
Montclair Little League: 2018 League Rules

BOARD APPROVED JANUARY 3rd 2018

INTRODUCTION

The rules are promulgated in accordance with Article XIII, Section 3 of the bylaws and shall be binding upon the operation of MLL.

The league rules are presented in seven sections. The first section deals with the general league rules. The second section deals with Little League rules that are applicable to MAJOR, AAA, AA and A and T-Ball divisions. Section three describes the Major division rules. Section four describes the “AAA” and “AA” division rules. Section five describes the A and Farm Division division rules and section six contains the rules for the T-Ball division. Section seven describes the 50/70 division, Junior division, Senior Division

All players, managers, coaches, umpires, parents and league officials shall adhere to the following rules. Failure to comply will result with disciplinary action indicated or action deemed appropriate by the Board of Directors. It is expected that the spirit of these rules will be followed and the discovery of “loop holes” will not be accepted as plausible reason for not following the rules. Disciplinary actions may be as follows: A written warning for the first violation, one game suspension for the second violation. The third violation may result in the person(s) being removed permanently from the team.

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1 GENERAL LEAGUE RULES

1.1 LEAGUE BOUNDARIES

The MLL league boundaries are defined as follows:

1.1.1 North Boundary: Montclair City Limits

1.1.2 South Boundary: Montclair City Limits

1.1.3 East Boundary: Montclair City Limits

1.1.4 West Boundary: Montclair City limits, some is west of City Of Ontario.

1.2 AGE RESTRICTIONS

1.2.1 Board members and team managers shall be at least 18 years of age.

1.2.2 Team coaches and team parent of record shall be at least 18 years of age.

1.3 RESPONSIBILITIES OF THE HOME/VISITOR TEAMS

1.3.1 All teams shall be responsible for keeping unsupervised children out of the batting cage. The batting cage shall be locked when not in use.

1.3.2 The **HOME** team shall be required to arrive at the field well in advance of the scheduled starting time to perform the duties of chalking the field; installation of the bases and insuring the field is in a safe and playable condition. This shall include the inspection of the entire field for holes, stones, and glass, etc.

1.3.3 The **VISITOR** team shall be required to drag the infield, repair the mound and the batter's box after each game. Further, after the last game of the day, the VISITOR team shall have the additional responsibilities of removing and storing the bases. 1.3.4

Both the **VISITOR** team and the **HOME** team and their parents have the responsibility to pick up litter from their respective dugout and stands following each game.

1.3.5 It is incumbent upon the **TEAM** manager to see that the above responsibilities are carried out. If unable to perform this duty, a coach or parent must be assigned.

1.3.6 Parents/friends, in the interest of safety and the reduction of distractions during a baseball game or practice:

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1.3.6.1 Shall not converse with the players through the dugout fencing.

1.3.6.2 Shall not coach or instruct a player.

1.3.6.3 Shall not allow children in the dugout who are not players on the team

1.3.7 Home team must provide a confident score keeper. Visitors are to provide an Announcer (this is for games on the Majors field only).

1.4 PRACTICE GAMES

Spring practice games are specifically limited to the following:

1.4.1 MLL MAJOR teams may play other MLL MAJOR teams only.

1.4.2 MLL MINOR “AAA” teams may play other MLL MINOR “AAA” teams only.

1.4.3 MLL MINOR “FARM” teams may play other MLL MINOR “FARM” teams only.

1.4.4 MLL T-BALL teams may play other MLL T-BALL teams only.

1.4.5 Schedules, game conditions, etc., are left to the discretion of the managers involved.

1.5 AWARDS POLICY

1.5.1 REGULAR PLAYERS

1.5.1.1 All players in the league shall be presented with the Little League participation award at the end of the season.

1.5.1.2 Major and Minor “AAA” division players shall receive modestly priced awards for their respective post-season playoff champions.

1.5.1.3 Major and Minor “AAA” division players shall receive modestly priced awards for their respective season champions, for first and second place finishers.

1.5.2 TOURNAMENT PLAYERS (ALL STARS)

1.5.2.1 Will receive a “MLL” Little League ALL STAR pin. 1.5.2.3

The league “MLL” ALL STAR cap is provided by the league.

