

ROSEVILLE LITTLE LEAGUE LOCAL LEAGUE RULES

As adopted by the Board of Directors on this 9th day of January, 2022

PURPOSE AND SCOPE

The rules and regulations described in this document are intended to supplement the Official Little League Regulations and to determine the specific operating procedures of the League. Little League Baseball provides rules to assure consistency across Leagues, but defers local operations to the Board of Directors for each League.

CODE OF CONDUCT

Each Player, Manager, Coach, and Parent; by accepting either a volunteer position, or a spot on a team, acknowledges that they understand the applicable Code of Conduct and agrees to abide by the content as stated.

DISCIPLINE PROCEDURE

MANAGERS AND COACHES

The success and perception of the League is in large part determined by the conduct of the Managers and Coaches. Thus, any Manager or Coach found to be in breach of the Code of Conduct by majority vote of the Board of Directors shall have their membership suspended indefinitely per the RLL Bylaws and must appear before the Board to be reinstated. This is not to be confused with ejection from a game by an umpire. It is possible to be ejected without breaching the Code of Conduct. Per Little League Rules, ejection carries an automatic one game suspension and may be extended by majority vote of the Board. Managers and Coaches ejected from a game for abusive behavior or dangerous actions with the intent to injure others shall be suspended indefinitely until the incident is investigated by the Board of Directors. Players ejected for rule technicalities may appeal the suspension to the President and Player Agent who may waive the suspension. There is no further appeals process. The decision of the President and Player Agent is final.

PLAYERS

Any Player found to be in breach of the Code of Conduct by majority vote of the Board of Directors shall have their membership suspended indefinitely per the RLL Bylaws and must appear before the Board to be reinstated. Players ejected from a game for abusive behavior or dangerous actions with the intent to injure others shall be suspended indefinitely until the incident is investigated by the Board of Directors. Players ejected for rule technicalities may appeal the suspension to the President and Player Agent who may waive the suspension. There is no further appeals process. The decision of the President and Player Agent is final.

PARENTS, GUARDIANS, GUESTS:

Any other person found to be in breach of the Code of Conduct by majority vote of the Board of Directors shall have their membership suspended indefinitely per the RWLL Bylaws and must appear before the Board to be reinstated. Members are responsible for the behavior of their guests and are subject to disciplinary actions based on their guest's actions. Parents, Guardians, or Guests ejected from a game for abusive behavior or dangerous actions with the intent to injure others shall be suspended indefinitely until the incident is investigated by the Board of Directors. Players ejected for rule technicalities may appeal the suspension to the President and Player Agent who may waive the suspension. There is no further appeals process. The decision of the President and Player Agent is final.

ABUSIVE BEHAVIOR:

Little League Baseball is about building Character, developing discipline, and enjoying the game. As adults, we must set positive examples. The following are examples of abusive behavior and **WILL NOT BE TOLERATED:**

- Use of profane, obscene, or belligerent language while in the presence of children.
- Directing any obscenity or slur toward an umpire, player, manager, coach, or other League Official
- Any act intended to incite or otherwise create a threatening environment. - ANY act of physical contact or intimidation.
- Any attempt to ridicule or otherwise intimidate a player or umpire. - No Manager, Coach, Parent, or Scorekeeper is allowed to stand directly behind the backstop during games.
- Leave the game on the field. Any attempt to verbally abuse or physically intimidate an umpire, manager, coach, or player after a game will result in indefinite suspension. Never follow an umpire into the parking lot or otherwise "corner" them. This act will result in indefinite suspension of your League membership. Reinstatement will only be considered after appearing in front of the full Board.

Acts of Abusive Behavior shall be handled as follows:

- Umpire or League Official witnessing such acts shall refer the matter to the Team Manager.
- Manager shall make an attempt to address the situation.
- If the actions continue, the League Official or Umpire will stop the game and the offending party will be asked to leave the field.
- If a party refuses to leave the field, the game will be forfeited and the offending party and (if a parent) player will be suspended. Legal authorities will be summoned to remove the party.

Any act of physical violence, threat, or intimidation will be prosecuted to the fullest extent.

- If you are asked to leave, just leave. Do not worry about who is right or wrong. Go home, settle down, and it can be worked out the next day.

SUSPENSION:

To be clear, if you are suspended, **STAY HOME**. Suspended parties are not allowed on the field, in the dugout, in the bleachers, the park, the parking lot, the playground, the snack bar, a tree, or adjacent street. Play will not begin if a suspended party is present and refusal to leave will result in forfeiture.

LEAGUE STRUCTURE

AGE DIVISIONS:

Safety of the individual and other players in the League is the primary consideration in the placement of players in Divisions. The League is divided into various divisions to provide players the opportunity to develop.

□ T-Ball Division:

○ Instructional division for players ages 4, 5 or 6. No scores or league standings are maintained. A tee is used for the entire season and is focused on developing the fundamentals of catching, fundamentals and the throwing, and hitting.

□ Farm Division:

○ Instructional division for kids ages 6-8 with continued emphasis on introduction of team concepts. Coach pitching is used at this level for the season.

□ AA Minor Division:

- Player age 7-10 year olds. (Players league age 7 are eligible based on space & ability.) Instructional League with continued emphasis on fundamentals. Any player who misses tryouts that are league age 9 or 10 will automatically be placed in the AA Minor Division. Team strategy introduced. No player League age 11 or 12 may play at this level unless approved by the board due to special circumstances.

