

# Westbury Little League Ground Rules - 2009

## General

1. Unless otherwise modified by these ground rules, all games will be conducted pursuant to the official regulations and playing rules of Little League Baseball.
2. Managers are responsible to clean-up their respective side of the field following practices and games.
3. Managers should provide rosters, including uniform number, starting position, and available substitute players to the scorekeeper 15 minutes before game time. All substitutions must be made during the 1-minute between innings. The umpire will not delay the game to accommodate any longer time.
4. The visiting team will take infield practice for 10 minutes commencing 30 minutes prior to the scheduled start time of the game, and the home team will have infield practice for a like 10 minutes. (8pm game: Visitors from 7:30 – 7:40; Home 7:40 – 7:50)
  - a. In the event that a preceding game has gone beyond the 100 minutes playing time, the time (if reasonably available) between the first and second games will be used for infield practice. The amount of time available for infield practice will be divided equally between the home and visiting teams. Infield practice shall terminate 5 minutes before the scheduled start time of the game. If the plate umpire, at his sole discretion, finds that infield practice will delay the scheduled start time of the game, infield practice will not occur.
5. The visiting team shall have access to the batting cages for 20 minutes (from 60 minutes prior to game scheduled start time until 40 minutes prior to game scheduled start time). The home team may use the cages for 20 minutes (from 40 minutes prior until 20 minutes prior to game starting time). (8pm game: Visitors 7:00 – 7:20; Home 7:20 – 7:40)
6. If a team is unable to field 9 players at the scheduled start time, the umpire shall allow a 10-minute "grace" period. For the purposes of playing times and curfew, the game shall be considered to begin at the scheduled start time. If at the end of 10 minutes, the team still has less than 9 players, the umpire will call the game. Only the Protest Committee may declare a forfeit (see section IV of the WLL Regulations concerning Schedules, Rescheduling and Forfeits.) The umpire will not umpire practice games.
7. Time Limits: No inning may start 100 minutes {1hour and 40 minutes} (Triple-A), (Double-A), and (Single-A), 75 minutes (Tadpole) after the scheduled game time. No time limit for Majors. For purposes of this rule all games shall be considered to start at their scheduled starting time regardless of whether the game actually starts at that time. For AAA and AA: if at the end of these time limits, the score is tied, new innings may commence to break the tie. If a game follows the game being played in excess of the 100 minute time limit, i.e., to break a tie: the following games will locate an open regulation field to begin their game on time, OR if no such field exists, the game being played to break the tie will cease and become suspended at five (5) minutes prior to the scheduled start time of the game scheduled to follow. No new inning may start after 10pm (Majors, AAA – AA -A). No new inning may start after 8pm (Tadpole).
8. If the game is not a regulation game, (suspended due to weather, curfew, light failure, etc) the game will be scheduled for completion on the next possible date. Managers must contact the VP of Baseball immediately to insure prompt reschedule of the game. Games must be played within seven (7) days. (Game suspended on Thursday must be played by the following Thursday.)
9. The "bullpen" outside the field will be used only to warm up a substitute pitcher. The catcher must wear a face mask, catcher's mitt and male catchers an athletic cup at ALL times. An adult coach may observe the warm up.

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10. Westbury Little League has adopted a continuous batting order for all divisions.
11. WESTBURY LITTLE LEAGUE HAS ADOPTED REGULATION VI- PITCHERS: OPTION #1 IN THE GREEN BOOK.

### Additional Ground Rules for Majors

1. None.

### Additional Ground Rules for Triple A

1. In the AAA division, when one team scores five (5) runs in any half of an inning, that half inning terminates when the fifth run is scored. No more than five (5) runs per half inning will be allowed.
2. Each player must play at least 50% of the time in the field. If this regulation is not complied with for any reason except injury or illness, said player/players must start the next game and make up required innings not played from the previous game.
3. The players must wear a batting helmet with a face mask or shield when batting, running the bases or coaching.
4. There are no tie games in AAA.