1.5.2.4 Tournament participation pin as awarded by the Little League tournament officials.

1.5.2.5 A modestly priced award will be awarded.

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1.5.3 ADULT VOLUNTEERS

1.5.3.1 Special individual awards may be authorized at the discretion of the board of directors.

1.5.3.2 The ALL STAR manager and coaches may receive a participation pin.

1.6 SPORTSMANSHIP

Any violations of the following rules; revert to section 2.2 Field Decorum.

1.6.1 Players shall refrain from attempting to harass the opposing pitcher and other players. No swearing or showing disrespect to managers, workers, or umpire. 1.6.2 Players are not allowed to yell “swing” to the batter.

1.6.3 Team managers or coach shall ensure that players give the opposing team a traditional Little League “cheer” at the conclusion of the game.

1.6.4 Artificial noise makers are not allowed.

1.6.5 The MLL Code of Conduct is always in effect.

1.7 EQUIPMENT RULES

1.7.1 Only official Little League equipment shall be used and any alteration or tampering with such equipment could ultimately cause dismissal from the league of the person(s) involved.

1.7.1 All managers shall return all equipment and uniforms to the equipment manager at the end of the season. Teams involved in the playoffs will return equipment and uniforms after completing their last competitive game.

1.7.2 Defective equipment is to be exchanged with the equipment manager or league president or a designate only. If a manager is aware of a defective piece of gear before a game, he should contact the equipment manager before his next game.

1.7.3 The manager of each team must sign out each team’s baseball equipment and is responsible for this equipment. No Awards IE Team trophies will be given to Entire team if Team Manager doesn’t Return any Checked out equipment

1.7.4 Replacement jerseys are \$60.00

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1.7.5 When the season begins, the batting cage shall be reserved one hour prior to a Major division game for the sole use of those Major division teams scheduled to play the upcoming game. The Home team will have the batting cage for the first twenty minutes and the Home team will have it for the next twenty minutes. This

period begins 60 minutes prior to the scheduled start time. Should the time allotted for the batting cage (40 min.) be shortened for any reason, the remaining time will be split evenly between the two teams. Either team has the option to ask the other to vacate the batting cage regardless of whether or not that team chose to use it. 1.7.6 The league will supply each team with a minimum of one dozen balls,

(1) one complete set of catchers equipment (except T-ball) . The manager may request additional equipment.

1.7.6.2 Prior to the one hour time allotment for the Major division teams, a AAA Division team may use the batting cage while a Major game is in progress

1.8 GAME SCHEDULE AND WEATHER CONSIDERATIONS

1.8.1 It is the responsibility of all managers to cooperate with the umpire and keep the game moving along, particularly during the tight Saturday schedule of games. In general, pre-game warm-up time shall be divided up equally between the two teams.

1.8.2 All cancelled or suspended AAA and Major games will be re-scheduled at the discretion of the board. Farm and T-ball games will also be made up at the discretion of the board.

1.8.3 At No Times should Team managers cancel Games on there own discretion, This Call is by Board Approvcval or OD Officer of that game

1.9 ELIGIBILITY FOR

1.9.1 T-Ball division shall be league age 4, 5 and 6.

1.9.2 Farm division shall be league age 6 and 7 and 8

1.9.3 AA division shall be League Age 8

1.9.4 AAA division shall be league age 8, 9, 10, 11 and 12.

1.9.5 Major division shall be league age 10, 11 and 12 years.

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1.9.6 9 year olds are eligible for the Major division only after special consideration by the board of directors.

1.9.7 Intermediate Division shall be League Age 11,12 and 13

1.9.8 Junior Division shall be League Age 13 and 14

1.9.9 Senior Division shall be league age 15 and 16

1.10 GAME FORFEITURE

1.10.1 There shall be no forfeitures in the Farm and T-Ball divisions.

1.10.2 It shall be the policy of this league that forfeits will be avoided. Unusual circumstances, such as a player out of uniform, manager and coach absent, equipment not available, etc., shall not be interpreted to permit managers to postpone or reschedule a game for their own or their team's convenience.