□ AAA Minor Division:

- Player age 8-11 year olds. (Players league age 8 are eligible based on space & ability.) Advanced Instructional League with continued emphasis on fundamentals and team play. All Player pitch. The Major Division may obtain injury/replacement players from Minor AAA during the season, including additional 9 year old players. Any player missing tryouts who is of league playing age 11 will automatically be placed in the Minor AAA Division.

□ Major Division:

Players age 9-12 year olds. Competitive level play focusing on fundamentals, execution and strategy. Players age 12 shall be selected in the Major Division draft, unless approval is obtained from District 54, Regulation V(a) Waiver, for his/her placement in one of the Minor divisions. For Regular Season Tie Breaker rules, see Major Division Guidelines. Teams are re-drafted every year.

□ 50/70 Intermediate Division:

- Players age 13 years old. (Players ages 12 are eligible upon request only.) See Little League Green book for playing rules. Teams are re-drafted every year.

□ Junior Division:

- Players age 13-14 years old. Must be 13, 12 year old players may NOT play up to Juniors. Teams are re-drafted each year.

□ Seniors- 14-16 year olds.

□ Big League Division:

- Players age 16-18 year olds. Season concludes at the same time as the Senior Division.

□ Challenger Division:

- Players ages 6-18. District operated program for mentally or physically challenged players. Please contact RLL or the website for more information.

TEAM FORMATION

The number of teams is determined prior to the evaluation period and draft, the Board shall determine the number of teams in each Division based on registration projections and level of skill.

Overview:

Teams are to be formed in a manner consistent with the level of play. T-ball and Farm levels will ATTEMPT to honor requests to play with friends, neighbors, etc. in an effort to promote familiarity and comfort for the players. As the level of play increases, these requests become difficult to honor and a selection process will be utilized to assure safety and the balance of the League and to promote the formation of new friendships with other kids from other schools. As kids mature at different levels and in the interest of safety; size, maturity, and ability become a larger factor in Division assignment in the upper divisions.

Division

Assignment:

The League age of all players shall be determined by the policies set forth by Little League Baseball for the appropriate year. Each year, the Board will determine the Divisions of play for that season. Players will be

assigned to Divisions as follows:

Age	Division	Information
4-5	T-Ball	Must play T-Ball
6	T-Ball or Farm	May play T-Ball or Farm.
7	Farm or AA	League Age 7 year olds can register for Farm or Minors. Any 7 year old that is registered for Minors but does not attend Tryouts will be placed in the Farm division. A 7 year old that is registered for Minors, and does attend tryouts, may be placed in the Farm division based on space availability.
8	Farm, AA or AAA	League Age 8 year olds can register for Farm or Minors. Any 8 year old that is registered for Minors but does not attend Tryouts will be placed in the Farm division. A 8 year old that is registered for Minors, and does attend tryouts, may be placed in the Farm division based on space availability. 8 year olds are eligible for the A, AA, & AAA drafts.
9	AA,AAA or majors	League Age 9 year olds must register for Minors/Majors. Any 9 year old that does not attend tryouts will be placed on a Single A Minors team by random draw. 9 year olds are eligible for the A, AA, AAA, & Major drafts.
10	AA, AAA or Majors	League Age 10 year olds must register for Minors/Majors. Any 10 year old that does not attend tryouts will be placed on a AA Minors team by random draw. 10 year olds are eligible for the AA, AAA, & Major drafts.
11	AAA or Majors	League Age 11 year olds must register for Minors/Majors. Any 11 year old that does not attend tryouts will be placed on a AAA Minors team by random draw. 11 year olds are eligible for the AAA, & Major drafts.
12	Majors, 50/70	League Age 12 year olds must register for Majors. All 12 year olds must play Majors unless they have a safety waiver from the District.
13	50/70 or Juniors	District 54 League Age 13 year olds may register for 50/70 Intermediate or Juniors. Any 13 year old that does not attend tryouts will be placed onto a team by random draw.
14	Juniors	League Age 14 year olds must register for Juniors. Any 14 year old that does not tryout will be placed onto a team by random draw.
15	Seniors	TBD
16	Seniors	TBD

Farm and T-Ball:

Teams in these Divisions are formed in an effort to allow kids to play with others they are familiar with.

- Approved Manager may designate one to three Coaches. Once approved, Coaches siblings may be placed on Managers team
- Parent may request to play for an approved Manager

- Parent may request to play with another designated player
- Grouped by geographic area

AA, AAA, and Majors:

Upon reaching League age 7, players become “draft eligible” and will enter the selection process:

- Players League age 7 and above must tryout to be included in the selection process.
- Teams do NOT carry over from year to year.
- No returning player may be drafted to a lower division than the previous year.
- All returning players must be drafted.

Evaluation Process:

Each season, the Player Agents will conduct no fewer than two evaluation sessions for players age 7-12. These sessions will be conducted to allow Managers the opportunity to evaluate eligible players and to assure those players may safely play at their various levels.

- Per Little League rules players must attend one-half of the scheduled sessions to be eligible for selection
- Any player who is subject to any of the options defined below is required to try- out so safety may be verified
- If a player does not attend tryouts, they will be placed into the lowest possible division draft per the rules set herein as a blind draft option

Designations:

The precedent of parents designating players not to be eligible for certain Divisions is extremely disruptive to the selection process and is strongly discouraged by the League, but will be honored subject to the following:

- 14's may be designated as Junior Only
- 9's, 10's, & 11's may be designated as Minors only
- 7's and 8's may be designated as Farm only by registering for Farm instead of registering for Minors.
- Designations must be made in writing
- Designations should be made at or before tryouts
- Designations MUST be made before the Major Draft begins. No designation will be considered after that time

It is strongly suggested that parents fully understand the All-Star selection process for the 11 year old and the 9-10 year old teams before designating your child.

