

### Senior Challenger Division

1. All players league age 15 and older are eligible for the Senior Challenger division. The game will be played on a 60' (Pending approval from Little League) or a 90' field with a Baden dimple ball.
2. At all times (On offense or on defense), there must be at least one adult who has cleared a Little League approved background check present in the dugout. The main priorities of this person, who is not a manager or coach, is to maintain a safe environment, while ensuring that all players get a chance to bat in each inning and play multiple positions on defense.
3. Each player is allowed to have one buddy to help with hitting, running and fielding skills. A buddy can be a family member, friend or Little League volunteer.
4. If available, a safety base (Flat, rubber base) will be placed next to first base to reduce collisions and to give batters a better chance of running through first base on a ground ball to the infield. In general, the defense is entitled to the inside base, while the batter / runner is entitled to the outside flat, rubber base. Coaches should instruct their players to make plays to the inside base while playing defense, and to run through the outside base while running to first.
5. The entire player game roster shall be used as the batting order, regardless of defensive position. Players arriving after the game has started shall be placed in the batting order after the last player named in such batting order.
6. Each team will be allowed to use all players on defense, making sure to fill all infield positions first before filling outfield positions. If a team has less than nine (9) players, the game may be played with all of the infield positions being used before the outfield.
7. The defensive team may place a coach behind the first and second baseline and the second and third baseline to coach the defensive players. Coaches on the field have a role to play in defending players from line drives and hard hit ground balls. In this division it is common for a coach to knock down a ball put into play and redirect to a player nearby for a play to be made.
8. No new inning can be started after 1 hour and 45 minutes. No new batter after 2 hours.
9. A curfew shall apply to all games played Sunday through Thursday while school is in session. No new inning may begin after 7:45 pm, and no new batter after 8:00 pm. School is not considered to be "In session" during vacations and holidays.
10. Managers and coaches should make every attempt to keep the game moving along at a good pace.
11. The side retires in an inning when all batters on the roster have batted. There are no "Outs" to be recorded and no score to be kept. All players are encouraged to hit and run the bases.
12. For safety reasons, players are not allowed to hold a bat in the dugout / bench area, or swing a bat outside of the batter's box. Practice swings will be allowed in the batter's box only under the coach's direction.
13. Gloves may be worn by the coach pitcher during pitching as a safety measure. A live ball coming into contact with the coach pitcher is considered incidental contact, and the ball is in play.
14. Pitching shall be by a coach at a distance appropriate for player skill level. The player assuming the defensive position of pitcher shall start even with or behind the line of the pitching rubber until the ball is put in play. The player may choose which side to stand on.
15. Each batter is allowed ten (10) live pitches. If unsuccessful after ten (10) pitches, a tee will be brought out for the player to hit until the ball is put into play.
16. A batter hit by a "Coach pitch" does not take first base.
17. A batter or runner will be allowed to advance a maximum of one base on a batted ball in the infield, and two bases on a batted ball to the outfield.
18. Stealing IS NOT allowed. Runners must remain in contact with their bases until a pitched ball crosses home plate. Once a pitched ball crosses home plate, runners are encouraged to lead off
19. **Play in this division is recreational only, with emphasis on providing a fun-filled experience, while also developing player skill level. For that reason, no score or standings will be kept, as both teams are considered winners if fun was had by all.**