



Sparta Little League

By-Laws, Local Rules, and Ground Rules

Approved: (Feb 13, 2013)

Sparta little League By-laws, local Rules, and Ground Rules

The Board of directors adopts its own bylaws, local rules, or ground rules (the terms are interchangeable.) This document or documents expire annually at the end of the fiscal year and must be renewed annually. They normally include the board's procedures for selection of Tournament Teams (All Stars), specific ground rules for various divisions (such, as whether or not the 10-run rule will be used), etc.

The board of directors has the authority to change these procedures without the general membership's approval. No part of the bylaws, local rules, or ground rules can conflict with or supersede any Little League rule, regulation, or policy.

The bylaws, local rules, or ground rules are to be distinguished from the local Little League's Constitution. The Constitution spells out the duties and responsibilities of the officers of the board, definition of membership, election procedures, and meeting requirements such as quorum, etc. If requested, the board of directors must make a copy of the bylaws, local rules, or ground rules available to any member of the local Little League for review and inspection.

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1. General Policy

It is the intent of Sparta Little League (Sparta LL) to accommodate any player who wants to play baseball, lives within the Sparta LL boundaries, and meets registration requirements established by Little League International and Sparta Little League. No player will be turned away except for severe disciplinary reasons or restrictions placed on Sparta LL by organizations with which Sparta LL is obliged to cooperate. The number of teams is limited to availability of fields. During registration and team formation, players may be placed on a waiting list until there is an opening on a roster or until enough players register to form another team.

Managers, coaches, parents, spectators, players, etc., shall not consume alcohol or tobacco products at any Sparta LL function except with the approval of the Sparta LL Board of Directors.

Sparta LL follows the rules as set forth in the Official Regulations and Playing Rules for the current year for each chartered division as well as the Little League Operating Manual for the current year. Sparta LL has adopted Local Rules that augment the Official Regulations and Playing Rules. These Local Rules are mandatory during regular season, but are not applicable during post-season tournament play. Managers and coaches (and parents and players) are responsible to know these Local Rules as well as the Official Regulations and Playing Rules authorized and published by Little League Baseball, Inc.

Sparta LL shall enforce the following age and residence rules during registration in compliance with Little League, Inc:

- Player age: A player's league age for the current season of baseball is whatever his/her age is on April 30th of the playing season. See Little League Baseball Proof of Age Requirements document for details on acceptable proof of age that must be submitted at registration.
- Player Residence Location: The player must live within the Sparta LL boundary. See Little League Baseball Proof of Residency Requirements document for details on acceptable proof of residency that must be submitted at registration.

Sparta LL will provide the safest playing environment possible. We will provide training and/or provide instructional information for our managers, coaches, and volunteers to be able to handle most accidental injuries. Our facilities are periodically surveyed and always maintained to the highest standards to prevent injuries and mishaps.

- No player shall be subjected to abusive language, harassment, severe or injurious discipline, anger of the coaches, teammates, etc.

- The President or designee (only Sparta LL board members qualifies as designee) of Sparta LL is required do a background check on all adults that may come in contact with any Sparta LL player.
- Any adult refusing to provide information required for a background check shall not be allowed to participate in any Sparta LL function.

2. Divisions

Sparta LL offers the following Baseball divisions:

The number of teams in the chart below is subject to change due to field availability and number of registered players.

Division	Ages	Max # of Teams	Fields
T-Ball	6 (5 when available)	10	Helen Morgan
Penn	7	10	Alpine Right
Eastern	8	10	SP – Field 9
Triple A	9	10	SP – Field 8
Champion	10, 11	10	SP – Fields 5, 6, 7
Major	11, 12	10	SP – 5, 6
Junior	13, 14,15	10	SP – 1A
Challenger	6 to 18	As required	Ungerman - Turf

3. Managers and Coaches

3.1. Major League Manager Selection

Individuals interested in managing a Sparta LL Major League team must complete and submit the following information to the Coaching Coordinator:

1. Sparta LL Manager Application
2. Little League Volunteer Application Form.

All manager candidates must agree to the Little League required background check. In addition, each manager must be certified to coach baseball by the Sparta Recreation Department.

A Coaching Selection Committee, formed each year by the Board of Directors, will seek and screen candidates willing to serve. The committee is to include the Coaching Coordinator, and a minimum of three (3) additional board members. If and when possible, the committee should be limited to non-managing board members.

Each manager candidate, at the discretion of the committee, may also be interviewed. When the review process is complete, the Coaching Selection Committee shall submit

their recommendations to the league President. After reviewing the recommendations, the President shall appoint managers and coaches at his/her discretion. The third step in the selection process is for the Board of Directors to approve or disapprove the appointments. Manager positions are for one-year only. Having managed one year is not a guarantee of a managing position in any subsequent year. All candidates for Major League manager must be in good standing with the league as defined in the Sparta LL By-Laws, and must meet the following rated minimum qualifications:

1. One year as a Sparta LL Major League manager, or
2. One year as a Sparta LL Major League coach, or
3. One year as a Sparta LL Champion League manager, or
4. One year as a Sparta LL Champion League coach, or
5. When qualified candidates are not available, in place of the minimum qualifications, managers may be recommended by the committee with equivalent or acceptable experience from within or outside of the league.

The Coaching Selection Committee is directed to use the rated minimum qualifications of each candidate as a weighing factor in the selection process. For example, a candidate who is a returning Major League manager is to be given consideration above a candidate who is a returning Major League coach, who in turn is to be given consideration above a candidate who was previously a Champion League manager, and so on.

In addition, a manager or coach who has a son or daughter returning in the Major League is to be given consideration above a manager or coach, who is rated at the same level but does not have a child returning in the Major League.

3.2. Major League Coach Selection

Each manager shall select up to two coaches, pending the approval of the President and Sparta LL Board of Directors. Complying with the current Little League Operating Manual, coaches for a drafted team may not be chosen prior to the draft. While it is desired that the coaches be fathers/mothers of a player on the team, the manager may ask another individual (who does not have a son/daughter playing in the Major League) to be a coach. All Managers must declare two (2) coaches in writing to their League Director prior to their first regular season game.

Each coach shall complete and submit the following:

1. Sparta LL Manager Application
2. Little League Volunteer Application Form.

All coaching candidates must agree to the Little League required background check. In addition, each coach must be certified to coach baseball by the Sparta Recreation Department. No selection is final until approved by the League President and Coaching Coordinator.

3.3. Champion League Manager Selection

Individuals interested in managing a Sparta LL Champion League team must complete and submit the following information to the Coaching Coordinator:

1. Sparta LL Manager Application
2. Little League Volunteer Application Form.

All manager candidates must agree to the Little League required background check. In addition, each manager must be certified to coach baseball by the Sparta Recreation Department.

A Coaching Selection Committee, formed each year by the Board of Directors, will review each of the candidates. The committee is to include the Coaching Coordinator, and a minimum of three (3) additional board members. If and when possible, the committee should be limited to non-managing board members.

Each manager candidate, at the discretion of the committee, may also be interviewed. When the review process is complete, the Coaching Selection Committee shall submit their recommendations to the league President. After reviewing the recommendations, the President shall appoint managers and coaches at his/her discretion. The third step in the selection process is for the Board of Directors to approve or disapprove the appointments. Manager positions are for one-year only. Having managed one year is not a guarantee of a managing position in any subsequent year.

All candidates for Champion League manager must be in good standing with the league as defined in the Sparta LL By-Laws, and must meet the following rated minimum qualifications:

1. One year as a Sparta LL Champion League manager, or
2. One year as a Sparta LL Champion League coach, or
3. One year as a Sparta LL Triple A League manager, or
4. One year as a Sparta LL Triple A League coach, or
5. Two years in the lower leagues as a Sparta LL manager or coach, or

6. When qualified candidates are not available, in place of the minimum qualifications, managers may be recommended by the committee with equivalent or acceptable experience from within or from outside of the league.

The Coaching Selection Committee is directed to use the rated minimum qualifications of each candidate as a weighing factor in the selection process. For example, a candidate who is a returning Champion League manager is to be given consideration above a candidate who is a returning Champion League coach, who in turn is to be given consideration above a candidate who was previously a Triple A League manager, and so on.

In addition, a manager or coach who has a son or daughter returning in the Champion League is to be given consideration above a manager or coach, who is rated at the same level but does not have a child returning in the Champion League.

3.4. Champion League Coach Selection

Each manager shall select up to two coaches, pending the approval of the President and Sparta LL Board of Directors. Complying with the current Little League Operating Manual, coaches for a drafted team may not be chosen prior to the draft. While it is desired that the coaches be fathers/mothers of a player on the team, the manager may ask another individual (who does not have a son/daughter playing in the Champion League) to be a coach. All Managers must declare two (2) coaches in writing to their League Director prior to their first regular season game.

Each coach shall complete and submit the following:

1. Sparta LL Manager Application
2. Little League Volunteer Application Form.

All coaching candidates must agree to the Little League required background check. In addition, each coach must be certified to coach baseball by the Sparta Recreation Department. No selection is final until approved by the League President and Coaching Coordinator.

3.5. Junior League Manager Selection

Individuals interested in managing a Sparta LL Junior League team must complete and submit the following information to the Coaching Coordinator:

1. Sparta LL Manager Application
2. Little League Volunteer Application Form.

All manager candidates must agree to the Little League required background check. In addition, each manager must be certified to coach baseball by the Sparta Recreation Department.

A Coaching Selection Committee, formed each year by the Board of Directors, will review each of the candidates. The committee is to include the Coaching Coordinator, and a minimum of three (3) additional board members. If and when possible, the committee should be limited to non-managing board members.

Each manager candidate, at the discretion of the committee, may also be interviewed. When the review process is complete, the Coaching Selection Committee shall submit their recommendations to the league President. After reviewing the recommendations, the President shall appoint managers and coaches at his/her discretion. The third step in the selection process is for the Board of Directors to approve or disapprove the appointments. Manager positions are for one-year only. Having managed one year is not a guarantee of a managing position in any subsequent year.

All candidates for Junior League manager must be in good standing with the league as defined in the Sparta LL By-Laws, and must meet the following rated minimum qualifications:

6. One year as a Sparta LL Junior League manager, or
7. One year as a Sparta LL Junior League coach, or
8. One year as a Sparta LL Major League manager, or
9. One year as a Sparta LL Major League coach, or
10. When qualified candidates are not available, in place of the minimum qualifications, managers may be recommended by the committee with equivalent or acceptable experience from within or outside of the league.