DRAFT PROCEDURE:

Various player options exist that allow Approved Managers to have players that meet certain criteria assigned to their teams. In ALL cases, use of an option will cost the Manager a draft pick as summarized in the table below. Each option is defined as follows:

- **Sibling Option:** Parents may request that siblings be placed on the same team if both are eligible. 2nd sibling will cost a draft pick immediately following the 1st sibling.
- **Major Manager Option:** Eligible child(ren) of approved Major Manager will be assigned to that team. NO COACH PROTECT ALLOWED IN MAJORS •

AAA Manager Option: Eligible child(ren) of approved AAA Manager will be assigned to that team

- **AAA Coach Option:** Each Manager may designate 1 player that is the child of an approved Coach to protect.
- **AA Manager Option:** Eligible child(ren) of approved AA Manager will be assigned to that team.
- **AA Coaches Option:** Each Manager may designate 2 players that are the children of their 2 approved Coaches to protect.

Player Draft Chart

AGE						
Option	7	8	9	10	11	12
Major Manager	NA	NA	5	5	4	3
AAA Manager	NA	5	4	3	2	NA
AAA Coach	NA	5	4	3	2	NA
AA Manager	5	4	3	2	NA	NA
AA Coach 1	5	4	3	2	NA	NA
AA Coach 2	4	3	2	1	NA	NA

- In the event siblings are drafted into the same Division, the first sibling is chosen at Manager's discretion. Any other siblings who are on option will be picked in each subsequent round. If a Manager does NOT exercise the Sibling Option and take the siblings of the first drafted sibling in each of the next subsequent rounds, the remaining siblings are immediately available to be drafted by any other team.
- In the event the option is not available, draft picks will be lost in descending order, up to and including first round pick. If no option is possible, player may not be protected.
- Manager/Coach options will supersede sibling options.

Player Selection

Teams at the AA, AAA, Major and above levels are chosen by a draft process. The draft is to be conducted in a confidential manner with only the Division Managers, Player Agent, Registrar, Vice-President, and President in attendance. - The Major Draft is to be conducted first with the other Drafts to follow in descending division order. There is to be a minimum of 48 hours between the Divisions Drafts to allow Managers to contact players and confirm their intent. - The Player Agents shall provide a list of eligible players to the Managers before each draft that includes all Parent Designations and applicable Options - All divisions draft in order to be selected by random draw before the draft starts. - Snake method to be used.

- No team will be allowed to draft a player that gives them more than 8 players of any League age.
- Any trades must be conducted at the draft and before any players are notified. - Players may not be traded for "draft picks"
- Draft eligible players are subject to draft by any team unless protected by the approved option described herein. In the event a player does not wish to be drafted by a manager, the parent is responsible for making the request to the Manager and the Manager is NOT required to honor the request.
- Blind Draw: 12th Round will be Blind Draws.... After the 11th Round, teams with room will be placed in one hat, names will be placed in another hat. Team & Player will be drawn together then the remaining teams will pick their 12th picks. (Unless there are more Blind Draws than teams with room in the 12th, then the Blind Draws will begin as soon as there are the same number of teams left with room.)

Number of Players per Team:

After Registration and the Evaluation Session, the Board shall determine the number of teams per Division and number of players per team. Per Little League Rules, Major/Junior Division teams MUST have the same number of players per team. 12 year olds that register after the draft will be placed on a waiting list and will not be assigned until sufficient numbers are available to equalize teams. Once this occurs, players will be assigned by blind draw. Late sign-ups for Minor levels will be assigned as follows: - Two teams with fewer players in draft order to equalize number of players per team. Example, Teams A through E have 12 players and Teams F and G have 11. Eligible, late sign-ups would be assigned to Teams F and G in draft order. - If all teams have the same number

of players, they will be assigned per age matrix in Article 5, Section 2 in the order of the player draft.

Replacement Players:

Per Little League Rules, Major teams must carry the same number of Players on their roster. If a team loses a player to injury, moving, etc., they must replace that Player from the AAA level using the following procedure.

- Manager will notify the Player Agent once the loss of player is known. - Player Agent will work with the Manager to identify a pool of players for consideration. Manager has 10 days to replace the player.
- Players that have Minor Only designations are NOT eligible for call up to Majors.
- Once identified, the Player Agent will notify replacement player's Manager of the situation.
- Replacement Player Manager will notify player and parents and introduce a new Manager.
- Only players that are in AAA on an approved option may decline a call up to Majors without penalty.
- Any eligible player that declines a call up to Majors will not be allowed to be called up for the remainder of that season and will NOT be eligible for All-Star consideration at any level for that season.
- Major teams may not select a replacement player during the last two weeks of the regular season
- AAA Teams that lose players may choose to seek a replacement from AA if they wish. Minor rosters do not need to remain the same size across the divisions. - Movement of kids from AA to AAA will be voluntary.

Late Sign-Ups:

- Players ages 9-14 who sign up after the drafts may be placed on a Waiting List. They will only be assigned to a team as follows.
- Players shall remain on the waitlist until there are enough kids to equalize the number of players per team. For example: After the draft is completed, Teams 1 and 2 each have 13 players and teams 3, 4, and 5 have 12 players. Once 3 players are on the waiting list, they shall have a special try-out and then be selected by teams 3, 4, and 5. Draft order will be from where it left off in regular draft.
- Once all teams have an equal number of players, players from the waitlist shall only be added if each team gets a player. In the example above, no player shall be added until there are 5 on the waitlist.
- At no time may the number of players exceed 15.