1.10.3 (4.16) A game may not be started with less than (9) players on each team. If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision. If a team is unable to field a team, 24hrs notice is required otherwise forfeiture is enforced. This Rule is not in Effect for Farm and Tball division

1.10.4 A game should not be forfeited as long as all players have excused absences. Excused absences are the following: Illness, school function, or any other legitimate reason as determined by the board of directors. The board of directors shall have the sole responsibility of making the determination.

1.11 PRACTICE LIMITATION

1.11.1 The board mandates all league managers shall limit their team activities to a maximum of four activities per week. Activity is defined as practice sessions, team training meetings, trips to batting cage, pitcher and catcher sessions and league games. First violation will result in a mandatory suspension of the manager/coach for one game. The second violation will result in the removal of the manager/coach for the remainder of the season per board ruling.

1.11.2 Practice limitations for T-Ball, Farm is 2 hours per session maximum. Practice limitation for the Major Division and AAA is 3 hours per

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session maximum.

1.12 BATTING RESTRICTIONS

1.12.1 The only person that is allowed to swing a bat is the batter, in any division. The on deck batter must remain in the dugout without a bat in his hand.

1.13 ADVISOR AND TRAINING

1.13.1 It is the league's responsibility to provide training for all newly appointed league managers so that they will know and understand the philosophy of Little League and also gain insight into the mechanics of the program, such as the Minor league game fundamentals and how to conduct practices. The following list provides guidelines for training:

1.13.2 Furnish each manager with a copy of the league bylaws and rules and the Little League rule book.

1.13.3 Furnish each manager with information that will help the manager understand team practice methods.

2 LITTLE LEAGUE RULES

The following rules are extracted from the official rule book and are prepared herein for emphasis and ready reference.

2.1 GENERAL

2.1.1 (3.17) No one except eligible players in uniform, a manager, and not more than two coaches shall occupy the dugout or bench. Except For Farm and Tball Division which always encourages having more approved volunteers in the field

2.1.2 (XIV (d)) The use of tobacco, cigarettes and E- Cigarettes and alcoholic beverages in any form is prohibited on the playing field, benches or dugouts. This rule applies to practice and regular games played on the league fields.

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- 2.1.3 (3.09) Players, managers and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during a game in which they are engaged.
- 2.1.4 Each team is required keep and maintain their own scorebook.
- 2.1.5 (9.01 (b)) Each umpire is the representative of the league and of Little League Baseball, and is authorized and required to enforce all rules.

2.2 FIELD DECORUM

- 2.2.1 Managers, coaches and team parents are responsible for spectators' actions in the stands.
- 2.2.2 (XIV (a)) The actions of players, managers, coaches, umpires and league officials must be above reproach. Any player, manager, coach, umpire and league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to a one game suspension minimum.
- 2.2.3 (4.07) "When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site from which they are suspended." In addition, the MLL Board adds that the ejected person(s) shall leave all MLL game sites and shall have no further participation in any MLL activity for that day.
- 2.2.4 When a manager, coach or player is ejected from a game, the umpires' ruling is final. The only exception is when the ejection is positively linked to a protest. In this case, the ejection may be overruled if the protest is upheld.
- 2.2.5 Suspensions: All suspensions for players, managers or coaches, that are a result of an infraction of the rules must be reviewed by the president, vice president and player agent prior to being enforced.
- 2.2.6 Suspensions: All suspensions for players, managers or coaches, that are a result of an ejection from a game must be enforced as a one game suspension (the very next scheduled game) as per Little League rules.