The Coaching Selection Committee is directed to use the rated minimum qualifications of each candidate as a weighing factor in the selection process. For example, a candidate who is a returning Junior League manager is to be given consideration above a candidate who is a returning Junior League coach, who in turn is to be given consideration above a candidate who was previously a Major League manager, and so on.

In addition, a manager or coach who has a son or daughter returning in the Junior League is to be given consideration above a manager or coach, who is rated at the same level but does not have a child returning in the Junior League.

3.6. Junior League Coach Selection

Each manager shall select up to two coaches, pending the approval of the President and Sparta LL Board of Directors. Complying with the current Little League Operating Manual, coaches for a drafted team may not be chosen prior to the draft. While it is desired that the coaches be fathers/mothers of a player on the team, the manager may ask another individual (who does not have a son/daughter playing in the Junior League) to be a coach. All Managers must declare two (2) coaches in writing to their League Director prior to their first regular season game.

Each coach shall complete and submit the following:

1. Sparta LL Manager Application
2. Little League Volunteer Application Form.

All coaching candidates must agree to the Little League required background check. In addition, each coach must be certified to coach baseball by the Sparta Recreation Department. No selection is final until approved by the League President and Coaching Coordinator.

3.7. Lower Level League Manager and Coaches

Manager and Coaches at all lower levels are not required to apply in writing for the positions but must be in good standing with the league as defined in the Sparta LL By-Laws. The individual league directors, with the approval of the President and Board of Directors, will appoint managers to their respective league. The appointed managers will select coaches as needed. Each manager and coach shall complete and submit a Little League Volunteer Application Form. Each manager and coach must agree to the Little League required background check. In addition, they must be certified to coach baseball by the Sparta Recreation Department. No selection is final until approved by the Coaching Coordinator.

Complying with the current Little League Operating Manual, each manager of the Triple A League is permitted to select one coach prior to the draft. All selections must be approved by the Coaching Coordinator prior to the draft date. Selections may be denied if it is determined that the team resulting from a manager/coach combination will adversely affect the balance of play within the league.

3.8. Manager/Coach Training

When scheduled and directed by the board, each manager and coach must attend Sparta LL classroom and/or field training clinics given under the direction of the Coaching Coordinator. Failure to attend any or all of these programs may result in dismissal, at the discretion of the Board of Directors, from Sparta LL.

3.9. Manager Responsibilities

Managers are responsible for the following:

1. Ensuring the physical and emotional safety of all players and coaches on their team.
2. Ensuring proper moral and ethical conduct of players, coaches, players' parents, and him/her.
3. Knowing, teaching, and following all rules and regulations as set forth by Little League, Inc., and Sparta LL.
4. Ensuring that volunteers are obtained from among the team's parents to run concessions as assigned, distribute and collect uniforms, field maintenance, safety, and other responsibilities as determined by the Sparta LL Board of Directors.
5. Attending all required manager meetings and training classes.
6. Accepting all decisions of Sparta LL Board of Directors and/or President as final.
7. Looking for ways to improve Sparta LL and conveying them to the Sparta LL Board of Directors.

3.10. Manager/Coach Discipline

Failure to follow Little League Baseball rules and/or the Sparta LL Constitution, or By-laws, and/or failure to manage/coach in the spirit of Little League may, following an investigation into alleged infractions and/or failings, result in a reprimand, suspension, or dismissal by the Sparta LL Board of Directors

Infractions include, but are not limited to:

- Foul language
- Yelling at or intimidating a player or umpire
- Use of tobacco products at a practice and-/or game
- Drinking at a practice and/or a game, including having the odor of alcohol on the person or breath
- Failure to follow Sparta LL By-laws

Upon receiving a report of an incident involving a manager or coach, either by another manager, coach, player, parent, umpire, board member, or spectator, the league president will instruct the Coaching Coordinator to investigate the incident and file an incident report. It is the responsibility of the Coaching Coordinator to use whatever appropriate

means available and practical to determine the facts as they pertain to the incident. The Coaching Coordinator is to issue his/her report directly to the president.

Depending on the severity, and circumstances surrounding a reported incident, the Coaching Coordinator may request, and at his/her discretion, the president may ask for or appoint, a special Incident Committee. The committee is chaired by the Coaching Coordinator, and reports directly to the president.

If it is determined by the Coaching Coordinator, President, or Incident Committee that an infraction has occurred, then one of the following disciplinary actions will be taken:

- For a first time offense that is deemed minor, as defined by the Sparta LL By-Laws, the manager or coach will receive a written reprimand.
- For a second time offense that is deemed minor as defined by the Sparta LL By-Laws, the manager or coach will receive a two consecutive game suspension. The manager or coach shall not be allowed to attend the suspended games as a manager, coach, or spectator. In addition, the manager or coach shall not be allowed to attend any practices leading up to and through the completion of the suspension.
- A third time offense that is deemed minor as defined by the Sparta LL By-Laws, will, with Board approval, result in the immediate and possible permanent dismissal as a manager or coach.
- A first time offense that is deemed major, as defined by the Sparta LL By-Laws will, with Board approval, result in the immediate and possible permanent dismissal of the manager or coach.
- A manager or coach removed from his/her coaching position will not be permitted to participate in team practices. The minimum dismissal period will include the remainder of the current season, the all-star tournament, and fall baseball.
- The dismissed manager or coach, through a written request, may ask to be reinstated at the beginning of the following season. At the Board's discretion, the request will be approved, modified, or rejected. No additional requests will be considered until the following year.

A copy of all incident reports, reprimands, suspension and dismissal reports are to be filed in a Coaching Coordinator's incident binder, and in a duplicate league binder held by the president. It is the purpose of these binders to assure continuity from one season to the next.

All decisions by the Sparta LL President and/or Sparta LL Board of Directors are final.

3.11. Discipline - Definition of Terms

A. In good standing:

- A manager or coach who has no outstanding or active significant offense

B. Minor offense:

- Tobacco use, yelling at an opposing manager or coach yelling, using inappropriate language, intimidating, or badgering of any umpire
- Inappropriate discussion with a parent or spectator
- Single occurrence of foul language
- Repeated failure to follow playing rules

C. Major offense:

- Drinking at a practice and/or a game, including having the odor of alcohol on the person or breath
- Threatening players, coaches, umpires, parents, or spectators
- Failure to manage or coach in the spirit of Little League leading to the inappropriate treatment of players
- Violent actions including but not limited to throwing equipment, fighting, tantrums, etc.

4. Parents

Sparta Little League is a volunteer organization. It cannot be effective if only the board of directors and a few other parents do all the work. It is critical that each parent be involved with the everyday operation of the League. Parent involvement helps ALL of the kids playing in the Sparta Little League. Therefore, ALL parents need to be responsible for one of the areas of responsibility on their child's team. Each parent should have something to do that will foster team spirit and will take some of the burden off the team Manager's responsibilities. Areas where parents should help include:

- Coach
- Uniforms
- Fundraisers
- Concessions

- Official Scorekeeper
- Official Pitch Counter
- Pre- and Post-game Field Prep
- Field Maintenance and grooming
- Phone Tree
- Team Parent

5. Local Rules for each League

5.1. Rookie League Local Rules

Players Age(s): 6 yr. olds

Method of Selecting Teams:

The League Director shall obtain the list of all registered players from the Registrar and shall form teams with approximately 10 players per team. Managers and coaches will be selected based on the information submitted on the registration form. Teams will be assembled based on neighborhood location for carpooling, and requests to play with friends will be honored when possible.

Quantity of Teams in League: 10 +/- based on quantity of registered players

Quantity of Players per Team: 10 +/-

Team Information:

	<i>Name</i>	<i>Manager</i>	<i>Telephone</i>
1	Angels		
2	Athletics		
3	Indians		
4	Mariners		
5	Rangers		
6	Royals		
7	Tigers		
8	Twins		
9	White Sox		
10	Padres		

Uniforms:

Complete uniforms are provided annually to the manager for distribution to the players prior to Opening Day. A shirt, cap, pants, and socks will be provided to each player and can be kept by the player at the end of the season.

Season Schedule:

The season shall begin on or about second week of April. Teams meet weekly, on Saturdays, for 8 weeks with the season ending around June 15. Pre-season or in-season practice sessions are at the discretion of the Manager, based on field availability, but are not mandatory at this level.

In the event that inclement weather forces the cancellation of a game, games can be made up during the week based on field availability.

Field Location(s): Helen Morgan Elementary School, Upper Field
Or as noted on the schedule

Game Times: Saturdays at 9 am, 10:45 am, 12:30 pm, 2:15 pm, and 4 pm.
Each session shall include a pre-game practice period followed by a 3 inning (+/-) game, as permitted by time

Umpires: There are no umpires at this level.

League Rules:

Little League Tee Ball Baseball Regular Playing Rules shall apply with the following additional local rules:

1. The first half of each Saturday session shall be dedicated to teaching the fundamentals of baseball: throwing, fielding, hitting, and running. Each team shall take a turn using the infield and the outfield for the purposes of teaching and practicing these skills.
2. A batting tee shall be used by all players for the entire season. No coach pitching or player pitching shall be allowed.
3. All players play in the field on defense, and are rotated between the infield and the outfield positions. There shall be no position of catcher. A maximum of six (6) players shall be positioned in the infield; all other players shall be in the outfield.
4. All players shall bat in an established order each game, and that batting order shall be rotated throughout the season to allow all players to bat in various positions in the line-up. An inning shall end when all players get a

turn at bat, regardless of the number of outs recorded or runs scored. Upon successful execution of a defensive out the player shall clear the base or of three defensive outs, the batting team shall clear the bases and then continue playing.

5. The team Manager and a maximum of two (2) coaches are allowed on the playing field during the game to instruct the players.
6. Each game should be concluded with a brief team meeting to recap and review the fundamentals instructed on that day.

League Championship and Awards:

No scores are kept at this level, and therefore no league standings shall be created. There is no League Championship at this level.

Each player shall receive a Sparta Little League pennant and a League pin as a participation award.

Equipment Provided:

Each team manager is provided with a royal blue duffle bag containing 4 batting helmets, one 24 in. / 14 oz. tee ball bat, one set of rubber throw-down bases, one batting tee, twelve (12) RIF Level 1 baseballs, and two (2) ice packs

Equipment Box:

The equipment box, located by the field backstop, will contain one batting tee, one set of rubber throw-down bases, extra first aid kits, and extra ice packs. Each manager will be given the combination of the box.

