Retrieve game balls, scoreboard controls, and the scorekeeper bin from the snack bar.
  - Provide the official scorekeeper.
- **Away Team Responsibilities:**
  - Assign a pitch counter and manage the scoreboard.
  - Drag, rake, water, and groom the mound and plate after games.
  - Store bases, insert base plugs, lock all gates and storage areas, and ensure dugouts are free of trash.
  - If it is the last game of the day, return all equipment to the snack bar and lock all gates and storage areas.
- **Shared Responsibilities:**
  - Leave the field in better condition than you found it.
  - Report any field issues to a Board member.

3. **Behavior Toward Umpires:**

- Umpires are volunteers deserving respect. Address concerns calmly. Managers are accountable for their own behavior and that of their team's coaches, players, and spectators. Contact a Board member if issues arise.
- **Junior Umpires:** For games involving junior umpires, an adult advocate must be present. The game cannot proceed without one.

**4. General Field Etiquette:**

- Do not walk across freshly groomed infields unnecessarily.
- If another game follows, vacate the field promptly after your game.
- Avoid post-game meetings on the field.

**Pitching Rules:** Adherence to pitching regulations ensures player safety and game integrity:

**1. Pitch Count Rules:**

- Pitch limits:

<b>AGE</b>	<b>PITCHES PER DAY</b>
6-8	50 Pitches
9-10	75 Pitches
11-12	85 Pitches
13-16	95 Pitches

- Rest requirements:
  - 1-20 pitches: No rest required.
  - 21-35 pitches: 1 day of rest.
  - 36-50 pitches: 2 days of rest.
  - 51-65 pitches: 3 days of rest.
  - 66+ pitches: 4 days of rest.

**2. Pitcher Eligibility:**

- A pitcher who delivers 41+ pitches cannot play catcher that day.
- A pitcher removed from the mound cannot return to pitch in the same game.
- Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
- A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.

Approved Ruling: The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.

**3. Multiple Games:**

- Players may not pitch in more than one game per day.

**4. Suspended Games:**

- Pitches delivered in suspended games count toward eligibility. Pitchers may resume pitching in continuation games if required rest days have been observed.

# Game Procedures for the 2025 Spring Season

## 1. Game Responsibilities:

### ○ Before the Game:

- Prepare the field: drag, rake, water, and chalk the infield as needed.
- Retrieve game balls, official scorebook, pitch counter, and scoreboard control from the snack bar.

### ▪ Game Balls Provided:

- T-Ball: 1 game ball.
- Coach Pitch to Majors: 2 game balls.
- Juniors: All game balls will be provided in advance for traveling teams.

- Follow Green Book rules regarding protests, rainouts, and games called for darkness.

### ○ After the Game:

- Drag and water the infield.
- Store bases, lock gates, and ensure dugouts are free of trash.
- If it is the last game of the day, return all equipment to the snack bar and lock all gates and storage areas.

## 2. Game Timing:

- T-Ball: 1 hour 15 minutes. Both teams bat through the order each inning.
- Coach Pitch: 1 hour 15 minutes. Equal at-bats for both teams.
- Farm: No new inning after 1 hour 30 minutes; drop dead at 1 hour 50 minutes.
- Minors: No new inning after 1 hour 50 minutes; drop dead at 2 hours 20 minutes.
- Majors: No new inning after 2 hours 10 minutes; drop dead at 2 hours 40 minutes.

## 3. Run Rules:

- Majors: 10-run mercy rule after 4 innings. If agreed by both managers, the game ends but they can continue to play with the scoreboard turned off. Pitch counts still apply and need to be recorded by the pitch counter.
- Minors/Farm: 5-run rule per inning.

## 4. Juniors Division:

- Juniors do not have supplemental rules.

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## Additional Notes

- Managers must ensure all players use legal USA bats.
- Familiarize yourself with Supplemental Rules in the Manager Binder.
- Be proactive in monitoring pitch counts; it is not the scorekeeper's responsibility to notify you.
- Follow Green Book and Supplemental Rules as provided in your Manager Binder.
- Enjoy the season and have fun! Thank you for your commitment to the league.