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2.3 PLAYERS

- 2.3.1 (VIII (c) **(For non Major division players only)**) No player may be deemed to be the property of, or under the jurisdiction or control of, a particular team in the local league.
- 2.3.2 (1.17) All male players must wear athletic supporters and cups. Male catchers must wear the metal, fibre or plastic type cup. Catchers must wear a facemask, a chest protector and shin guards, in warming up a pitcher. This applies between innings and bullpen practice. Catcher safety rules apply to all practice and game situations.
- 2.3.3 (VI (a) (b)) Any player of the roster may pitch (except 12-year-olds in AAA Division). See regulation VI, official Little League rules on maximum pitches and required rest after pitching.
- 2.3.4 (3.17) Players and substitutes shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game.
- 2.3.5 (1.16) Any player from the offensive side (team that is batting) that is on the playing field must wear a protective helmet; this includes batters, runners, player base coaches, players retrieving bats from the field, etc. Runners removing their helmets will be warned.
- 2.3.6 (1.10 NOTE 1) The traditional batting donut is not permitted.
- 2.3.7 Players cannot leave the dugout during the game without permission from the team's manager and the umpire of the game.
- 2.3.8 Players are not allowed to slide head first in advancing to the next base; they will be considered "out" if they advance on a head first slide.
- 2.3.9 (1.08 NOTE 1) The on-deck position is not permitted in All Divisions Except 50/70, Juniors and Seniors Divisions.

3 MAJOR DIVISION RULES

3.1 MAJOR DIVISION STRUCTURE

- 3.1.1 The Division shall consist of not more than ten teams with twelve players per team.

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3.1.2 No team may have more than eight players of the same age; otherwise, the age composition per team is optional.

3.1.3 Major division standings will be recorded and posted outside of the snack bar and on the league website for all to observe.

3.1.4 A Major division shall utilize a draft system as established by the league.

3.2 ALL PLAYER RULE

3.2.1 Major division teams must use a continuous batting order.

3.2.2 No player shall sit out two consecutive innings. It shall be the manager's responsibility to keep the official scorekeeper informed of all substitutions.

3.2.3 When less than the full roster of players show up for a game, the manager shall inform the official scorekeeper and the opposing manager that there are less than the full roster available to play.

3.2.4 If prior to the beginning of the game, a manager wants to bench a player or players for disciplinary reasons, the manager shall first discuss the issue with the player agent or the league president prior to submitting the lineup to the official scorekeeper and the opposing manager. A player shall not be benched because of his or her baseball abilities.

3.2.5 If a player is dropped from the lineup during a game because of disciplinary reasons and it is later determined that the disciplinary reason was unjustified, a penalty will be imposed.

3.2.6 If a player is dropped from the lineup during a game because of injury, disciplinary or other reasons, there is no penalty to the batting team. The team shall skip that place in the batting order.

3.2.7 Courtesy pinch runners are not allowed. However, if a player is injured and cannot run, the designated pinch runner must be the player who made the most recent out.

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3.2.2 PENALTY

3.2.2.1 (Regulation IV (i)) The player(s) involved shall start the next scheduled game and play any previous requirements not completed for section 1 and the requirement for that game before being removed.

3.2.2.2 For the first offense, all managers will receive a one game suspension. The Board of Directors will review any second offense, an offense on a team's last game of the year, or any offense during playoffs, with the manager being removed from the team for the remainder of the season per Board approval.

3.2.2.3 If the infraction occurs in the last two weeks of the regular season play, the manager could be suspended per board approval from participating, sharing in any award or recognition resulting from any playoff or championship game. The "all player rule" is strictly interpreted. However, the rule is applicable only to games of six innings or more in duration. A game of 5 1/2 innings is "six innings" within the context of this rule.

3.3 MAJOR DIVISION ROSTER VACANCIES

3.3.1 A vacancy on a Major division roster shall be filled within three games after the player agent verifies such vacancy. If the vacancy occurs during pre-season, the manager shall have 14 calendar days to fill that vacancy.

3.3.2 A Major division team, in which a roster vacancy occurs, is limited to calling up "AAA" division players only.

3.3.3 A Major division manager who has not filled a vacancy on his roster within the specified time (**3 consecutive games**) limit shall forfeit his right to select a player from the Minor "AAA" division rosters. The player agent shall determine, from the "AAA" division roster and Approval by league president. The player's name drawn will be assigned to that Major division team. Preferably 12 Year olds in AAA Division will be considered

3.3.4 The Major division manager who has a vacancy shall conduct business exclusively with the player agent; i.e., Major division team representatives are not to approach a "AAA" division manager, player or parent directly to discuss the selection of "AAA" division players.