MANAGER SELECTION

Overview:

Selection of Managers is perhaps the most important task a League faces. The Managers are the key to the success of the League and the selection process must be undertaken with great care.

Tenure:

No League volunteer is awarded tenure and must be approved at the beginning of each season. This applies to Managers as well.

Selection Process:

Player Agents are to be constantly recruiting for interested Managers to identify possible candidates for consideration. The selection process will be as follows: - Interested candidates must fill out a separate Manager Application and pass all background checks

- President will appoint 3-5 Board Members per Division to act as a nominating committee
- Nominating Committee will conduct interviews and discussions with candidates and submit their recommendations to the President for consideration.
- President will select Managers and submit to the Board for approval. **Criteria:**

Different skill sets are required to be a successful Manager in different Divisions. Lower Divisions require great patience, willingness to teach at the most basic level, and an emphasis on participation and fundamentals. Upper Divisions require a deeper understanding of rules and strategy, ability to teach more advanced techniques, motivation, greater intensity, and refined communication skills to work with parents. The following criteria will be used when considering applicants:

- Character of Applicant
- Managerial philosophy of applicant
- RLL managerial experience, performance, and parental feedback at the level applied for

- RLL coaching experience, performance, and parental feedback at the level applied for
- RLL managerial experience, performance, and parental feedback at lower levels
- Other baseball managerial experience, performance, and parental feedback at the level applied for
- Attendance at RLL approved Clinic within the previous year. This is REQUIRED.
- Attendance at approved Safety Clinic within the past 3 years.
- Other youth sports coaching experience

TEAM NAMES

Selection Process: Player Agents are responsible for determining team name selection process. Team names do not carry over from year to year. Team names within each division are to be determined in the following selection order:

- Managers returning to the same division, and then by the prior year's regular season standings within the division;
- Coaches returning to the same division, and then by the prior year's regular season standings within the division;
- Managers returning from a lower division, and then by the prior year's regular season standings within the lower division;
- Coaches returning from a lower division, and then by the prior year's regular season standings within the lower division;
- New managers with prior RLL manager or coaching experience; and
- New managers without prior RLL manager or coaching experience.

LOCAL LEAGUE PLAYING RULES

Overview:

Play is governed by the Official Rules of Little League Baseball and each Manager will be issued a Rule Book. Modifications listed herein are intended to clarify issues specifically left to the jurisdiction of the Local League by Little League.

Protests:

Protests will only be heard for incidents at the AAA level and above. There will be no protests in AA, Farm, or T-Ball. At these levels, all issues must be resolved before play resumes and the ruling of the Umpire is final. In the event of a protest being filed, the President will form a Committee consisting of themselves, the Umpire in Chief, and the applicable Player Agent. In the event any of the above has a stake in the outcome of the protest, they will be replaced as required on the Committee. The protesting Manager and Umpire in charge of the game must submit a written report to the Committee within 24 hours. The Committee may also conduct additional interviews with them, their Coaches, the opposing coaching staff, or Board Members present before ruling on the protest.

Protests will only be considered for the following:

- Interpretation of Little League Playing Rules
- Interpretation of Local Playing Rules
- Violation of Pitching Restrictions
- Failure to comply with Minimum Play Rules
- Failure to have 9 players available to start or continue a game

The Committee will issue a decision on whether to uphold a protest AND what the resolution will be. Upholding a protest does NOT mean that a game will be re-started or a forfeit will occur. The Committee will consider the

intent, severity of the violation, the impact on the outcome of the game, and the history of the violator in making its decision. If the Committee finds that there has been a blatant attempt to manipulate the outcome of a game, the violator will be referred to the full Board for possible suspension.

Example 1: Protest filed against Manager A for failure to fulfill minimum play. No history of violation for Manager and player was in game, but just did not get to bat. No forfeit will occur. Manager will receive a warning and the player must start the next game and complete play from previous game and that game as well.

Example 2: In the above scenario, it is the 2nd violation and it is determined that the failure was intentional and no effort was made to fulfill play. Result of the game would stand, but Manager would be suspended one game and placed on probation for the rest of the season.

Example 3: Team A fails to field 9 players for the game. Manager notifies Player Agent and opposing Manager 3 hours before game time of issue. It is determined that 3 players missed due to school function and 1 player is sick. No forfeit. Game is rescheduled.

Example 4: Team B fails to field 9 players for a game. It is discovered that when Manager finds out his best player is not available due to family travel, he tells 3 other players to claim they are sick. No notification is given to the Player Agent or other team. Game is forfeited and the Manager is referred to the Board for suspension.

MAJORS GAME RULES

Majors: Play at this level is governed by the Official Rules except as follows: A league approved volunteer may help on the field or in the dugout when a coach is missing.

Time Limit: No new inning may begin after 2 hours. New inning begins when the final out is made in the previous inning

Run Limit: None

Mercy Rule: 10 runs after 4 innings, or 8 runs after 5 innings

Pitching: Pitch count and rest rule as outlined by LLB. The designated pitch count as kept by the home team scorekeeper, or their designee, is the official count. It is recommended that both Managers also keep count and confirm between innings. Each Manager will record the Official pitch count on their affidavit and have it signed by the opposing Manager. Managers should declare pitching ineligibility on their lineup cards. Collusion or failure to comply with pitching rules is grounds for protest, suspension and forfeiture.