### Additional Ground Rules for Double A Machine Pitch

1. Pitcher's Mound: The pitching circle shall be 10' in diameter, the center of which shall be 46' from the back point of home plate. The mound may be raised or flat. The pitching machine will be 46 feet from the back of home plate positioned directly above the pitching plate. The coach operating the pitching machine will hold his/her hand aloft in the full view of the batter and the defensive players and wait until the batter is ready to receive the pitch. The coach will then make one continuous motion to drop his/her hand and "pitch" the ball. There will be no walks. **The operator is not permitted to coach from the operating position ,THIS INCLUDES ANY & ALL COMMUNICATION WITH A BASE COACH, and can not adjust the machine without the umpire's permission.**
2. Equipment: Only Little League approved equipment may be used in games or at practices. This regulation extends to gloves, batting helmets, catcher's equipment and bats. A player may use a wooden bat, provided that it conforms to the size requirements set forth in the Little League Regulations. Little League T-ball
- type wooden bats are prohibited in that they can shatter when hitting a hard ball. The official game ball shall be a regulation Little League baseball.
3. Player, Coach, and Umpire Field Positioning
  - a. The Player Pitcher: The defensive player at the pitcher position must wear a helmet with a faceguard, must have at least one foot inside the pitcher's circle and be positioned behind the front of the machine until the pitch has crossed the plate. The pitcher's circle is defined as the parts of a circle 10 feet in diameter around the pitching machine. The pitcher may not intentionally distract the batter.
  - a) The Infielders: First base, second base, shortstop and third base are permitted to move around the infield as is necessary during game play.
  - b) The Catcher: Should assume his/her normal stance behind the batter within the catcher's box.
  - c) The Umpires: Two teams will be assigned by the Player Agent to provide

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one umpire for each game. The Home Plate Umpire shall position himself directly behind the catcher when the batter is taking pitches (umpiring from the mound is not permitted). The Field Umpire shall assume the normal position required – position A, B, or C.

- d) **The Coaches:** Only coaches/managers are allowed to base coach. **While batting,** in addition to the two coaches in the coach's box on the field and one operating the pitching machine, the batting team may have one other coach in the dugout.
4. In the AA division, when one team scores five (5) runs in any half of an inning, that half inning terminates when the fifth run is scored. No more than five (5) runs per half inning will be allowed.
  5. Each player must play at least 50% of the time in the field. If this regulation is not complied with for any reason except injury or illness, said player/players must start the next game and make up required innings not played from the previous game.
  6. The pitching machine shall be set at 42mph or 63%. The Player Agent will later determine the speed for the balance of the season *if necessary*.
  7. If a batted ball hits the machine and/or operator, it shall be declared a dead ball and the batter will be granted first base and all runners will advance one base. If a fielder is making a play and his/her throw hits the machine or operator, play will stop and an error ruled. All runners will be allowed one base beyond the base they obtained before throw occurred. Exception: On a "steal play", runners will be awarded only the base they would obtain normally on a steal play and no runner will be awarded or forced home.
  8. Base stealing is allowed anytime. Stealing home plate is allowed.
  9. Each team will play with nine (9) defensive players.
  10. There will be a four (4) pitch limit per batter. If the batter fouls the fourth pitch, batter will continue until the ball is hit or strikes out.
  11. Batters must wear a batting helmet with a mask or face shield.
  12. The infield fly rule is in effect for Double-A.
  13. Bunting is allowed.
  14. No "fake bunting" i.e, squaring around to bunt and then swinging away.
  15. No tie games in AA.

### Additional Ground Rules for Single A Machine Pitch

1. In the A division, when one team scores five (5) runs in any half of an inning, that half inning terminates when the fifth run is scored. No more than five runs per half inning will be allowed.
2. If a game is tied upon completion of the time limitations and the game is considered a complete game, then a tie game will count in the team standings. A tie will count as a half win and a half loss.
3. Each player must play at least 50% of the time in the field. If this regulation is not complied with for any reason except injury or illness, said player/players must start the next game and make up required innings not played from the previous game.
4. Only coaches/managers are allowed to base coach. While batting, in addition to the two coaches in the coach's box on the field, the batting team may have two other coaches in the dugout.