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3.3.5 Managers must recognize that, as the season progresses, many “AAA” division players begin to feel “at home and comfortable” on their team. In order to effect a smooth transition from the “AAA” division to Major division, managers must work through the player agent, who is the player’s representative. Managers who tamper with this rule run the risk of losing their claim to a player and/or their team and may be held accountable to explain their actions to the Board of Directors.

3.3.6 Any “AAA” division player refusing to be drafted/called to a Major division team will not be eligible to be brought up for the remainder of the season.

3.3.7 Final arrangements for player assignments from “AAA” division to Major division must be approved by the league president and, as far as practical, publicized to the league.

3.3.8 Vacancies that occur within 4 weeks of the Closing Ceremonies may not be filled.

3.3.9 If a single team has multiple vacancies, board direction is required.

3.3.10 If a Major team needs to bring up a AAA player they must first take any eligible 12 year old (if available).

3.4 MAJOR DIVISION GAME TIME/INNING LIMIT

3.4.1 There is NO Game Time Limit in Majors Division

3.4.2 Tie games shall be Played till determined a winner

3.4.3 In the event a game is halted without the winner being determined, the game will be completed before the next scheduled game between the two teams involved. If no more games are scheduled between those two teams, a committee consisting of the president, player agent, and one other board member will decide when and if the game will be completed. If a tie is not completed, it shall not be counted in the final league standings.

3.4.4 When a team is behind by ten runs or more runs, and the losing team has completed its turn at bat in the top or bottom of the fourth inning, the manager of the team with the least runs shall concede the victory to the opponent.

3.4.5 When a team is behind by 15 runs or more and the losing team has completed its turn at bat in the top or bottom of the 3rd inning, the manager of the team with the least runs shall concede the victory to the opponent

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3.5 MANAGERS/COACHES

3.5.1 (3.09) Managers or adult coaches must not warm up a pitcher at home plate or in the bullpen at any time.

3.5.2 (8.06) A manager or coach may come out once in one inning to visit the pitcher, but on the second time out, the player must be removed as a pitcher. (There is 3 limit on total visits per game. Per Pitcher)

3.5.3 Managers may not leave players unattended after practices.

3.5.4 When there is a discussion with the umpire, only one person should be involved per team; this shall be the manager only.

3.5.5 When a manager or coach in utilizing the batting cage:

3.5.5.1 Only a manager, coach or instructed adult is allowed to operate the pitching machine.

3.5.5.2 The batting cage should never be left unattended; if you cannot be present at the batting cage, it should be locked.

3.5.5.3 If a coach wishes to be inside the cage to help instruct a player, the pitching machine must be off .

3.5.5.4 Players waiting to take their turn in the cage must wait their turn at the end of the cage near the coach feeding the machine. Players must not gather behind the team dugout and distract the players on the teams of the game being played. If the manager/coach of the team using the batting cage does not enforce this, he will forfeit the teams ability to use the cage while a game is in progress.

3.5.6 The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. The coaches should not leave their respective dugouts until the pitcher has completed his/her preparatory pitches to the catcher. Base coaches shall-

3.5.6.1 Be (1) manager or coach and (1) eligible player in the uniform of their team.

3.5.6.2 Be (1) manager or coach and (1) additional coach if there is at least one other manager or coach in the dugout.

The only exceptions to above rules are:

3.5.6.3 Walking to talk to the pitcher.

3.5.6.4 Retrieving a bat.

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3.5.6.5 Player injury.

3.5.7 The **VISITOR** team has the responsibility making a final security check of the building and the field.

3.6 MAJOR DIVISION PITCHING RESTRICTIONS

3.6.1 Managers are required to comply with Regulation VI of the Official Regulations and Playing Rules.

3.6.1 MAJOR DIVISION DRAFT – LOCAL PROVISION

3.6.1.1 The standard Little League draft guidelines will be used

3.6.1.2 Any player ages 10-12 that is drafted by a major division team must play for that team. Any player who refuses to play for the major division team will not be allowed to return back to the minor division. If player continues to refuse to play in the major division, that player will be given a refund and not be allowed to play for the current season. If decision comes after games have begun, no refund will be given.