(Additional ice packs are available as needed). A Managers Binder will also be provided. It will contain the League Safety Plan and all necessary documentation.

5.2 Penn League Local Rules

Players Age(s): 7 yr. olds

Method of Selecting Teams:

Teams are selected by the League Director upon receiving the list of registered players from the Registrar. Generally, the intention is to keep the teams from the previous year (Rookie League) together, and modify as necessary with new players, with approximately

10 players per team. Managers and coaches will be selected based on the information submitted on the registration form as well as their previous year's involvement.

Quantity of Teams in League: 10 +/- based on quantity of registered players

Quantity of Players per Team: 10 +/-

Team Information:

	<i>Name</i>	<i>Manager</i>	<i>Telephone</i>
1	Astros		
2	Brewers		
3	Cardinals		
4	Cubs		
5	Diamond Backs		
6	Dodgers		
7	Pirates		
8	Giants		
9	Reds		
10			

Uniforms:

Complete uniforms are provided annually to the manager for distribution to the players prior to Opening Day. A shirt, cap, pants, and socks will be provided to each player and can be kept by the player at the end of the season.

Season Schedule:

The season begins on or about second week of April, as per the annual league schedule, and teams generally play two games per week; 1 on Saturday and one mid-week, until completion of the school year.

A pre-season team meeting should be scheduled by the Manager to meet the team and distribute the uniforms. Pre-season or in-season practice sessions are at the discretion of the Manager, based on field availability, but are not mandatory at this level. Use of the Township fields is not allowed until the fields are released by the Sparta Recreation Department in April. In the event that inclement weather forces the cancellation of a game, make-up games can be scheduled based on field availability.

Field Location(s): Alpine Elementary School, Right Field, or as noted on the schedule

Game Times: Saturdays at 9 am, 10:45 am, 12:30 pm, 2:15 pm and 4 pm.
Weeknights at 5:30 pm.

Umpires: There are no umpires at this level.

League Rules:

Little League Tee Ball Baseball Regular Playing Rules shall apply with the following additional local rules:

1. All players shall have the option to use the batting tee whenever necessary throughout the season; however, coach pitching is allowed from the start of the season. Coaches may pitch to their own players, by kneeling down and gently throwing overhand (never underhand). If a player is not able to hit a pitched ball after seven (7) attempts, the batting tee shall be used.
2. All players shall play in the field on defense, and shall be rotated between the infield and the outfield positions, using a maximum of five infielders. There shall be no position of catcher. A coach/adult shall play the position of catcher (standing off to the side, NOT directly behind home plate) in order to return the ball to the pitcher; however, no outs shall be made at home by this coach/adult.
3. All players shall bat in an established order each game, and that batting order shall be rotated throughout the season to allow all players to bat in various positions in the line-up. An inning shall end when all players get a turn at bat, regardless of the number of outs recorded or runs scored.
4. However, upon the successful execution of three defensive outs, the batting team shall clear the bases and then continue playing. Batters and base runners may advance two bases if the ball is hit into the outfield and only one base at a time on infield hits, to allow as many batters as possible each inning, and base runners may not advance on overthrows. Ground balls that do not travel approximately 15' from the batter may be considered foul balls, at the batting team's discretion.
5. Proper sliding techniques should be taught to the players to prevent injury.
6. The team Manager and a maximum of two (2) coaches are allowed on the playing field during the game to instruct the players.
7. Each game should be concluded with a brief team meeting to recap and review the fundamentals and game situations that occurred that day.

League Championship and Awards:

No scores are kept at this level, and therefore no league standings shall be created. There is no League Championship at this level.

Each player shall receive a league pin as a participation award, and if the player is new to the league, a Sparta Little League banner.

Equipment Provided:

Each team manager is provided with a black duffle bag containing 4 batting helmets, one 25 in. / 15 oz. tee ball bat, one dozen RIF Level 5 baseballs, a first aid kit and two (2) ice packs (additional ice packs are available as needed). A Managers Binder will also be provided. It will contain the League Safety Plan and all necessary documentation.

Equipment Box:

The equipment box, located by the field backstop, will contain one batting tee, one set of rubber throw-down bases, first aid kit, and extra ice packs. Each manager will be given the combination of the box.

5.3. Eastern League Local Rules

Players Age(s): 8 yr. olds

Method of Selecting Teams:

Teams are selected by the League Director upon receiving the list of registered players from the Registrar. Generally, the intention is to keep the teams from the previous year (Penn League) together, and modify as necessary with new players. Quantity of teams will vary depending on number of registered players, with the intention to limit each team to no more than 12 players. Managers and coaches will be selected based on the information submitted on the registration form as well as their previous year's involvement.

Quantity of Teams in League: 8 +/- based on quantity of registered players

Quantity of Players per Team: 11 or 12

Team Information:

	<i>Name</i>	<i>Manager</i>	<i>Telephone</i>
1	Braves		
2	Blue Jays		
3	Marlins		
4	Mets		

5	Orioles		
6	Red Sox		
7	Tigers		
8	Yankees		
9			
10			

Uniforms:

Complete uniforms are provided annually to the manager for distribution to the players prior to Opening Day. A shirt, cap, pants, and socks will be provided to each player and can be kept by the player at the end of the season.

Season Schedule:

Team practices may begin upon issuance of the team rosters by the League Director, but use of the Township fields is not allowed until the fields are released by the Sparta Recreation Department in April. Games are played on Saturdays and mid-week, and the season begins on or about the second week of April, as per the annual league schedule, and typically continues until completion of the school year. Make-up games may be scheduled mid-week or on Sundays if necessary. Pre-season or in-season practice sessions are at the discretion of the Manager, and are based on field availability. All field use shall be scheduled with the League Director.

Field Location(s): Station Park Field 9
or as noted on the schedule

Game Times: Saturdays at 9:30 am, 11:30 am, 1:30 pm and 3:30 pm or as noted
Weeknights at 6:00 pm
Sundays – for make-up games or as required

No new inning shall begin 1 hour and 45 minutes after the official start of the game. For clarification, an inning starts immediately after the last out of the previous inning. All games will end 2 hours and 5 minutes after official start time. There is to be no play after 8:00 PM.

Umpires: There are no umpires for the Eastern League.
Managers and coaches shall work together to make fair and appropriate calls.

League Rules:

The Eastern League is an instructional league.

Little League Baseball Regular Playing Rules apply, as defined in the Rule Book, with the following additional local rules:

1. Coach Pitch for the first four (4) games, four (4) games with Coach Pitch and one inning Kid Pitch, remaining four (4) games all Kid Pitch. Coach Pitch will allow for 3 strikes. Kid Pitch will follow the Triple A rules.
2. The team Manager and a maximum of two (2) coaches shall be allowed on the field with their defense at all times, for the purpose of teaching and encouraging their players, and assisting with umpire calls.
3. All players shall play in the field on defense. A regular infield shall be set, with the remaining players in the outfield. No short-fielders are permitted in the outfield. The position of catcher shall be used and a protective cup must be worn by the catcher. All players shall rotate regularly between the infield and the outfield.
4. All players shall bat in an established order, and that batting order shall be rotated throughout the season to allow all players to bat in various positions in the line-up. The inning shall end when five (5) runs are scored or three (3) outs are made, whichever comes first.
5. A batted ball does not need to travel a specified distance to be called fair; however, intentional bunting is not allowed. Any ball that strikes the pitching machine, ball bucket, or coach shall be ruled a dead ball.
6. There is no base stealing.
7. A batter may advance only as far as second base on a deserving hit. Triples and home runs are not allowed.
8. A batter and/or base runner may advance only one base on an overthrow.
9. Players shall be permitted to pitch the last four (4) games.
10. Pitching rules for the last four (4) games shall follow Triple A rules:
 - The pitching rubber shall be placed at a reduced distance of 40 feet from home plate. Players shall be allowed to pitch for a maximum of nine (9) defensive outs, and once a pitcher is removed from the mound, he may not pitch again in that game. The Little League Pitch Count policy shall be followed as required.

- The strike zone shall be expanded by the umpire for the purpose of helping the pitchers and encouraging the batters to swing the bat.
- A strike shall erase balls on the count of the batter once per at bat. Once this strike is thrown, and the balls are removed from the count, all pitches that follow are counted.
- Examples:

a.	<u>Pitch</u>	<u>Call</u>	<u>Count</u>
	1	strike	0 and 1
	2	ball	1 and 1
	3	strike	0 and 2 (strike erases ball)
	4	ball	1 and 2
	5	strike	batter is out on strikes

b.	<u>Pitch</u>	<u>Call</u>	<u>Count</u>
	1	ball	1 and 0
	2	ball	2 and 0
	3	strike	0 and 1 (strike erases balls)
	4	ball	1 and 1
	5	ball	2 and 1
	6	ball	3 and 1
	7	strike	3 and 2
	8	ball	batter is awarded first base

11. One home plate umpire and one field umpire shall be provided for each of the last four games. Umpires may be “Rookie” level (in training), and should be treated accordingly. Managers and coaches are asked not to talk to umpires regarding calls during play, but to discuss situations between innings.

League Championship and Awards:

There is no league championship for this division. Score is kept for each game, but no standings are recorded or published.

A “Special Event” game may be played at the end of the season, at the discretion of the League Director, and with approval of the Board of Directors. Method of player selection for this game will be as determined by the league.

Each player shall receive a league pin as a participation award, and if the player is new to the league, a Sparta Little League banner.

Equipment Provided:

Each team manager is provided with a red duffle bag containing catchers' equipment (helmet, chest protector, shin guards, and catcher's glove), 4 batting helmets, a 26 in. / 16 oz. aluminum bat, one dozen RIF 10 baseballs, a first aid kit, ice packs, and a scorebook. A Managers Binder will also be provided. It will contain the League Safety Plan and all necessary documentation.

5.4. Triple A League Local Rules

Players Age(s): 9 yr. olds

Method of Selecting Teams:

Teams are selected by a "rated" draft of all registered players, organized by the League Director. All players shall be given a rating of 1 through 5, with 5 being the highest rating, by the previous year's coaching staff. Players must be drafted in the order of rating to try to obtain parity in the league. Protected players (sons of managers and one assistant coach per team) must also be rated and selected as the first draft choice for the corresponding rating number. In other words, if a manager's son is rated a 4, then he must be selected as the first draft choice when the draft reaches 4 rated players. Quantity of teams will vary depending on number of registered players, with the intention to limit each team to no more than 12 players.