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5. Infielders may not position themselves more than three (3) feet inside of the baselines between 1<sup>st</sup> - 2<sup>nd</sup> and 2<sup>nd</sup> - 3<sup>rd</sup>. This rule is in effect to prevent a "bunt-type" defense and to give an otherwise less developed batter an equal chance to attain first base if that batter "swings away". This limitation is removed upon presentation of "squaring around to bunt" by the batter, and defensive players may move toward the batter if he is in-fact "bunting". "Fake bunting" (squaring and then swinging away) is not allowed. The penalty for fake bunting is same as a dead ball foul. A strike will be called on all bunt attempts that the batter "offered" at the pitch. "Offering" is anything except pulling back the bat.
6. Two teams will be assigned by the Player Agent to provide one umpire for each game. One umpire shall be positioned behind the plate. The field umpire shall assume the normal position required - position A,B, or C. A coach for the batting team shall operate the machine. **The operator is not permitted to coach from the operating position, THIS INCLUDES ANY AND ALL COMMUNICATION WITH A BASE COACH, and can not adjust the machine without the umpire's permission.**
7. The pitching machine will be 46 feet from the back of home plate positioned directly above the pitching plate. The coach operating the pitching machine will hold his/her hand aloft in the full view of the batter and the defensive players and wait until the batter is ready to receive the pitch. The coach will then make one continuous motion to drop his/her hand and "pitch" the ball. There will be no walks.
8. The pitching machine shall be set at 40 mph or 60%. The Player Agent will later determine the speed for the balance of the season *if necessary*.
9. The defensive player at the pitcher position must wear a helmet with a faceguard, must have at least one foot inside the pitcher's circle and be positioned behind the front of the machine until the pitch has crossed the plate. The pitcher's circle is defined as the parts of a circle 10 feet in diameter around the pitching machine. The pitcher may not intentionally distract the batter.
10. If a batted ball hits the machine and/or operator, it shall be declared a dead ball and the batter will be granted first base and all runners will advance one base. If a fielder is making a play and his/her throw hits the machine or operator, play will stop and an error ruled. All runners will be allowed one base beyond the base they obtained before throw occurred. Exception: On a "steal play", runners will be awarded only the base they would obtain normally on a steal play and no runner will be awarded or forced home.
11. Base stealing is allowed on the third (3<sup>rd</sup>) pitch, provided that a runner may advance only one base (the base to which the steal is attempted) per attempt. The stealing of home shall not be permitted at any time. On a stolen base attempt, once the runner has stolen one base, and once all further play is completed, whether player stopped at that one base, time shall be called and no further stealing shall be allowed. Should the player have attempted to steal multiple bases and acquired them safely, the player will be returned to the one base that they were allowed to steal. If the player was put out during the improper advancement, the out stands.
12. "Time" is called when, in the umpire's judgment, forward progress is stopped. Play will be stopped when the play has ended or when the umpire either by so concluding or upon request does so conclude, the play has ended and time is called. The defense must stop the runner before time can be called, however, when the umpire calls "time", the play is over. A runner attempting to advance to a base when time is called must return to the last base legally acquired. Runner taunting or "dancing" around the base shall not be construed as having forward progress and the umpire shall call time if all other offensive activity has ceased. Exception: The umpire may call time at any point if an injury has occurred.
13. Use of the batting cage before games must be equally shared between the all teams from both fields. However, Double A will have priority over Single A in the use of the batting cage. When not in use, the batting cage must be locked and the machine turned off.

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14. Each team will play with ten (10) defensive players including four outfielders positioned in left field, left-center field, right-center field and right field. A roving outfielder is not allowed.
15. There will be a four (4) pitch limit per batter. If the batter fouls the fourth pitch, batter will continue until the ball is hit or strikes out.
16. Batters must wear a batting helmet with a mask or face shield.
17. The infield fly rule is NOT in effect for Single-A.
18. Only Little League approved equipment may be used in games or at practices. This regulation extends to gloves, batting helmets, catcher's equipment and bats. A player may use a wooden bat, provided that it conforms to the size requirements set forth in the Little League Regulations. Little League T-ball type wooden bats are prohibited in that they can shatter when hitting a hard ball. The official game ball shall be a regulation Little League baseball.