3.6.1.3 Any player age 9 has the option of availability for the major division draft. That decision must be made prior to try-outs.

3.6.1.4. Exceptions shall be reviewed on a case by case basis by the player agent.

3.6.2 PENALTY

3.6.2.1 For the first offense, all managers will receive a one game suspension. The Board of Directors will review any second offense, an offense on a team's last game of the year, or any offense during playoffs, with the manager possibly being removed from the team for the remainder of the season per Board approval.

3.6.2.2 If the infraction occurs in the last two weeks of the regular season play, the manager could be suspended per board approval from participating, sharing in any award or recognition resulting from any playoff or championship game.

3.7 DIVISION STANDINGS AND DIVISION CHAMPIONS/TOURNAMENT OF

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CHAMPIONS

3.7.1 DETERMINATION OF T.O.C. REPRESENTATIVE

3.7.1.1 Following the regular season, upon board approval all Majors teams will compete in a tournament for the Division championship. Based upon the same number of games played during the regular season, the team with the highest winning percentage will be considered the first place seed. The team with the second highest winning percentage will be considered the second place seed and so on and so forth. If No Season End Tournament Played the Regular Season Champion will advance to the District T.O.C. All the remaining teams will play in the MLL. in house T.O.C.

3.7.2 RULES FOR DETERMINING A WINNER IN THE EVENT OF A TIE

If two or more teams are tied for a position, the following will be the tie breaker:

3.7.2.1 First Tie Breaker

The head to head win/loss record between the teams that are tied

3.7.2.2 Second Tie Breaker

The total runs scored head to head between the teams that are tied.

Least runs allowed, head to head between the teams that are tied.

3.7.2.4 Fourth Tie Breaker

Total runs scored during all regular season games

3.7.2.5 Fifth Tie Breaker

Least runs allowed for the entire regular season.

3.7.2.6 Sixth Tie Breaker

Coin flip

3.8 PLAYOFF AND CHAMPIONSHIP SCHEDULE

3.8.1 The playoff and championship games will be double elimination (single elimination if there are time constraints or weather problems), i.e., a team must lose twice in the playoffs to be eliminated.

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- 3.8.1.1 The Tournament bracket shall be based upon the number of teams.
- 3.8.1.2 **Guidelines:** There shall not be less than 24 and not more than 72 hours between Game 1 and Game 3 or 4. There shall not be less than 24 and not more than 72 hours between Game 2 and Game 3 or 4. Also, there shall not be less than 24 and not more than 72 hours between and Game 6 and Game 7.
*The Player Agent has the discretion to alter the schedule.
- 3.8.2 The team with the highest finishing positions for the season will determine the HOME/VISITOR assignments.

3.9 ALL STAR SELECTIONS

3.9.1 MANAGERS/COACHES/SCOREKEEPERS

- 3.9.1.1 Board members, consisting of the President and the player agent, shall be present at the Managers Only selection meeting to conduct the meeting and approve all selections.
- 3.9.1.2 The All Star managers and coaches should be selected from the regular season roster of Major division managers and coaches, or from the AAA division managers and coaches if the Majors managers and coaches all turn it down.
- 3.9.1.3 The managers of the 11/12, 10/11 and/or 9/10 year old ALL STAR teams will be determined by League President
- 3.9.1.4 Each ALL STAR manager shall select two coaches and a scorekeeper. (As indicated by the Tournament Rules - the managers and coaches should be selected from the regular season managers and coaches.) These selections will be made after the All Star team players have been announced.
- 3.9.1.5 The ALL STAR managers shall be responsible to the league president for however, have exclusive jurisdiction over such matters as:
 - 3.9.1.5.1 Practice frequency, time and place
 - 3.9.1.5.2 Players positions
 - 3.9.1.5.3 Batting order
 - 3.9.1.5.4 Substitutions
 - 3.9.1.5.5 Player/Parent Code of Conduct Letter

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3.9.2 ALL STAR VOTING PROCEDURE

3.9.2.1 The ALL STAR team players shall be chosen from the Major division teams only. Except in the case of the 10/11 and 9/10 team, where AAA division players may be pulled up if there aren't enough Majors players eligible of that age.