Quantity of Teams in League: 8 +/- based on quantity of registered players

Quantity of Players per Team: 11 or 12

Team Information:

	<i>Name</i>	<i>Manager</i>	<i>Telephone</i>
1	Blue Claws		
2	Raptors		
3	Red Wings		
4	River Dogs		
5	Scrappers		
6	Sea Dogs		
7	Side Winders		
8	Grasshoppers		
9			
10			

Uniforms:

Complete uniforms are provided annually to the manager for distribution to the players prior to Opening Day. A shirt, cap, pants, and socks will be provided to each player and can be kept by the player at the end of the season.

Season Schedule:

Team practices may begin upon selection of the teams, but use of the Township fields is not allowed until the fields are released by the Sparta Recreation Department in April. Games are played on Saturdays and mid-week, and the season begins on or about second week of April, as per the annual league schedule, and typically continues until completion of the school year. Make-up games may be scheduled mid-week or on Sundays if necessary. Pre-season or in-season practice sessions are at the discretion of the Manager, and are based on field availability. All field use shall be scheduled with the League Director and the Scheduling Director.

Field Location(s): Station Park Field 8
or as noted on the schedule

Game Times: Saturdays at 9:30 am, 11:30 am, 1:30 pm and 3:30 pm or as noted
Weeknights at 6:00 pm
Sundays – for make-up games or as required

No new inning shall begin 1 hour and 45 minutes after the official start of the game. For clarification, an inning starts immediately after the last out of the previous inning. All games will end 2 hours and 5 minutes after official start time. There is to be no play after 8:00 PM.

Umpires: Two umpires shall be provided for each game. Umpires may be “Rookie” level (in training), and should be treated accordingly. Managers and coaches are asked not to talk to umpires regarding calls during play, but to discuss situations between innings.

League Rules:

Little League Baseball Regular Playing Rules apply, as defined in the Rule Book, with the following additional local rules:

1. Player pitching shall be used for the entire season. The pitching rubber shall be placed at a reduced distance of 40 feet from home plate for the

first 3 games of the season. After that, the pitching rubber shall be set at the standard distance of 46 feet. Players shall be allowed to pitch for a maximum of nine (9) defensive outs, and once a pitcher is removed from the mound, he may not pitch again in that game. The Little League Pitch Count policy shall be followed as required.

2. The strike zone shall be expanded by the umpire for the purpose of helping the pitchers and encouraging the batters to swing the bat.
3. A strike shall erase balls on the count of the batter **once** per at bat. Once this strike is thrown, and the balls are removed from the count, all pitches that follow are counted.

Examples:

a.	<u>Pitch</u>	<u>Call</u>	<u>Count</u>
	1	strike	0 and 1
	2	ball	1 and 1
	3	strike	0 and 2 (strike erases ball)
	4	ball	1 and 2
	5	strike	batter is out on strikes

b.	<u>Pitch</u>	<u>Call</u>	<u>Count</u>
	1	ball	1 and 0
	2	ball	2 and 0
	3	strike	0 and 1 (strike erases balls)
	4	ball	1 and 1
	5	ball	2 and 1
	6	ball	3 and 1
	7	strike	3 and 2
	8	ball	batter is awarded first base

4. No managers or coaches shall be allowed on the playing field during live play.
5. Nine (9) players shall play in the field on defense. In the case where only 10 players are present for a game, all 10 shall play on defense. At no time shall only one player sit on the bench while on defense. The position of catcher shall be used. All players shall rotate between the infield and the outfield, and play a minimum of 2 innings in the infield.

6. All players shall bat in an established, continuous order. The inning shall end when five (5) runs are scored or three (3) outs are made, whichever comes first.
7. The five (5) run rule shall be waived for the sixth inning. This refers to both the top and bottom half of the inning.
8. After the sixth game, one intentional bunt and one steal of home per inning is permitted.
9. The ball shall be dead when returned to the pitcher within a 15' diameter around the pitchers rubber.
10. Each team shall be allowed two (2) "base steals" per inning. No stealing home is allowed before the sixth game.
11. Stealing is different from advancing on a passed ball, wild pitch, or over-throw (to a base from a player in the field or from the catcher). No advancement on a passed ball, wild pitch, or over-throw is permitted for the first six (6) games. After that, a base runner may advance only one base on such a pitch or throw.
12. A player is not permitted to advance to home on **any** pass ball, wild pitch or over-throw by a player in the field and/or the catcher before the sixth game.

The definition of a passed ball / wild pitch is a pitch thrown that gets behind the catcher.

13. Sliding is allowed at this level (feet first only).

Pitching:

- (a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
- (b) A pitcher once removed from the mound cannot return as a pitcher.
- (c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

9 and 10 - 75 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter; the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base
2. That batter is put out
3. The third out is made to complete the half-inning

Notes:

1. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
2. **Regulation VI – PITCHERS in the Baseball Rule Book** has been amended to read, in part:

Any player on a regular season team may pitch. *Exception: 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.*

Summary and Implementation: Beginning immediately, this prohibits a player – who has played the position of catcher in any part of four innings in a game – from being used as a pitcher at any time on that calendar day. This applies to all baseball divisions, and will apply to the International Tournament as well.

(d) Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

(e) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

(f) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(g) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI

(h) A player may not pitch in more than one game in a day.

NOTES:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.

Note: The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility.

League Championship and Awards:

There is no league championship for this division. Score is kept for each game, but no league standings are recorded or published.

Each player in the league shall receive a league pin as a participation award, and if the player is new to the league, a Sparta Little League banner.

A “Special Event” game shall be played under the lights on Station Park Field 6 at the end of the season. Each team shall send up to 3 players to play in this game, and the players shall be divided into two teams. The League Director shall select the managers for each team for this game.

An “All Star” tournament team shall be selected and shall play in the Little League county tournament organized by District 20. Each team manager and one assistant coach shall vote for 12 players, not including their own team’s players. The 8 players receiving the most votes shall make the team, and the All Star team manager may select 4 additional players of his choice. At least twelve (12) players must be selected to the team. A registration fee will be charged to participate on this team.

Equipment Provided:

Each team manager is provided with a blue duffle bag containing catchers equipment (helmet, chest protector, shin guards, and catchers glove), five (5) blue batting helmets, one 27 in. / 17 oz. bat, two dozen official baseballs, a first aid kit, two (2) ice packs, (additional ice packs are available as needed) and a scorebook. A Managers Binder will also be provided. It will contain the League Safety Plan and all necessary documentation.

5.5. Champion League Local Rules

Players Age(s): 10 and 11 yr. olds*

- * 12-year-olds may be granted permission to play in the league, however, exceptions can only be made with written approval from the District Administrator, and only if approved at the local league level by the Board of Directors and the parent of the candidate.

Method of Selecting Teams:

A player evaluation day and draft is held in March of each year to select players to the league. All league age 10 and 11-year-olds must attend the evaluation. The League Director organizes and oversees the draft and teams are drafted completely new each year. The managers draw numbers to determine who will select the first player. Protected players shall be limited to sons/daughters of managers. Quantity of teams is dependent on the number of registered players.

Quantity of Teams in League: 6 - 8 depending on registration

Quantity of Players per Team: Varies (10 – 13)

Uniforms:

Complete uniforms are provided annually to the manager for distribution to the players. The jersey, pants, and belt are reusable and must be returned to the league; the hat and socks may be kept by the player.

Season Schedule:

Team practices may begin upon completion of the draft, but use of the Township fields is not permitted until the fields are released by the Sparta Recreation Department in April. Games begin on or about second week of April, as per the annual league schedule, and typically continue until completion of the school year.

Field Location(s): Station Park Field 5

Team Information:

	<i>Name</i>	<i>Manager</i>	<i>Telephone</i>
1	Mohicans		
2	Seminoles		
3	Sioux		

4	Iroquois		
5	Cherokees		
6	Crows		
7	Chippewa's		
8	Arapahos		
9			
10			

Game Times: Weeknights at 5:30 pm and 7:45 pm
 Saturdays at 10:30 am, 1:00 pm, and 3:30 pm
 Sundays – for make-up games or as required

Umpires: Two (2) scheduled umpires per game, however games may be played with only one umpire in attendance.

League Rules:

Little League Baseball Regular Playing Rules apply, as defined in the Rule Book, with the following additional local rules:

1. The inning shall end when five (5) runs are scored or three (3) outs are made, whichever comes first. The five (5) run rule shall be waived for the sixth inning. This refers to both the top and bottom half of the inning.
2. A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players)
3. Stealing home is limited to two (2) successful attempts per inning:
 - A stolen base occurs when a base runner successfully advances to home from third base while the pitcher is delivering the ball to home plate.
 - In addition, a runner is also credited with a stolen base whenever he/she advances to home from third base **without the help** of a hit, putout, force out, fielder's choice, over throw or error.
 - In the Champion league, a runner is credited with stealing home if he/she scores on a passed ball, or a wild pitch.
 - In all other game situations, a runner is permitted to advance from third without being charged a stolen base.

4. A league game will not be forfeited if a team has eight (8) or more available players. The shorthanded team is to borrow a player from the opposing team. The borrowed player shall be the last batted out player from the previous ½ inning. The player shall only play right field and shall not bat for the shorthanded team.
5. A 10 run mercy rule is in effect after the losing team bats 4 times.

Pitching:

(a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)

(b) A pitcher once removed from the mound cannot return as a pitcher.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

9 and 10 - 75 pitches per day

11 and 12 - 85 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter; the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base
2. That batter is put out
3. The third out is made to complete the half-inning

Notes:

3. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
4. **Regulation VI – PITCHERS in the Baseball Rule Book** has been amended to read, in part:
Any player on a regular season team may pitch. *Exception: 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.*

Summary and Implementation: Beginning immediately, this prohibits a player – who has played the position of catcher in any part of four innings in a game – from being used as a

pitcher at any time on that calendar day. This applies to all baseball divisions, and will apply to the International Tournament as well.

(d) Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

(e) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

(f) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(g) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI

(h) Violation of any section of this regulation can result in protest of the game in which it occurs.

(i) A player may not pitch in more than one game in a day.

(j) A player who has attained the league age of twelve (12) is not eligible to pitch in the (Minor) Champion League.

Notes:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
2. Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games”

shall be charged against pitcher's eligibility.

3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

Time Limits and Game Management

The following rules apply when the game being played is immediately followed by another scheduled game or is a night game.