### Additional Ground Rules for Tadpole

#### SECTION 1 DIMENSIONS OF THE FIELD

- 1.1 Pitcher's Mound: The pitching circle shall be 10' in diameter, the center of which shall be 30' from the back point of home plate. The mound may be raised or flat
- 1.2 Fair Ball Arc: A line drawn as an arc 10' from the back point of Home Plate extending from foul line to foul line will determine a Fair Hit Ball. All balls hit from the Tee or a pitched ball must reach the 10' line in fair territory prior to it being touched for it to be a legal fair live ball. All balls not reaching the 10' Arc prior to being touched will be considered a foul ball.
- 1.3 Infield "Time-out" Line: The "time-out" line shall extend directly on the baseline from second base to first base and extending to the fence and from second base to third base and extending to the fence. A hash mark shall be placed on the first-second base "time-out" line at a distance of 40' from first base. Another hash mark shall be placed on the second-third base "time-out" line at a distance of 40' from second base. A final hash mark shall be placed 40' from third base on the foul line between third base and home plate. The time-out line and hash marks are intended to add to the flow of the game and to assist these young players in learning the basic concept of throwing the ball in to a "cutoff" man to prevent

runners from advancing; however, it is not intended to prevent a player at any time from making a defensive play on the runner.

#### SECTION 2 REGULATION EQUIPMENT AND UNIFORM

- 2.1 Equipment: Only Little League approved equipment may be used in games or at practices. This regulation extends to gloves, batting helmets, catcher's equipment and bats. A player may use a wooden bat, provided that it conforms to the size requirements set forth in the Little League Regulations. T-ball type wooden bats are prohibited in that they can shatter when hitting a hard ball. The official game ball for the Tadpole Division shall be leather covered, R.I.F. ball.

#### SECTION 3 PLAYER, COACH AND UMPIRE FIELD POSITIONING

##### 3.1 PLAYERS:

- e) The Catcher: The player shall be positioned at a minimum of three (3) feet behind the batter to avoid injury or interference. The catcher will always wear the facemask, chest protector and shin guards. Male catchers must wear a protective cup. This rule applies to game and team practices.

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- f) The Player Pitcher: When a ball is being pitched, the player-pitcher shall at all times have at least one foot completely inside the 10' mound or pitching circle and shall never be positioned in front of the coach-pitcher. Exception: The player-pitcher may be moved directly behind the coach-pitcher or towards second base when the defensive manager feels that the player may be in jeopardy of being hit by a batted ball.
- g) The Infielders: First base, second base, shortstop and third base are permitted to move around the infield as is necessary during game play; provided, however, when the infielders are in a "set position" ready to field a batted ball, they may not position themselves more than three (3) feet inside of the 1<sup>st</sup> to 2<sup>nd</sup>, and 2<sup>nd</sup> to 3<sup>rd</sup> baselines. This rule is in effect to prevent a "bunt-type" defense (inasmuch as the bunt is not allowed) and to give an otherwise less developed batter an equal chance to attain first base. Only the 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, SS, and Pitcher may be stationed within the infield.
- h) The Outfielders: There shall be a maximum of five (5) outfielders, except when a team can only field 8 players, then there must be a minimum of two (2) outfielders. In a normal 11+ player roster, the positions shall be leftfield, left-centerfield, centerfield, right-centerfield and right field. The five outfielders shall be spread out in a fan position. No "roving" outfielders shall be allowed.

### 3.2 COACHES:

- i) Dugout: The manager and a total of three (3) coaches are allowed in the dugout. The manager, at his discretion, may invite the team mom and/or dad to also be in the dugout during games. All coaching from the dugout will be conducted from within the fenced in area and not in front of the dugout.
- j) The Base Coaches: Adults must coach at first and third base, and shall confine themselves to the coaching

boxes (an area approximately 6' long, 3' wide, and then 3' into foul territory).

- k) Defensive Outfield Coaches: Two defensive outfield coaches shall be permitted with one outfield coach positioned at all times between the outfield players and the outfield fence in left field and the other positioned at all times between the outfield players and the outfield fence in right field. Although the defensive outfield coaches are permitted to give instructions to the infielders from their position in the outfield, they are specifically prohibited from encroaching upon the infield.
- L) Offensive Pitching Coach: The offensive pitching coach shall at all times remain within the 10' pitching circle, including when he is delivering pitches to a batter or waiting for the defensive player to throw or return the ball to the mound. **ADDITIONALLY, THE OFFENSIVE PITCHING COACH IS NOT PERMITTED TO VERBALLY COACH OR INSTRUCT BASE RUNNERS.**

### 3.3 UMPIRES:

- a) Home Plate: The home plate umpire shall position himself directly behind the catcher when the batter is taking pitches (umpiring from the mound is not permitted). After a ball is hit, it is recommended that the home plate umpire move to the third base to home plate 40' hash mark to better judge the advance of the "2nd to 3rd base" and the "3rd to home plate" runners relative to the 40' hash marks when time-out is called. During a play, the home plate umpire may move anywhere between first and third bases, but should remain in foul territory. During T-Ball play, the Plate Umpire will place the ball on the Tee.
- b) Field Umpire: When there are no runners on base, the field umpire should position himself outside the foul line behind first base. With a runner on first, second and/or third base, the field umpire should position himself outside of second base to better judge when an "outfield play" ball crosses the "time-out line" and then where the

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"1st to 2nd base" runner is relative to the 40' hash mark when time-out is called.