3.9.2.2 Only players that meet the Player Eligibility requirements shall be selected.

3.9.2.3 A committee consisting of the Major division Player Agent, President preferably with no Major division team affiliation shall preside over the voting process, and counting.

3.9.2.4 Majors division All Stars will be selected by Majors division managers.. Majors division managers will then cast their ballots and the team will be selected based on the top selections of both groups.

3.9.3 SELECTION

3.9.3.1 The 11/12 team shall be given priority over the 10/11 team for player selection and its roster shall be completed first.

3.9.3.2 The 10 top vote recipients from the 11/12, 10/11 and the 9/10 groups, selected by the managers and the players, shall be named to each ALL STAR team.

3.9.3.3 In order to complete their rosters, each ALL STAR manager shall pick 2 for a 12 player roster (or 3 for a 13 player roster) players from the remaining names that received a minimum of 2 overall votes.

3.9.4 ANNOUNCEMENT

Announcements of ALL STAR players shall be kept strictly secret. The release of the players names shall be made to the ALL STAR manager only for the completion of the roster, and the general release shall be per the guidelines of the Tournament Rules. Violations of the announcement procedure shall result in the disbandment of the ALL STAR team and a withdrawal from participation.

4 “AAA” DIVISION LEAGUE RULES

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4.1 “AAA” DIVISION STRUCTURE

4.1.1 The “AAA” division shall consist of not more than 10 teams total. The maximum opening day roster shall not be less than 11.

4.1.2 A “AAA” division draft system, similar to that used for the Major division, shall be utilized. 4.1.3 All players deemed eligible for “AAA” division play shall be drafted.

4.1.4 Eligible “AAA” division players, who elected not to try out, shall be drafted utilizing a blind draft method. Their names shall be placed into a hat, by age, and randomly selected.

4.1.5 All players in the AAA Division, including sons/daughters of managers and Coaches, are subject to being brought up to the Major Division. Any player who refuses to come up to the Major division as a result of either a draft at the beginning of the season, or during the season to fill a vacancy on a Major Division team, will not be eligible to move up to Majors later in the season.

4.1.5.1 A Majors manager must bring up an eligible 12 year old from Minor A, if available, prior to bringing up any other players.

4.2 LATE SIGN-UP

4.2.1 All players signing up after tryouts will be placed on a list in numerical order and assigned to teams that have less than 13 players on their roster. If 12 candidates exist on the waiting list, another team may be formed.

4.2.2 Insofar as is practical, an equitable balance will be maintained; players will be assigned so that no team has a roster with more than one additional player than the other teams. The intention of the Minor “A” division player assignment and its late sign-up procedures is to balance the league and place new and veteran managers on an equal footing.

4.3 ALL PLAYER RULE

4.3.1 AAA division teams must use a continuous batting order.

4.3.2 No player shall sit out two consecutive innings.

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4.3.3 When less than the full roster of players show up for a game, the manager shall inform the official scorekeeper and the opposing manager that there are less than the full roster available to play.

4.3.4 If prior to the beginning of the game, a manager wants to bench a player or players for disciplinary reasons, the manager shall first discuss the issue with the player agent or the league president prior to submitting the lineup to the official scorekeeper and the opposing manager. A player shall not be benched because of his or her baseball abilities.

4.3.5 If a player is dropped from the lineup during a game because of disciplinary reasons and it is later determined that the disciplinary reason was unjustified, a penalty will be imposed.

4.3.6 If a player is dropped from the lineup during a game because of injury, disciplinary or other reasons, there is no penalty to the batting team. The team shall skip that place in the batting order.

4.3.7 Courtesy pinch runners are not allowed. However, if a player is injured and cannot run, the designated pinch runner must be the player who made the most recent out.

4.3.8 When an inning is concluded by “the 5 run max rule” rather than 3 outs, that defensive inning will count as three outs in determining whether a player has participated for a minimum of six outs.