Batting Order: Continuous batting order used. All players hit.

Standings: Results are kept in 1st half winner and 2nd half winner. If winner of 1st half is different then 2nd half winner then 1 playoff game at end of season will determine overall winner and be considered league champion and be the "A" representative in district TOC and 2nd place will be considered "B" representative in district TOC

Just to clarify: Second place "B" then becomes the team with the best overall regular season record other than the A team (which could be a team that doesn't even play in the one game playoff).

League TOC: Subject to schedule and number of teams each season

District TOC Representatives: The winner of the Championship will be declared the League Champion and receive the "A" berth in the District TOC. 2nd Place finisher will be the "B" representative. Ties for 1st and 2nd will be determined by tiebreakers below. Team with the next best record will be the "B" representative in TOC.

Tie-Breakers: In the event two or more teams are tied at the end of the Regular Season, the following tie-breakers will be used for seeding.

- 2 Teams

1. Head to Head

2. Run Differential in all Head to Head games with maximum differential in any game of 7 runs
3. Coin Flip

- 3 or more Teams:

The tie will be broken using a "Round Robin" style

Tournament. Regardless of each teams standing at the end of the season all teams will be randomly drawn to play each other. The teams will play as follows and in the following order: (Example for 3 Teams) Team "A" will play Team "B"; Team "B" will play Team "C"; and Team "C" will play Team "A".

AAA GAME RULES

AAA Minors: Play at this level is governed by the Official Rules except as follows:

Adult Game Coordinator: Each team shall be prepared to provide an umpire over the age of 18 to call the bases. A league approved volunteer may help on the field or in the dugout when a coach is missing.

Time Limit: No new inning may begin after 1 hour 50 minutes. New inning begins when the final out is made in the previous inning

Run Limit: 5 runs per inning

Mercy Rule: 11 runs after 4 innings and 6 runs after 5 innings

Pitching: Pitch count and rest rule as outlined by LLB. The Home Team book is the official pitch count. It is recommended that both Managers also keep count and confirm between innings. Each Manager will record the Official pitch count on their affidavit and have it signed by the opposing Manager. Managers should declare pitching ineligibility on their lineup cards. Collusion or failure to comply with pitching rules is grounds for protest, suspension and forfeiture.

Batting Order: Continuous batting order used. All players hit.

Substitutions: Free substitution. No player may sit for 2 consecutive innings

Standings: Results are kept for the entire season. No split season.

End of season Tournament: At the conclusion of the season, a tournament may be held with teams seeded based on Regular Season standings.

Tie-Breakers: Same as Majors

Base Running: No drop 3rd strike. No open home. Runner may not steal home on pitched balls. Players on 3rd may attempt to run to home IF a play is attempted to throw out another baserunner on a 1st and 3rd play. Steals and bunting are allowed. Players may continue to run on bases and overthrows until the ball is held by the pitcher on the mound.

Change on **Dec 1, 2023** Board meeting: 1st half of the season no change to current rule. 2nd half of the season will allow runners to steal home.

AA GAME RULES

AA Minors: Play at this level is governed by the Official Rules except as follows: Regular ball to be used.

Adult Game Coordinator: Each team shall be prepared to provide an umpire over the age of 18 to call the

bases. A league approved volunteer may help on the field or in the dugout when a coach is missing.

Time Limit: No new inning may begin after 1 hour 45 minutes. New inning begins when the final out is made in the previous inning

Run Limit: 5 runs per inning

Mercy Rule: 11 runs after 4 innings and 6 runs after 5 innings

Pitching: Combination of Player pitch and Coach pitch will be used.

Combination of Player pitch and Coach Pitch will be used.

- Player will begin each hitter as the pitcher
- If pitcher reaches a 3 ball count on the batter, coach will enter and take over as pitcher with the inherited count. Coach will pitch from the mound and pitcher will stand to either side. Coaches must pitch overhand, but may pitch from a knee if desired. The coach will deliver up to 3 additional pitches. Swinging strikes will be observed. There still is called strikes with coach pitch
- Any ball in play that strikes the Coach will be declared dead and base runners advance one base. If a Coach intentionally comes in contact with a ball, the batter is declared out
- No player may pitch more than 2 innings per game or 4 innings per week.
 - o A player is considered to have pitched 1 inning if that player throws a minimum of 1 pitch in an inning.
 - o A week is defined as Sunday thru Saturday.

Base Running:

- Players may advance one base on the 1st overthrow, at their own risk. Players may not advance another base on a 2nd overthrow.
- Stealing of second and third base is allowed 2nd half of the season - Player may only advance from 3rd to home on batted ball, force by walk/ HPB, or a play being made on them or another base runner. *Example:* Runners on 1st and 3rd. Catcher attempts to pick off runner at 1st or 2nd and throws, the runner at 3rd may advance at their risk.
- Bunting is allowed
- Batter may NOT bunt or runner advance while Coach is pitching. - Players may continue to run the bases on a batted ball until the ball is in the possession of a player in the infield. A play may be attempted on a runner at anytime (above overthrow rule still applies), however a runner between bases may not advance further than the next available base. *Example:* the third baseman receives the ball from the outfield while the runner is between 1st and 2nd – the runner may advance to 2nd base at their own risk. If the third baseman attempts a play at 2nd base and overthrows it, the runner may advance to third base, at their own risk, but can advance no further.

Batting Order: Continuous batting order is used.

Substitutions: Free subs. No player may sit for 2 consecutive innings.

Standings: Results are kept for the entire season. No split season.