No new inning shall begin 1 hour and 45 minutes after the official start of the game. For clarification, an inning starts immediately after the last out of the previous inning. All games will end 2 hours and 5 minutes after official start time. There is to be no play after 10:00 PM. The score of any game ending with an incomplete inning will revert to the score of the last completed inning. If there is a tie, then each team will be awarded a half (.5) win and a half (.5) loss.

Both coaches and the umpire should agree to the last inning prior to starting the inning.

Time Management:

Time management should be used whenever managers and/or umpires believe a game is progressing too slowly to complete 6 innings.

- No warm up balls will be used in between innings.

- Warm up pitches will be reduced to a number consistent with the minimum needed for the pitchers safety.
- If a catcher for any next half inning is on base, they can be substituted for a courtesy runner (not mandatory) so the catcher will be ready immediately when the next half inning begins. The courtesy runner shall be the player that made the last (most recent) out in the offensive line up. The catcher can be replaced by the courtesy runner in any out situation and at any time while the catcher is running the bases and time is requested by a manager and granted by the umpire for this purpose.
- Managers are encouraged to have a player ready to act as catcher for a pitcher warming up in the next half inning if the game catcher is not ready to assume his position or if the courtesy runner is not used
- All participants will cooperate with the Umpire(s) to expedite play.

Orderly Suspension & Resumption of a Game:

Games may be declared “suspended”. Suspended games are those games that started, but did not finish the minimum number of innings to be declared a regulation game. Reasons for suspending games include fields being too wet for safe play, insufficient light for safe play or when the maximum allowable time limit for the game has been exceeded. The umpire-in-chief (plate umpire) makes the decision to suspend a game. Official Playing Rule 4.01 (d) states that Managers and coaches shall NOT influence the Umpire-in-Chief (plate umpire) to suspend a game.

A suspended game shall be resumed from the exact point at which play was suspended. The game may be completed on any date approved by the league Director, including on a date that one or both teams already have a regularly scheduled game to play. In such cases, the resumption of a suspended game must precede the regularly scheduled game.

At the time of suspension, managers should agree to, and record, the following in their scorebooks:

- The score
- The number of outs
- Who was batting and the count on that batter
- Who, and where, any existing base runners were
- Who was on the mound pitching
- The number of visits, illegal pitches, hit batsmen, if any, charged to the active pitchers
- Who had been removed as a pitcher, and pitch count of each pitcher

Players who played in the suspended game but are absent for the resumption, shall be skipped over in the batting order without penalty.

Players absent at the initial game are eligible to play in the resumed game. They shall be added at the bottom of the batting order found in the original scorebook.

Minimum Playing Time is applied as if the game was never suspended. However, it does not apply across two different games.

Managers should remember to bring their original scorebooks to the resumed game. A Player may not pitch in more than one game in a day and all pitchers must observe the required days of rest. If a second game is to follow the completion of a suspended game, all pitching rules will apply.

League Championship and Awards:

Upon the completion of the regular season, the top four (4) teams as determined by record of wins/losses shall compete in a single-elimination tournament for the League Championship. First Round: 1 vs. 4, 2 vs. 3. Second Round: Winners of Round One play for 1st Place. Losers of Round One may play a Consolation Game for 3rd Place if desired by both teams.

Seeding, including tiebreakers, will be set after all regular season scheduled games are completed. If required, the first tiebreaker is the head-to-head record and the second tiebreaker is a coin toss. Home team is determined by best regular season record, and if required, a coin toss.

The players, of both the winning and losing team, shall receive individual trophies.

Each league player shall receive a league pin as a participation award, and if the player is new to the league, a Sparta Little League banner.

All Stars (Tournament Team):

An All Star team shall be selected for the 10-year-old age group and shall participate in the official Little League Tournament. A registration fee will be charged to participate on this team. The All Star team must contain a minimum of 11 players. The team shall be chosen by vote of each team manager and one coach. The top 8 vote receivers shall be asked to join the team. The remaining selections shall be made by the All Star manager.

Based on general interest of the league players and coaches, a secondary All Star Team may be selected to participate in a Little League sanctioned tournament based in Rockaway, NJ. No players from the official Little League tournament teams are allowed to play on this team, which shall be comprised of 10, 11 and 12-year-olds. A registration fee will be charged to participate on these teams.

Equipment Provided:

Each team manager is provided with a black duffle bag containing catchers equipment (helmet, chest protector, shin guards, knee savers and catchers glove), two dozen official baseballs, five (5) batting helmets, a first aid kit, 2 ice packs (additional ice packs are available as needed), and a scorebook. A Managers Binder will also be provided. It will contain the League Safety Plan and all necessary documentation.

5.6. Major League Local Rules

Players Age(s): 11, and 12 yr. olds

Method of Selecting Teams:

A tryout and draft are held in February of each year to select teams. As per Little League regulations, all 12-year-olds are required to play in the Major League. However, a team may not have more than eight (8) 12 yr. old players on its roster.

Refer to the Major League Draft section of the League By-Laws for information on the tryout and draft process.

Replacement of a player that leaves the league, or cannot play for an extended period due to injury or illness, shall be handled by the Player Agent.

Quantity of Teams in League: 8 to 10 depending on registration

Quantity of Players per Team: 12

Team Information:

	<i>Name</i>	<i>Manager</i>	<i>Telephone</i>
1	Apaches		
2	Crees		
3	Kiowas		
4	Lenapes		
5	Mohawks		
6	Navajos		
7	Senecas		
8	Shawnees		
9	Spartans		
10	Aztecs		

Uniforms:

Complete uniforms are provided annually to the manager for distribution to the players. The jersey, pants, and belt are reusable and must be returned to the league; the hat and socks may be kept by the player.

Season Schedule:

Team practices may begin upon completion of the draft, but use of the Township fields is not permitted until the fields are released by the Sparta Recreation Department in April. Games may begin on or before the official Opening Day, as per the annual league schedule, and typically continue until completion of the school year.

The Majors division shall be one division comprised of seven (5) teams. A team shall play every other team in the division three times for a total of 12 regular season games.

Field Location(s): Station Park Field 6

Game Times: Weeknights 7:00 pm. If two games are needed, 5:30 & 7:45pm.
Saturdays at 10:30 am, 1:00 pm, 3:30 pm, and 6:00 pm
Sundays – for make-up games or as required

Umpires:

Two (2) scheduled umpires per game, however games may be played with only one umpire in attendance. Umpires shall be veteran umpires in the league.

League Rules:

Little League Baseball Regular Playing Rules apply, as defined in the Rule Book, with the following additional local rules:

1. A continuous batting order shall be used at all times for all regular season and championship games, and free defensive substitution shall be allowed at all times. All players who attend the game shall be placed in the continuous batting order, and defensive changes can be made at any position, every inning, except for the position of pitcher.
2. Once a pitcher is removed from the mound, he cannot return to pitch again in that game. All minimum playing rules required by Little League Baseball still apply. When a child is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill, or absent player returns, he/she is merely inserted into their original spot in the batting order and the game continues.

3. In addition, if a child arrives late to the game site, he/she will be added to the end of the current line-up.
4. A league game will not be forfeited if a team has seven (7) or more available players. The shorthanded team is to borrow up to two players from the opposing team. The borrowed player shall be the last batted out player from the previous $\frac{1}{2}$ inning. The player shall only play an outfield position and shall not bat for the shorthanded team.
5. A 10 run mercy rule is in effect after the losing team bats 4 times.
6. A batter may advance to First Base if the 3rd strike is not caught by the catcher and First Base is not occupied.

Pitching:

- (a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
- (b) A pitcher once removed from the mound cannot return as a pitcher.
- (c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

11 and 12 - 85 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter; the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base
2. That batter is put out
3. The third out is made to complete the half-inning

Notes:

5. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
6. **Regulation VI – PITCHERS in the Baseball Rule Book** has been amended to read, in part:

Any player on a regular season team may pitch. *Exception: 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.*

Summary and Implementation: Beginning immediately, this prohibits a player – who has played the position of catcher in any part of four innings in a game – from being used as a pitcher at any time on that calendar day. This applies to all baseball divisions, and will apply to the International Tournament as well.

(d) Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

(e) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

(f) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(g) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI

(h) Violation of any section of this regulation can result in protest of the game in which it occurs.

(i) A player may not pitch in more than one game in a day.

Notes:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be

notified immediately.

2. Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.
3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility.

Time Limits and Game Management

The following rules apply when the game being played is immediately followed by another scheduled game or is a night game.

No new inning shall begin 1 hour and 45 minutes after the official start of the game. For clarification, an inning starts immediately after the last out of the previous inning. All games will end 2 hours and 5 minutes after official start time. There is to be no play after 10:00 PM. The score of any game ending with an incomplete inning will revert to the score of the last completed inning. If there is a tie, then each team will be awarded a half (.5) win and a half (.5) loss.

Both coaches and the umpire should agree to the last inning prior to starting the inning.

Time Management:

Time management should be used whenever managers and/or umpires believe a game is progressing too slowly to complete 6 innings.

- No warm up balls will be used in between innings.
- Warm up pitches will be reduced to a number consistent with the minimum needed for the pitchers safety.
- If a catcher for any next half inning is on base, they can be substituted for a courtesy runner (not mandatory) so the catcher will be ready immediately when the next half inning begins. The courtesy runner shall be the player that made the last (most recent) out in the offensive line up. The catcher can be replaced by the courtesy runner in any out situation and at any time while the catcher is running the bases and time is requested by a manager and granted by the umpire for this purpose.
- Managers are encouraged to have a player ready to act as catcher for a pitcher warming up in the next half inning if the game catcher is not ready to assume his position or if the courtesy runner is not used
- All participants will cooperate with the Umpire(s) to expedite play.

Orderly Suspension & Resumption of a Game:

Games may be declared “suspended”. Suspended games are those games that started, but did not finish the minimum number of innings to be declared a regulation game. Reasons for suspending games include fields being too wet for safe play, insufficient light for safe play or when the maximum allowable time limit for the game has been exceeded. The umpire-in-chief (plate umpire) makes the decision to suspend a game. Official Playing Rule 4.01 (d) states that Managers and coaches shall NOT influence the Umpire-in-Chief (plate umpire) to suspend a game.

A suspended game shall be resumed from the exact point at which play was suspended. The game may be completed on any date approved by the league Director, including on a date that one or both teams already have a regularly scheduled game to play. In such cases, the resumption of a suspended game must precede the regularly scheduled game.