- c) The Home Plate and Field Umpire will switch every ½ inning so that the Home Plate Umpire can coach their own team's batter only. Once the ball is put in play the Umpire is not allowed to coach.

### SECTION 4 MINIMUM GAME PLAYING TIME AND RECOMMENDED ROTATION

**4.1** GAME PLAYING TIME: Every player will sit no more than one (1) inning per game.

**4.2** ROTATION: No player shall be allowed to play the same position for more than 2 innings in a row and every player should play an infield position at least one (1) inning; provided, however, a player should not be allowed to play an infield position when, in the opinion of the manager, the player may be at risk to injury solely because of a lack of skills.

### SECTION 5 GAMEPLAY

#### 5.1 THE BATTER:

- a) Coaches will pitch to the batter. A Manager may elect to have the batter forego their time at pitched balls and go directly to a Tee. When pitched to: A batter will be given up to four pitched balls. If a batter 1) swings at and misses three (3) pitches or, 2) four (4) pitches are thrown, whether or not the batter swings the bat at any pitch, the batting tee will be placed on home plate and the batter will be given one swing to hit the ball. If, on the third strike or the fourth pitch/tee swing, the ball is fouled, the batter shall be entitled to additional pitches/tee swings until a ball is hit fair. There are no strike-outs or walks.
- b) If, in each game, a batter throws or wildly slings his bat after hitting (or attempting to hit) the ball to the extent that, in the opinion of the umpire, the other players are endangered, then the home plate umpire shall give a "First Warning" to the manager and the batter explaining the violation. A second violation may

result in an ejection but shall only be used as a last resort.

- c) The batter/runner will at all times wear a regulation batting helmet with a face guard; and, if provided with chin straps, shall always be snapped down.

**5.2** COACH PITCHING: The offensive pitching coach shall always pitch balls underhand to the batter. When he releases the ball, both of his feet shall remain within the 10' mound or pitching circle.

#### 5.3 THE CALLING OF "TIME-OUT":

- a) A manager or coach may request the umpire to call time out only after the conclusion of a play and then by raising his hands and requesting in a loud tone "Time-Out".
- b) Player Injury: If a player is injured for any reason during game play, the umpire shall immediately call time-out and the runners shall be awarded one base according to their position when time out was called. (Exception: When a player is noticeably injured, but nonetheless continues to make an effort to field the ball, then the play remains in progress until the ball is either thrown across the time-out line or returned to the pitcher or pitching area, whichever is applicable.
- c) In Infield Play: If an infielder has control of the ball and makes a "GOOD FAITH ATTEMPT" to throw it to the pitcher or the pitching area, then the umpire shall call "time-out" to prevent any further advances of bases. At the point when time-out is called, if in the opinion of the umpire, the runner or runners have traveled more than 2/3rds of the distance between bases (the 40' hash mark), then the runner or runners shall be entitled to the next base. If however, in the opinion of the umpire, the runner or runners have traveled less than the 40' hash mark between bases prior to time-out being called, then the runner or runners shall be returned to the last base obtained. (Clarification: "Spiking the Ball", throwing backwards, over the shoulder, kicking the ball, etc. shall not be considered a "good faith attempt" to throw the ball to the pitcher or

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pitching area and the play shall remain in progress until a good faith attempt to throw to the pitcher or pitching area is made.)