End of Season Tournament: At the conclusion of the season, a tournament may be held with teams seeded based on Regular Season standings. Regular Season rules apply EXCEPT pitchers may pitch up to 4 innings per game subject to pitch count rules.

Tie-Breakers: Same as Major

FARM GAME RULES

Farm: Play at this level is governed by the Official Rules except as follows: Farm ball to be used. No score is to be kept, no winner declared, and no standings kept. When hitting, coaches may occupy the 1st and 3rd bases. A Manager or Coach must be in the dugout at all times. Base coaches are to make “safe/out” calls on bases.

No more than two (2) defensive coaches may be on the field while their team is on defense.

Time Limit: No new inning may begin after 1 hour 30 minutes. New inning begins when the final out is made in the previous inning

Run Limit: 5 runs per inning

Pitching: Combination of Coach Pitching (first half of the season) and Player/Coach pitching (second half of season) will be used at this level.

1. **Coach Pitch.**

- Hitter will receive a maximum of 6 pitches or 3 “swings and misses”. If the 6th pitch is fouled off, hitter will continue until they miss or the ball is put in play. There are no walks at this level.
- The coach may pitch from a position of approximately 3 feet from the pitching rubber.

2. **Pitching:** Combination of Player pitch and Coach pitch will be used.

- Player will begin each hitter as the pitcher
- The hitter will receive 3 pitches from the player and then three pitches from the coach for a total of 6 or three swings and misses. If the player swings at the three player pitches and misses he is deemed to be out.
- Any ball in play that strikes the Coach will be declared dead and base runners advance one base. If a Coach intentionally comes in contact with a ball, the batter is declared out.
- No player may pitch more than 2 innings per game or 4 innings per week. ○ A player is considered to have pitched 1 inning if that player throws a minimum of 1 pitch in an inning.
 - A week is defined as Sunday thru Saturday.

3. **Pitch count:**

- Pitch count and rest rule as outlined by LLB. The Home Team book is the official pitch count. It is recommended that both Managers also keep count and confirm between innings. Each Manager will record the Official pitch count on their affidavit and have it signed by the opposing Manager. Managers should declare pitching ineligibility on their lineup cards. Collusion or failure to comply with pitching rules is grounds for protest, suspension and forfeiture.

Base Running:

- Players may advance one base on a hit or two bases on a hit to the outfield. No advancement on overthrows.
- No stealing or bunting is allowed.
- Ball in play that contacts the Coach is dead and all runners advance one base. If a Coach intentionally comes in contact with a ball, the batter is declared out.

Batting Order: Continuous batting order is used. All players will be in the batting order.

Substitutions: Free substitution. No player may sit for consecutive innings. Defense may play up to 10 in the field. Additional players are to be played in the outfield. However, no player shall sit alone on the bench. If you need a 2nd player to sit out, play one fewer in the field.

Player Positioning: Infield players shall play on the dirt in their perspective positions. Outfield players shall play on the grass in their perspective positions.

Standings: NONE

T-BALL GAME RULES

T-Ball: Play at this level is governed by the Official Rules except as follows:

A combination of coach pitch and Tee will be used. The Tee will be utilized the first half of the season and coach pitch will be utilized the second half of the season.

T-Ball ball to be used. No score is to be kept, no winner declared, and no standings kept. No more than 3 Coaches may be on the field while the team is on defense. When hitting, coaches may occupy the 1st and 3rd base boxes and one may "feed" the Batting Tee. A Manager, Coach, or Approved Volunteer must be in the dugout when players are in the dugout. A catcher in full protective gear should occupy the catcher's box.

During the coach pitch half of the season, the player will receive 3 pitches from the coach. After three pitches without putting the ball in play, the batting Tee will be placed on the plate and the player will hit off the Tee.

Time Limit: No new inning may begin after 1 hour 15 minutes. New inning begins when the final out is made in the previous inning. The goal should be for each team to bat 3-4 times per game.

Run Limit: All Players Bat each inning

Pitching: None

Hitting: All players hit off of the batting tee.

Base Running: Defense should attempt to make outs, but outs are not tracked, and all runners are safe. No advancing on overthrows. All runners are station to station, except with the final batter of each inning when all runners advance to home.

Batting Order: Continuous batting order is used. All players hit each inning.

Substitutions: Free substitution. Defense may play 10-11 in the field. Additional players are to be played in the outfield. However, no player shall sit alone on the bench. If you need a 2nd player to sit out, play one fewer in the field. No player shall sit more than one inning.

JUNIORS/SENIORS GAME RULES

The following set of rules shall be used in the management of the Junior and Senior Divisions. Play at this level will be governed by the LLB Rule Book.

Time Limit: Subject to Inter League Agreements. Intra League games have no new inning after 2:20.

Try-Outs: All players MUST attend a try-out. Players who participate in the High School program shall be placed in the Senior Division. Try-outs for Seniors will only be required if sufficient numbers exist to form more than one team.

Team Formation:

Managers may protect their own child. 13 year olds are protected until the 4th Round and 14 year olds until the 3rd Round.

- Each Manager may designate 2 coaches and protect their children. 13 year olds until the 3rd round and 14 year olds until the 2nd round. If no option is available at these rounds, teams must use first round pick.
- Draft will be conducted using the snake method. Order shall be by blind draw. - Teams do NOT carry over from season to season
- NO REQUESTS will be honored to not be placed with a certain team.

Junior All-Star selection shall be determined yearly based on schedule and format. Senior All-Star team shall be selected by Manager subject to Board Approval.