At the time of suspension, managers should agree to, and record, the following in their scorebooks:

- The score
- The number of outs
- Who was batting and the count on that batter
- Who, and where, any existing base runners were
- Who was on the mound pitching
- The number of visits, illegal pitches, hit batsmen, if any, charged to the active pitchers
- Who had been removed as a pitcher, and pitch count of each pitcher

Players who played in the suspended game but are absent for the resumption, shall be skipped over in the batting order without penalty.

Players absent at the initial game are eligible to play in the resumed game. They shall be added at the bottom of the batting order found in the original scorebook.

Minimum Playing Time is applied as if the game was never suspended. However, it does not apply across two different games.

Managers should remember to bring their original scorebooks to the resumed game. A Player may not pitch in more than one game in a day and all pitchers must observe the required days of rest. If a second game is to follow the completion of a suspended game, all pitching rules will apply.

League Championship:

Upon the completion of the regular season, all teams will make the playoffs. The teams will be ranked as determined by record of wins/losses shall compete in a single-elimination tournament for the League Championship.

First Round: One seed is a bye, five seed plays four seed, two seed plays three seed.

Second Round: One seed plays winner of five/four game.

The winners of the Second Round plays the winner of two/three seed and a 2-out-of-3 series for the Championship. Losers of the First Round and Second Round may play a consolation game, if desired, to determine 3rd place.

Seeding, including tiebreakers, will be set after all regular season scheduled games are completed. If required, the first tiebreaker is the head-to-head record, and the second tiebreaker is a coin toss. Home team is determined by best regular season record, and if required, a coin toss.

Championship team shall receive individual trophies for all players and a team trophy for the Manager.

In addition to the above, the lower bracket teams [the bottom four (4) teams] shall participate in a separate round robin tournament. The format of the tournament shall be determined by the league and scheduling directors.

All Stars (Tournament Teams):

All Star teams shall be selected for the 11 and 12-year-old age groups and each team shall participate in the official Little League Tournament. A registration fee will be charged to participate on these teams.

Each team shall be comprised of only players in that age group, and each team must contain a minimum of 11 players.

The 11-year-old team shall be chosen by vote of each team Manager and one coach.

The 12-year-old team shall be chosen by vote of each team Manager and one coach, plus each player in the Major League. Manager and coach votes shall count 5 times the weight of the player votes.

In each election, the top eight vote receivers shall be asked to join the team. The remaining selections shall be made by the respective All Star Team Manager. Based on general interest of the league players and coaches, a secondary All Star Team may be selected to participate in a Little League sanctioned tournament based in Rockaway, NJ. No players from the official Little League tournament teams are allowed to play on this team, which shall be comprised of 10, 11, and 12 yr. olds. A registration fee will be charged to participate on these teams.

Participation Award:

Each player in the Major League shall receive a league pin as a participation award, and if the player is new to the league, a Sparta Little League banner.

Equipment Provided:

Each team manager is provided with a navy duffle bag containing catchers equipment (helmet, chest protector, shin guards, knee savers and catchers glove), two dozen official baseballs, five (5) batting helmets, a first aid kit, a box of ice packs (additional ice packs are available as needed), and a scorebook. A Managers Binder will also be provided. It will contain the League Safety Plan and all necessary documentation.

5.7. Junior League Local Rules

Players Age(s): 13 to 15* yr. olds

In order for 15-year-olds to play in the Junior League, Little League International must grant a waiver. The waiver must be applied for and approved prior to each new season.

Method of Selecting Teams:

Junior League team rosters will be determined by committee. The intent is to balance the League as best as possible. Refer to the Junior League Draft section of the League By-Laws for information on the evaluation and draft process.

The Player Agent shall handle replacement of a player that leaves the league, or cannot play for an extended period due to injury or illness.

Quantity of Teams in League: 8 to 10
Quantity of Players per Team: 12 to 14

Team Information:

	<i>Name</i>	<i>Manager</i>	<i>Telephone</i>
1	Tigers		
2	Phillies		
3	Indians		
4	Giants		
5	Dodgers		
6	Rockies		
7	Athletics		
8	Nationals		
9	Rangers		

Uniforms:

Complete uniforms are provided annually to the manager for distribution to the players. At the end of the season, players may keep their uniforms.

Season Schedule:

Team practices may begin upon completion of the draft, but use of the Township fields is not permitted until the fields are released by the Sparta Recreation Department in April. Games may begin on or before the official Opening Day, as per the annual league schedule, and typically continue until completion of the school year.

Each team shall play a minimum of twelve games. Each week of the season, teams shall play a minimum of one (1) weeknight game. Four (4) games will be played on Saturday. Field availability and the number of teams in the league determine the total number of games played.

Field Location(s): Station Park Field 1A

Game Times: Weeknights at 6:30 pm*
Saturdays at 9:00 am, 12:00 pm, 3:00 pm, 6:00pm*
Sundays – for make-up games or as required*

* See revised game limit rules

Umpires:

One (1) umpire per game, however two (2) umpires shall be used for all playoff games. Carded Umpires shall be used for all league games.

League Rules:

Little League Baseball Regular Playing Rules apply, as defined in the Rule Book, with the following additional local rules:

1. If after five innings, four and one-half inning if the home team is ahead, one team has a lead of ten (10) runs or more, the manager with the team with the least runs shall concede the victory to the opponent. If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.
2. No new inning shall begin 2 hour and 20 minutes after the official start of the game. All games (day and night) will end 2 hours and 45 minutes after official start time. There is to be no play after 10:00 PM. The score of any game ending with an incomplete inning will revert to the score of the last completed inning. If there is a tie, then each team will be awarded a half (.5) win and a half (.5) loss.
3. A continuous batting order shall be used at all times for all regular season and championship games, and free defensive substitution shall be allowed at all times.
4. All players who attend the game shall be placed in the continuous batting order, and defensive changes can be made at any position, every inning. All minimum playing rules required by Little League Baseball still apply. When a child is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty.
5. If the injured, ill, or absent player returns, he/she is merely inserted into their original spot in the batting order and the game continues. In addition, if a child arrives late to the game site, he/she will be added to the end of the current line-up.
6. A league game will not be forfeited if a team has **seven (7) or more** available players. The shorthanded team is to borrow up to two players from the opposing team. The borrowed player shall be the last batted out player from the previous ½ inning. The player shall only play **an outfield position** and shall not bat for the shorthanded team.

Pitching:

(a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)

(b) A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

13 to 16 - 95 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter; the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base
2. That batter is put out
3. The third out is made to complete the half-inning

Notes:

7. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
8. **Regulation VI – PITCHERS in the Baseball Rule Book** has been amended to read, in part:

Any player on a regular season team may pitch. *Exception: 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.*

Summary and Implementation: Beginning immediately, this prohibits a player – who has played the position of catcher in any part of four innings in a game – from being used as a pitcher at any time on that calendar day. This applies to all baseball divisions, and will apply to the International Tournament as well.

(d) Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be

observed.

- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

(e) Pitchers league age 15 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31 -45 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

(f) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

(g) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(h) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI

(i) Violation of any section of this regulation can result in protest of the game in which it occurs.

(j) A player may not pitch in more than one game in a day.

Notes:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be

notified immediately.

2. Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.
3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility.

Time Management:

Time management should be used whenever managers and/or umpires believe a game is progressing too slowly to complete 6 innings.

- No warm up balls will be used in between innings.
- Warm up pitches will be reduced to a number consistent with the minimum needed for the pitchers safety.
- If a catcher for any next half inning is on base, they can be substituted for a courtesy runner (not mandatory) so the catcher will be ready immediately when the next half inning begins. The courtesy runner shall be the player that made the last (most recent) out in the offensive line up. The catcher can be replaced by the courtesy runner in any out situation and at any time while the catcher is running the bases and time is requested by a manager and granted by the umpire for this purpose.

- Managers are encouraged to have a player ready to act as catcher for a pitcher warming up in the next half inning if the game catcher is not ready to assume his position or if the courtesy runner is not used
- All participants will cooperate with the Umpire(s) to expedite play.

Orderly Suspension & Resumption of a Game:

Games may be declared “suspended”. Suspended games are those games that started, but did not finish the minimum number of innings to be declared a regulation game. Reasons for suspending games include fields being too wet for safe play, insufficient light for safe play or when the maximum allowable time limit for the game has been exceeded. The umpire-in-chief (plate umpire) makes the decision to suspend a game. Official Playing Rule 4.01 (d) states that Managers and coaches shall NOT influence the Umpire-in-Chief (plate umpire) to suspend a game.

A suspended game shall be resumed from the exact point at which play was suspended. The game may be completed on any date approved by the league Director, including on a date that one or both teams already have a regularly scheduled game to play. In such cases, the resumption of a suspended game must precede the regularly scheduled game.

At the time of suspension, managers should agree to, and record, the following in their scorebooks:

- The score
- The number of outs
- Who was batting and the count on that batter
- Who, and where, any existing base runners were
- Who was on the mound pitching
- The number of visits, illegal pitches, hit batsmen, if any, charged to the active pitchers
- Who had been removed as a pitcher, and pitch count of each pitcher

Players who played in the suspended game but are absent for the resumption, shall be skipped over in the batting order without penalty.

Players absent at the initial game are eligible to play in the resumed game. They shall be added at the bottom of the batting order found in the original scorebook.

Minimum Playing Time is applied as if the game was never suspended. However, it does not apply across two different games.

Managers should remember to bring their original scorebooks to the resumed game.

A Player may not pitch in more than one game in a day and all pitchers must observe the required days of rest. If a second game is to follow the completion of a suspended game, all pitching rules will apply.

League Championship:

Upon the completion of the regular season, **all** teams shall compete in a single-elimination tournament for the League Championship. Each team will be seeded based on regular season win/lose records, and if required, tiebreakers and/or coin toss. The format for a nine (9) team league is as follows:

First round: 8 seed plays 9 seed. Second round: 1 seed plays the winner of the first round, 2 seed plays 7, 3 plays 6, and 4 plays 5. Third round: the remaining highest seed plays the remaining lowest seed, and the remaining two teams play each other. Fourth round: the winners of the third round play for the league championship.

Seeding, including tiebreakers, will be set after all regular season scheduled games are completed. If required, the first tiebreaker is the head-to-head record and the second tiebreaker is a coin toss. Home team is determined by best regular season record, and if required, a coin toss.

Note: Depending on field availability, scheduling, and the number of teams participating, the Board of Directors may elect to modify the above format.