- d) An Outfield Play: If a batted ball attains the outfield area, time-out will be called upon the throw-in from the outfield when, in the umpire's judgment the ball crosses the "time-out line". The runner or runners will be advanced or returned as provided in Section 6.5 (C) above. (Clarification: On an "outfield play" any method by which the ball crosses the "time-out line" shall constitute time-out and halt play.) (Exception: 1) if, in the opinion of the umpire, the outfielder is throwing the ball to an infield player in an attempt to make a play on the runner or if an infielder has control of a ball and is attempting to make a tag on the runner, then regardless of the outcome of the defensive play, time-out may only be called upon the return of the ball to the pitcher or pitching area.)
- e) A Ball Thrown into Foul Territory: If an "Infield Play" ball is thrown into foul territory in an attempt to put a runner out at first or third base, and the runner is able to reach the next base safely before the defensive baseman regains control of the ball and makes the good faith attempt to throw it to the pitcher or the pitching area, the additional attained base shall be allowed the runner only insofar as the runner passed the 40' hash mark prior to the ball crossing the "time-out" line and time being called.

### 5.4 DEFENSIVE OBSTRUCTION:

- a) Blocking First Base: If, in the opinion of the umpire, when the first baseman is "set, ready and prepared" to receive a thrown ball to make a play on the batter/runner and is intentionally blocking or standing in front of first base to the extent that the batter/runner has no option but to collide with the defensive player in order to touch the base, then regardless of the outcome of the defensive play, the batter/runner shall be declared safe on first base. The

umpire will issue a "First Warning" to the manager and the first baseman explaining the violation. A repeat occurrence by the same player will constitute grounds for the umpire requiring the manager to move the offending player to a different defensive position.

- b) Blocking the Baselines: Infielders may not position themselves within three (3) feet of the baseline except when attempting to make a defensive play on a batted ball or a runner. Further, defensive players shall not intentionally touch, grab, trip or otherwise attempt to impede the base runners right to the baseline. If, in the opinion of the umpire, a base runner was obstructed by a defensive player, the base runner shall be deemed to be safe. The coaches and umpires shall use their best efforts to repeatedly remind defensive players not to block the baselines.

### 5.5 OFFENSIVE INTERFERENCE:

- a) Batter, Runner, Coach, Fan or Field Interference: Same as Little League Regulations.
- b) The Offensive Pitching Coach: The offensive pitching coach shall at all times use his best efforts to avoid obstructing the player-pitcher from fielding a batted ball. If, in the opinion of the umpire, the pitching coach unintentionally touches a batted ball, then the umpire shall immediately call time-out and the batter will be awarded first base and all other runners will advance one base, if forced. If, in the opinion of the umpire, the pitching coach intentionally touches the ball or intentionally impedes the player pitcher from fielding the ball, then the batter shall be out, the runners may not advance and the umpire shall issue a "First Warning" to the coach/pitcher. A repeat occurrence for such interference on the part of the pitching coach shall constitute grounds for the umpire requiring the manager to substitute a different pitching coach. Further, when there is an infield fly ball hit to the pitching area, the offensive

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pitching coach shall immediately kneel down and not move until the defensive play is concluded, and failure to do so, in the opinion of the umpire, may constitute offensive interference and the foregoing penalties shall apply.

arriving after commencement of the game shall be inserted at the bottom of the order.

**5.6** SUBSTITUTION OF PLAYERS: The free substitution of players is allowed during the course of the game; however, once an inning has commenced, no position change will be allowed unless a fielding player is injured. In the event the injured player recovers from his injury, then he may re-enter the game only at the next half inning. A player having to leave the field to go to the restroom shall not be considered an injury and such player may re-enter the game upon return.

**5.7** OFFICIAL TIME/GAME: The home plate umpire shall be the official timekeeper and game time will commence at the posted time whether or not the teams are actually on the field. A complete game shall consist of a maximum of four (4) innings or a minimum of three (3) innings. No new inning shall begin after 90 minutes. Each half inning will be completed with five (5) runs, three (3) outs or completion of the full roster having batted, whichever occurs first.

### SECTION 6 MISCELLANEOUS

#### **6.1** EXEMPTED LITTLE LEAGUE RULES REGARDING Tadpole DIVISION:

- a) Bunting is not allowed
- b) Base stealing is not allowed
- c) Infield fly rule is not in effect
- d) A hit batter shall not automatically advance to first base
- e) No Ten-Run Mercy Rule
- f) In the event a team can only field 8 players, then the manager may delete the player position of his choice, except for the catcher.

**6.2** OFFICIAL ROSTER (BATTING ORDER-LATE ARRIVING PLAYER): The batting order will be the entire roster for a game rotation. If a rostered player arrives after the commencement of the game, then he shall be inserted in his existing spot in the order, however a non-rostered player