ALL-STAR TEAM SELECTION

The below rules shall be followed as written and not deviated from. Any deviations will result in the affected team being removed from tournament play or Manager replacement.

Overview: Selection of the players to represent the League in Tournament play is perhaps the most difficult task the League faces. Each year, there are several deserving players that are not chosen. RLL utilizes a combination of player picks, Team Manager picks, and the All-Star team staff selection. The following criteria are to be considered:

- Player's ability to embrace team concept
- Player's commitment to be available for practice and games
- Player's performance during the regular season
- Ability of player to play multiple positions
- Ability of player to fulfill specific needs (ie pitcher, catcher, etc) - Balance required for Manager to manage Tournament

Major All-Stars (10/11/12 Year old team):

- Major All Star Team must be finalized before tryouts begin for remaining All Star Teams. Players should be contacted as soon as possible to confirm their intent to play.
- Player must be in Majors to be considered
- Team will consist of 11-14 players
- All players on a Major roster will participate in the selection. Player ballots will NOT include players from their own team.
- 10, 11 and 12 year olds eligible by Player vote.
- Players select 6 and the process is as follows:
 - o During the last week of the regular season, the Player Agent and the League Registrar or designee will prepare and conduct the balloting of the players. Each team will receive a ballot with all eligible 10, 11 and 12 year old players not on their team. Each player will select six (6) players to represent the League.
 - o All ballots to be collected and kept in sealed envelopes. Player agent shall convene a special meeting of the League Major Managers and President for the purpose of counting the ballots and selecting the 5 League manager spots.
 - o In case of a tie, all players tied will make the Team with League Major Manager selections reduced
- League Majors Managers select the next 5. Must be 12 years old, or 10 or 11 if they received enough votes to be in the top 10 overall Major players. - All-Star Manager selects balance of team. Must be 12 year olds, or 10 or 11 year old that finished in the top 10 of player voting.
 - If, after being selected, a 10 or 11 year old may decline a spot in writing to the Player Agent and will be placed on 9 - 11 year old team.
- Each Manager will have the opportunity to represent their players' strengths at this time. Confidential voting will then be conducted. Each Manager will vote for 5 players (can vote for players on their team). Any player chosen unanimously will be added to the team. Voting will continue with all players receiving votes considered until 5 players are chosen.
- All-Star Manager will nominate players to make up the balance of the Team and submit to the Player Agent and President for approval.
- If a replacement player is required, they may not be taken from any other all star team.
- All deliberations are confidential and the Team will not be announced prior to the date determined by Little League Baseball.

9, 10, 11 Year Old All-Stars

Team will be selected by a 6 person committee nominated by the President and approved by the Board. Selection will be made based on season performance and performance during try-out sessions

- Selection Committee will consist of
 - o Major Player Agent
 - o AAA Player Agent

- o 11-Year Old All-Star Manager
- o Major Manager with no child under consideration
- o AAA Manager with no child under consideration
- o AA Manager with no child under consideration

NOTE: In the event that either Player Agent has a child under consideration, they will be replaced on the Committee by an eligible Board Member or an eligible Major Manager.

- All 10 and 11 year old players in Majors will be invited to try-outs - Each AAA team will, by player vote, select up to (2) 9, 10 and 11 year olds to try out.
Each AAA Manager may appeal to the selection committee for one additional 10 or 11 year old from their team to be included.
- The Selection Committee will select 10 players. All Star Manager will select the remaining 2-4 players.
- Player Agent, League Registrar, President or designee will conduct voting and counting of ballots of each AAA team during the last week of the season. All players on the team will vote for the 2 9, 10 and 11-year olds of their choice. Players may vote for themselves. Top vote getters plus ties are invited to try outs
- Players will participate in try-outs to evaluate the abilities of players from different Divisions. Players must participate in first day try-outs. Players who do not attend first day tryouts are not eligible for call backs. Players who receive a call back must attend to be considered for the Team unless excused by the Selection Committee. Players will only be excused in extraordinary circumstances such as injury or illness. Injury and Illness notices must be provided to the selection committee before the designated start time of the first day of missed tryouts.
- After try-outs, any Manager with a player being considered may present their support for their players.
- Committee members will then select 5 players each. Any player selected unanimously will be placed on the team. All players receiving votes will remain in consideration. Process repeats until 10 players are selected.
- All-Star Manager and Staff will nominate players to make up balance of the Team and submit to Player Agent and President for approval
- All deliberations are confidential and Team will not be announced prior to date determined by Little League Baseball
- Any player who does not meet all of these requirements will not be eligible for selection to the team.

8, 9,10 Year Old All Stars

Team will be selected by a 6 person committee nominated by the President and approved by the Board. Selection will be made based on season performance and performance during try-out sessions

- Selection Committee will consist of
 - o Major Player Agent
 - o AAA Player Agent
 - o 9-10Year Old All-Star Manager
 - o Major Manager with no child under consideration
 - o AAA Manager with no child under consideration
 - o AA Manager with no child under consideration.

NOTE: In the event that either Player Agent has a child under consideration, they will be replaced on the Committee by an eligible AAA Manager or an eligible Board Member.