Equipment Provided:

Each team manager is provided with a navy duffle bag containing catchers equipment (helmet, chest protector, shin guards, knee savers and catchers glove), two dozen official baseballs, five (5) batting helmets, a first aid kit, a box of ice packs (additional ice packs are available as needed), one large barrel bat, and a scorebook. A Managers Binder will also be provided. It will contain the League Safety Plan and all necessary documentation.

All Stars (Tournament Teams):

An All Star teams shall be selected for the 13 and 14-year-old age group and the team shall participate in the official Little League Tournament. A registration fee will be charged to participate on these teams. As per Little League International rules, 15 year olds are not permitted to participate in Junior League Tournament play.

Therefore, the team shall be comprised of only 13 and 14-year-old players. The team must contain a minimum of 11 players.

Votes of each team Manager and one coach shall choose the team.

In each election, the top eight vote receivers shall be asked to join the team. The Junior League All Star Team Manager shall make the remaining selections.

5.8. Fall Ball Local Rules

The purpose of this program is “INSTRUCTIONAL” baseball, designed to develop and promote good sportsmanship and baseball skills. While competition is very important in baseball, as in any athletic endeavor, it is not the intended purpose of this program. This is not all-stars; there are no standings, and/or seeded play-offs. This program is structured as a tool to help the players advance their skills not only as an individual but also as a team.

The only way to do this is to ensure equal playing time for each player. We should not have any situations where some kids are playing 6 innings and others are only playing 2 innings. Additionally, the infield and outfield time should be distributed as equally as possible.

Allowing kids to play in different positions and focusing on instruction has made this an enjoyable program for the kids and has helped improved the development of our Sparta Little League players. Managers are expected to adhere to the rules of the program.

Basic rules:

The board of directors may decide to play all Fall Ball games “in-town”, that is, against other Sparta teams; in district, against other district teams, or a combination of the two. If the league is playing district teams or a combination of in-town and district teams, then district Fall Ball rules will apply. Otherwise, all Williamsport Little League Rules apply with the following local league exceptions:

Minors and Majors:

1. A pitcher cannot pitch more than 3 innings per game. The maximum number of pitches an eligible pitcher can throw in a single game in Fall Ball is 75. All other regular season Little League Baseball Pitching rules apply for eligibility.
 - **Fall Ball Exception to Pitching Rule** – If a pitcher throws more than 40 pitches, the mandatory game rest is waived.
 - **Fall Ball Exception to Pitching/Catching Rule** – If a player pitches, he will be allowed to catch in the same game.
2. During a school night, no “new inning” is to begin after 8:15 PM.
3. Continuous batting order: All players must be included in the rotation. Players that arrive late are to be added to the end of the batting order.

4. Free substitution of defensive players is allowed, with the exception of the pitcher.
5. Nine players play in the field, even if the team is carrying only ten.
6. "Mercy rule is 12 runs" and is invoked when a team is ahead by 12 or more runs after the game becomes official (3 1/2 innings if the home team is ahead, and after four innings if the away team is ahead).

Minors Only:

1. The minors will have a maximum **five (5)** runs per inning rule, except for the last inning, which will be played until there are three outs.

General:

1. When playing another Sparta team, if necessary, we are allowing teams to "borrow" players from the other team. In addition, you are allowed to borrow players from teams that are not playing. The player (s) must be registered fall ball players, and they must be in the same age group with the following exception; a minor league player, if qualified, is allowed to play up in a major's game. Under no circumstances is a major player allowed to play in a minor league game. **You are only allowed to borrow players if you cannot field nine players.**
2. Coaches are advised of a "general guideline" on removing "wild" pitchers, specifically if the pitcher unintentionally hits two or more batters. If an umpire senses a potentially dangerous situation, he should remind the coaches of the "guideline."
3. The fee for each game will be \$50.00. The Home team will be responsible for paying the umpires. Write all checks to cash.
4. If coaches do not notify umpires of a cancelled game, and they travel to Sparta, the League will pay the fee. Coaches **MUST** call the umpires at least 2 hours in advance of any cancelled game.
5. Most, if not all teams arrive for their games at least 30 to 45 minutes before it has been scheduled to start. If the umpire and teams are ready, they can definitely begin early.
6. **The league does not discourage teams from playing hard, aggressive baseball, but we insist that managers use good judgment. When you're ahead by 5 or 6 runs, slow the game down. Do not take the extra base. Hold the runners at third, and move your fielders around. Keep the game instructional and let the kids have fun.**

6. Draft

6.1. Triple A Draft

Teams are selected by a “rated” draft of all registered players.

- The Player Agent and League Director organize and oversee the draft.
- Quantity of teams will vary depending on number of registered players, with the intention to limit each team to no more than 12 players.
- The previous years coaching staffs rated each returning player. The ratings given are 1 through 5, with 5 being the highest rating. New players will not be rated and are to be drafted along with the 1’s. In order to obtain parity in the league, all players must be drafted in the order of rating.
- Protected players (sons of managers and one assistant coach per team) must also be rated and selected as the first draft choice for the corresponding rating number. In other words, if a manager’s son is rated a 4, then he must be selected as the first draft choice when the draft reaches 4 rated players.
- The managers draw numbers to determine who will select the first player.
- The draft begins with each team, in the pre-determined drafting order, selecting players.
- In each subsequent round, the drafting order is reversed. For example if there are 8 teams drafting players, the drafting order for the first round will be 1 to 8. In the second round, the drafting order will be 8 to 1 and then it will again reverse in the third round to 1 to 8.
- The drafting process is repeated until all players are drafted in the established drafting order

Additional Notes:

If there are slot available, players who are registered after the draft will be assigned to teams by the Player Agent.

6.2. Champion League Draft

A player evaluation day and draft is held in February or March of each year to select players to the league. The league is to make every effort to insure that all eligible players attend the tryouts. All league age 10 and 11-year-olds must attend the evaluation.

- The Player Agent and League Director organize and oversee the draft and teams are drafted completely new each year.
- The managers draw numbers to determine who will select the first player. Protected players shall be limited to sons/daughters of managers and brothers/sisters. Options must be declared at the player evaluations.
- Little League drafting rules for player options will be followed
- Quantity of teams is dependent on the number of registered players.
- The draft begins with each team, in the pre-determined drafting order, selecting 10-year-old players.
- In each subsequent round, the drafting order is reversed. For example if there are 8 teams drafting players, the drafting order for the first round will be 1 to 8. In the second round, the drafting order will be 8 to 1 and then it will again reverse in the third round to 1 to 8.
- Once all 10-year-olds are selected, the drafting order is again reset for the 11-year-old draft.
- The drafting process is repeated until all 11-year-old players are drafted in the established drafting order.

Additional Notes:

- Players who are registered after the draft will either be assigned to teams by the league or will be selected by the managers through participation in a lottery pick.
- The league director shall request player evaluations from the previous year managers for each eligible 10 and 11-year old player. This information will be made available to the Managers prior to the draft.
- Trading of players shall be as allowed by Little League Baseball, directed by the Board, with approval of both of the parents/guardians of the players being traded.

6.3. Major League Draft

A tryout is held to rank all the 11 and 12-year-old players who are not currently playing in the Majors. The league is to make every effort to insure that all eligible players attend the tryouts. As directed by Little League Baseball, all 12-year-old players, without regard to playing ability, who register late, or miss the tryout will be drafted into the Major Division.

However, in order for 11-year-olds to be drafted into the Major Division, the player must attend the tryout. If the parent/guardian knows in advance that, their son/daughter will not be able to attend the tryout, the parents/guardian must request, and the league must approve, a written waiver. The waiver must explain the reason the player is unable to attend the tryout.

In addition, if desired, a manager shall submit an option in writing prior to the tryouts on a draftee if the player candidate's brother or sister is a member of that manager's team. If a manager has sons and/or daughters eligible under Regulation II for the draft, and wishes to draft them, he/she must also submit the option in writing prior to the tryouts. Parent/Manager option takes priority over all other options.

The drafting rules are as follows:

- The Player Agent and League Director organize and oversee the draft.
- The draft should take into consideration the standings from the previous year and therefore be weighted in such a way to achieve the intent of improving weaker teams.
- The draft order is determined by the previous *regular* seasons overall win/lose record of the Major Division teams.
- The process begins with the league determining both the draft order and the number of players who will be returning to or leaving each team.
- Teams will be assigned one (1) supplement draft selection for each player that will not be returning. The player may have decided to stop playing baseball, or has moved out of Sparta without requesting a waiver to continue playing in the league.
- Supplement draft selections are divided according to age. 12-year-old supplement picks are made at the end of the first round of the 12-year-old draft, and 11-year-old supplement picks are made at the end of the first round of the 11-year-old draft. The order in which teams make their selections is based on the pre-determined assigned drafting order.
- To balance the number of 12-year-olds playing, the league, based on registration numbers, will determine the minimum number of 12-year-olds players that will play for each team. For example, if there are sixty-five (65) 12-year-olds (new and returning) registered, each team will be assigned a minimum of six (6) 12-year-olds. If there are seventy-five (75) 12-year-olds registered, each team will be assigned a minimum of seven (7) 12-year-olds.

- The draft begins with each team, in the pre-determined drafting order, selecting 12-year-old players. At the end of the first round, the supplement 12-year-old picks are made.
- Each subsequent round follows the same drafting order of 1 to 8.
- The process continues, with each team selecting in order, until a team has satisfied its minimum requirement of 12-year-old players. At which point the team has the option to select one additional player (if additional players will be available after satisfying the minimum requirement of each of the teams), or to pass on this round.
- When each team has drafted to the minimum requirement, the drafting order is reset. In the final round of the 12-year-old draft, each team has the option to draft a player or to pass until the number of players remaining equals the number of teams remaining in the round. At this point, each of the remaining teams must select a player.
- Once all 12-year-olds are selected, the drafting order is again reset for the 11-year-old draft. At the end of the first round, the supplement 11-year-old picks are made.
- In subsequent rounds, the process continues, with each team-selecting players, in the established drafting order, until each team roster has twelve (12) active players.

Additional Notes:

- If a 12-year-old player registers after the draft, the league will assign that player to a team. The intent will be to continue balancing the number of 12-year-old players on each team. The eligible teams (i.e., if three teams have seven 12-year-old players, will participate in a lottery pick.
- The league director shall request a player evaluation from the previous year coach of each 12-year old player eligible for the draft. This information will be made available to the Managers prior to the draft.
- Options on sons, daughters, and siblings shall be handled as per Little League Baseball's Current Operation Manual.
- Trading of players shall be as allowed by Little League Baseball, directed by the Board, and with approval of both of the parents/guardians of the players being traded.
- All Major League managers must attend the draft. Each manager is permitted to invite one **returning team coach** to participate.