- All 9 and 10 year old players in Majors will be invited to try-outs
- Each AAA team will, by player vote, select (3) 9 or 10 year old players to try out
- Each AAA Manager may appeal to the selection committee for one additional players from their team to be included
- Each AA Manager may nominate two eligible player for consideration - Selection Committee will select 10 players. All Star Manager will select the remaining 2-4 players.
- Player Agent, League Registrar, and President or designee will conduct voting and counting of ballots of each AAA team during the last week of the season. All players on the team will vote for the 3 9-10 year

olds of their choice. Players may vote for themselves. Top 3 vote getters plus ties are invited to try outs

- Players will participate in try-outs to evaluate the abilities of players from different Divisions. Players must participate in first day try-outs. Players who do not attend first day tryouts are not eligible for call backs. Players who receive a call back must attend to be considered for the Team unless excused by the Selection Committee. Players will only be excused in extraordinary circumstances such as injury or illness. Injury and Illness notices must be provided to the selection committee before the designated start time of the first day of missed tryouts.
- After try-outs, any Manager with a player being considered may present their support for their players
- Committee members will then select 5 players each. Any player selected unanimously will be placed on the team. All players receiving votes will remain in consideration. Process repeats until 10 players are selected.
- All-Star Manager will nominate players to make up balance of the Team and submit to Player Agent and President for approval
- All deliberations are confidential and Team will not be announced prior to date determined by Little League Baseball
- Any player who does not meet all of these requirements will not be eligible for selection to the team.

ALL-STAR MANAGER SELECTION:

Requirements:

- Major Manager must be Manager or Coach in Majors for current season - 9-11 year old Manager must be Manager or Coach in Majors or AAA for current season
- 8-10 year old Manager must be a Manager or Coach in Majors or AAA for current season
- Must be in good standing with the League

Criteria:

- High level of character and respect to represent League. Sportsmanship is a must
- Demonstrated ability to control fans, parents, players, and coaching staff - Demonstrated knowledge of rules. Ability to manage line-ups and pitching staff - Ability to teach and instruct the fundamentals and execution of team play
- Ability to relate with all players on the team and drive improvement of players of all skill levels
- Improvement of team during the season
- Proven motivator

Selection Process:

- Winning manager/coach in majors and who has the position "A" in TOC will have the 1st option to choose either 3 All Star Teams (IE choose Majors, or 11u or 10u teams). The 2nd place winner in majors or position "B" in TOC will get 2nd choice of the 3 Teams. 3rd Place in Majors will get 3rd

- choice of teams avail. If the previous manager pass on any teams then we will go to the 4th place in majors until all majors managers have passed and then we will go to the AAA division and ask the first place manager and so on and so on until there are no positions left
- Interested applicants shall notify their Division Player Agent by May 1st of the current year
 - Interested applicants must consent to the time and travel commitments of All Star play, even if their child is not selected to that team.
 - Interested applicants should do their due diligence to evaluate players in multiple divisions who are eligible for the team they are interested in and not rely solely on tryouts as the only criteria they have to make All Star selections with.
 - Board Members should observe applicants' performance to evaluate them based on the criteria above.
 - Toward the end of the season, a Special Meeting of the Board shall be convened where applicants may present their qualifications and take questions from members of the Board. At least 2/3 of the existing Board members must be present to conduct this meeting.
 - Board Members who have a child under consideration for a specific Division may ask questions of the candidates, but may not vote on selection. President may vote subject to the limitations within this section. Board will vote by secret ballot with the majority being named as Manager. In the event of a tie, the President will cast the deciding vote. Shall the President be ineligible to vote, the deciding vote will go to the Vice President, Secretary, and then Treasurer. Outcomes will be communicated to parties as soon as feasible.

Coaches will NOT be named until AFTER teams have been selected.

How To Drag/Prep & Chalk A Field

Both teams are responsible for working together to set up and take down the field.

To do the job right, you need 1-2 assistants and the following:

Drag & Prep Tools	Chalking Tools
Screen drag(s) Rake(s) Appropriate breakaway bases	Chalker String Batter's box template

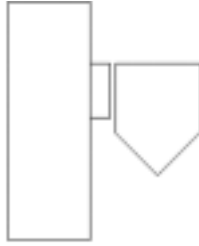
Steps to Drag/Prep:

- 1) Remove all bases, debris from infield & apron dirt and pitching mound areas
- 2) Screen drag the infield dirt, **staying at least three (3) inches away from grass edges.** This also protects from damaging sprinkler heads by contact or by packing dirt
- 3) Hand rake base path rounds and three (3) inch edges not dragged. In raking, **always rake away from grass edges** to minimize build-up of ridges
- 4) Water down dirt areas only if time allows
- 5) Install bases and check anchoring for safety
- 6) Inspect the infield and grass area for glass and hazards
- 7) Close all exterior gates

Steps to Chalk:

- 1) Place the batter's box template flush against home plate, as shown below. Make sure the extended portion

of the template is lined up with the front of the plate.



- 2) With your finger or pointed object, trace the batter's box using the inside portion of the template (do not trace the extending portion - it is only there for lining up the template).
- 3) Remove the template and chalk over the trace lines.
- 4) Flip the template over and repeat the previous steps for the other side of the plate.
- 5) Put in the first and third base bags.
- 6) Run a string from the pointed back end of home plate out past first base and all the way to the outfield grass. The string should lie up against the bag on the foul line side.
- 7) Using the string as a guide, start the chalk line on the front border of the batters box. Make sure the chalk line is to the INSIDE of the string. Remember, the foul line is in "fair" territory (in diagram below, string is red, chalk line is blue).
- 8) Once you get the chalk to the base, you can either pick it up to get over the bag, or you can remove the bag.
- 9) Repeat for the other base line.
- 10) Both teams should set up the field and clean up; put away all bases, rakes, etc and locks up storage knock boxes.



Failure to leave facility secured, equipment stored, sheds boxes locked will be grounds for disciplinary action.