- As in the past, the league reserves the right to waive supplement draft picks.

6.4. Junior League Draft

A draft is held in February or March of each year to select players to the league. The league may or may not decide to hold player evaluations prior to the draft. If evaluations are held, then the league is to make every effort to insure all eligible players attend.

- The Player Agent and League Director organize and oversee the draft, and teams are drafted completely new each year.
- The league is to be drafted by committee. The committee shall include the league managers, the President, the Player Agent, the League Director, and the Coaching Coordinator. The intent is for the committee to draft teams, to the best of their ability, so that the level of competition is balanced.
- Once there is consensus that the teams are balanced each team is given a number, the corresponding numbers are placed in a container, and in a random drawing, each manager selects a team.
- After selecting teams, the Managers sons/daughters shall be placed on their respective teams.
- Trades are permitted to accommodate coaching requirements. All trades must be completed and approved at the draft. Trades after the draft must be approved by the Player Agent.
- Effort shall be made to separate established pitchers, catchers, fielders, and hitters.
- Quantity of teams is dependent on the number of registered players.

Additional Notes:

- Players who are registered after the draft will either be assigned to teams by the league or will be selected by the managers through participation in a lottery pick.
- The league director shall request player evaluations from the previous year managers for each eligible 13, 14, and 15-year old player. This information will be made available to the drafting committee.
- Trading of players shall be as allowed by Little League Baseball, directed by the Board, with approval of both of the parents/guardians of the players being traded.

7. Supplemental Rules

7.1. Injured Player

An injured or ill player should be given basic first-aid treatment, and published procedures should be followed if bodily fluids are present. (Rulebooks - Communicable Disease Procedure.)

- The circumstances of the injury must be documented by the safety officer/league president. If the injury or illness occurs during a game, the umpire may require an opinion from a medical person before allowing player to re-enter the game. If an accident insurance claim is needed, the safety officer prepares the paperwork. The president reviews and submits the paperwork through proper channels. Following the injury or illness, the player agent determines how long the player will be unable to play. The board of directors determines the amount of time a player can miss before being replaced. (Regulation III d.)
- If a player is replaced (properly released) from a Major Division team (any team other than Tee Ball or Minor League), the player/parents must be notified of his/her release. That player may not return to the league for the remainder of the season and is no longer a member of that team. As such, the player must attend tryouts next year if he/she wishes to play.
- A player called up from the Minor Leagues to a Major Division team at any time becomes a permanent member of that Major Division team. Such a player may refuse to become a member of a Major Division team. If so, he or she is not eligible to be placed on a Major Division team for the remainder of the season. (Regulation VIII.)
- This is to help ensure that the Minor League is balanced, to help ensure that the players in the Major Division are of sufficient ability (in the opinion of the local Little League personnel) to compete in the Major Division, and to ensure that players in the Minor Division are not able to “pick and choose” the team for which they will play in the Major Division.
- A local league should also have a policy in its local rules/ground rules regarding players who refuse to move up to a Major Division team. (Example: Such player must be transferred to another Minor League team.) At a well-run Little League, this policy is explained in writing to parents at the sign-ups so there is no question about the policy later on. (This is recommended by LL. It needs to be developed and discussed by the Sparta LL Board of Directors)

8. General

8.1. Team Rosters

Team rosters must be submitted to International annually. Failure to do so could result in ineligible players in the league during the regular season and tournament. (Regulation IV g.)

A player, manager, or coach who is injured must be on roster at Little League International to be covered by Little League insurance. Exception: A local league Board of directors may approve a number of “volunteer helpers” or “assistant Coaches” to assist in practices. They are also covered by Little League accident Insurance, if approved by the board and if noted on a separate list submitted to Little League International. However, they must undergo the same background check process as any manager or coach before assuming any duties.

Rosters should be submitted through the “Little League Data Center” on www.LittleLeague.org. This web site will provide a downloadable spreadsheet as well as accepting formats from Licensed Products and Active.com. This is a secure and easy way to provide the required data on players, managers and coaches, and ensures that Little League International receives the data that is required.

8.2. Multiple League Participation

Players may participate in more than one program, including during the International Tournament.

This is subject to, however, the provisions of Regulation IV (a) Note 2: “If a player repeatedly misses practices and/or games because of participation in another program, the manager may remove the player from the team, subject to the board of directors’ approval, for the current season or tournament play. A team in a chartered Little League must not participate as a Little League team in games with or against those of another organization. This means that equipment and uniforms belonging to the local Little League must not be used in non-Little League approved games, and the team must not be identified as a team from a chartered Little League.”

9. Tournament Teams

9.1. 9, 10, 11, and 12-Year-Old Tournament Team Manager Selection

The league president, at his/her discretion, and with board approval, shall select all tournament team managers, and coaches of all Tournament teams. The 13-14 year old manager/coach (es) shall be selected as defined in **Section 11.2**.

- Tournament team managers/coaches must be current managers/coaches in their respective division. Junior managers/coaches for the 13-14 year old team, Major Managers/coaches for the 12 and 11-year-old teams, Champion managers/coaches for

the 10-year-old team, and Triple A managers/coaches for the 9-year-old County Tournament team.

- The previous year manager from the 9-year-old tournament team may be considered for the 10-year-old tournament team, provided he/she is a current manager/coach in the Champion league.
- The previous year manager from the 10-year-old tournament team may be considered for the 11-year-old tournament team, provided he/she is a current manager/coach in the Major league.
- The previous year manager from the 11-year-old tournament team may be considered for the 12-year-old tournament team, provided he/she is a current manager/coach in the Major league.
- Managing a previous tournament team does not provide any rights of managing future teams. All appointments are limited to the current tournament season.
- **If no manager satisfies the requirements as defined by both these by-laws and LL, or if the league president deems the selection process, other than what is required by LL, is not in the best interest of Sparta LL, then at his/her discretion, and with board approval, the president shall appoint a manager.**
- All selections must be approved by the Sparta Little League Board of Directors.

9.2. Junior League Tournament Team Manager Selection

Each year, the managers of the Junior League shall participate in the selection process for the Junior League Tournament Team manager.

- Each manager/coach will be asked if they have interest in managing the Junior League Tournament Team.
- In order to be considered as the tournament team manager, and to be included on the ballot, the son/daughter of the manager/coach seeking the position must receive enough votes to place him/her in the top 12 of all players.
- The voting format will be as follows:
 1. The meeting shall include all Junior League managers and one official league coach from each of the teams.

2. Each manager/coach will be provided a list of eligible managers/coaches to be considered for the Tournament Team. Each manager/coach will vote for the manager they believe, both on and off the field, will best represent Sparta LL.
3. Upon completion of voting, the ballots will be collected by the Player Agent and given to the league president.
4. This will conclude the manager selection portion of the meeting.

Note: If time does not permit a separate meeting required to complete this process, the manager vote may be conducted, confidentially, on-line.

- The league president after reviewing and reconciling the results of the manager selection votes, and with board approval, will appoint the Junior League Tournament manager.
- If no manager satisfies the requirements as defined by **both** these by-laws **and LL**, or if the league president deems the selection **process, other than what is required by LL**, is not in the best interest of Sparta LL, then at his/her discretion, and with board approval, the president shall appoint a manager.
- The appointed manager, with the approval of the president and board of directors, shall select the permitted number of coaches.

9.3. Tournament Team Player Selection Process

On or about June 12, the Player Agent shall call separate meetings of all managers in the Junior, Major, Champion, and Triple A leagues to select players on each of their respective division's tournament team.

It is the responsibility of the regular season league managers, one official league coach appointed by each manager, and for the Major League only, the votes of all Major League players, to select a minimum of eight players to the tournament team.

- In the Major League, each league player will receive a ballot containing the names of all eligible 12-year-olds. They each shall vote for eight players they believe should be included on the 12-year-old tournament team. The ballots shall be distributed and collected by the Player Agent.

Notes:

1. In the Major League, the manager and coach votes shall count 5 times the weight of the player votes.

2. If for any reason, player ballots are not completed by the date of the managers meeting, the board, at its discretion, may opt to suspend player voting.
- It is the intent of the league that each team manager has equal input in the selection process. The remaining roster positions are to be filled by the All-Star team managers. Team rosters must contain a minimum of 11 players. However, Sparta LL has a history, and there is a precedent for selecting 12 players to each team.
 - All managers shall nominate players from their regular season teams, which in their opinion; meet the criteria of a tournament-quality player. The managers shall present facts such as batting averages and pitching statistics that support his/her nominations. All discussions are confidential and will not be shared with anyone outside the selection process.
 - At the meeting, each manager will be given an opportunity discuss the players they feel should be considered for an all-star selection. Discussions are to be limited to managers only.
 - The other team managers will be permitted to ask questions and given an opportunity to review player statistics. Negative comments about players will not be permitted.
 - Upon completion of discussions, each manager will be asked to vote for their choice of the top eight players. The voting format will be as follows:
 5. Managers/coaches may not vote for their own players.
 6. Players must meet Little League Baseball eligibility requirements for Tournament teams. **Junior League only – to be eligible for the tournament team, a player must have played in seven regular season games.**

Note: Refer to LL ruling for HS players playing in the Junior League.
 - 7. Each manager and each coach will be given one (1) ballot each.
 - 8. Upon completion of voting, the ballots will be collected by the Player Agent. This will conclude the meeting. The Player Agent, together with the league president will then record the results. The league president will retain the results as part of the official league record.
 - 9. If there is a tie for the 8th roster position, all players tied for the 8th position will be added to the All-Star team.
- Little League Baseball determines the date when the All-Star teams can be released. At that time, the names of the selected players (in random order and without ranking) will be forwarded to each of the All-Star managers. The managers are to contact each

player to confirm their acceptance of a roster position. If a player (s) refuses the offer, the league president will provide the name(s) of the players receiving the next highest number of votes. The process will continue until each All-Star manager has a minimum of players of their roster.

- The All-Star team manager will at his/her discretion, fill the remaining roster positions.
- Should a player ask to be dropped from the team, the manager may select another eligible player.
- The All-Star rosters must be named by June 20th.
- **Any exceptions to the by-laws must be submitted to the Board of Directors for final approval.**

9.4. Eligible Players

(To be completed)

10. Safety

(To be completed)

11. Fields

(To be completed)

12. Awards

(To be completed)

Note: Red text represents changes or additions to the local rules made and adopted by the Sparta LL 2011 Board of Directors.