4.3.9 No player shall play a position more than two innings in a game except for pitcher and catcher (3 innings min).

4.3.4 PENALTY

4.3.4.1 The player(s) involved shall start the next scheduled game and play any previous requirements not completed and the requirement for that game before being removed.

4.3.4.2 For the first offense, all managers will receive a one game suspension. The Board of Directors will review any second offense, an offense on a team’s last game of the year, or any offense during playoffs, with the manager being removed from the team for the remainder of the season per Board

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Approval.

- 4.3.4.3 If the infraction occurs in the last two weeks of the regular season play, the manager could be suspended per board approval from participating, sharing in any award or recognition resulting from any playoff or championship game. The “all player rule” is strictly interpreted. However, the rule is applicable only to games of four innings or more in duration.

4.4 TIME LIMIT

- 4.4.1 A “AAA” game shall not start a new inning after 1 hour and 45 minutes of playing time.
- 4.4.2 Regardless of score, a game shall not exceed 6 full innings.
- 4.4.3 The drop dead time limit for a AAA Division Game is 2 Hours

4.5 RULES FOR MANAGERS AND COACHES

- 4.5.1 Managers and coaches are not allowed to wander/roam on the field while the game is in play. They must stay within an arms length of the dugout edge.
- 4.5.2 (3.09) Managers or adult coaches must not warm up a pitcher at home plate or in the bullpen at any time.
- 4.5.3 The OFFICIAL scorekeeper will be the Home Team. The OFFICIAL pitch count will be kept by the visiting team.
- 4.5.4 Managers are not allowed to leave players unattended after practices.
- 4.5.5 The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. The coaches should not leave their respective dugouts until the pitcher has completed his/her preparatory pitches to the catcher. Base coaches shall-
- 4.5.5.1 Be (1) manager or coach and (1) eligible player in the uniform of their team.
- 4.5.5.2 Be (1) manager or coach and (1) additional coach if there is at least one other manager or coach in the dugout.
- The only exceptions to above rules are:
- 4.5.5.3 Walking to talk to the pitcher.
- 4.5.5.4 Retrieving a bat.
- 4.5.5.5 Player injury.

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4.5.5.6 When there is a discussion with the umpire, only one person should be involved and that shall be the managers of each team only.

4.6 “AAA” DIVISION PITCHING RESTRICTIONS

4.6.1 (VI (a)) Players of age 12 are not permitted to pitch in AAA.

4.6.2 Players of any age with prior Major division experience are not permitted to pitch.

4.6.3 See Rule VI in Little League Rule Book.

4.6.4 The balk rule will not be enforced. However, pitchers must have their pivot foot in contact with the pitching mound when pitching. It must be on, or in front of and touching, but not off the end of the pitcher’s plate; violations will result in a no pitch and a “ball” awarded to the batter’s count.

4.6.5 Once a pitcher is removed from the game, he cannot come back as a pitcher later in the game.

4.6.6 PENALTY

4.6.6.1 For the first offense, all managers will receive a one game suspension. The Board of Directors will review any second offense, an offense on a team’s last game of the year, or any offense during playoffs, with the manager being removed from the team for the remainder of the season per Board approval.

4.6.6.2 If the infraction occurs in the last two weeks of the regular season play, the manager could be suspended per board approval from participating, sharing in any award or recognition resulting from any playoff or championship game.

4.7 “AAA” DIVISION BATTING

4.7.1 All players present for the game will bat in a continuous batting lineup.

4.7.2 Even though all players are in the batting lineup, only nine players play in the Field at any one time.

4.7.3 Bunting is allowed in Minor A.

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4.8 FIVE RUN MAXIMUM RULE

4.8.1 The team on offense shall be limited to scoring five runs in one inning. After the fifth run has crossed the plate safely, the inning shall be declared over regardless of the actual number of outs, base runners, etc.

4.8.2 If a player hits a fair fly over the cones or fence (home run), then the home run and all runners on base, who proceed to score legally, shall count, even though the five run maximum may be exceeded. In all other cases, only the maximum of five runs shall be counted.

4.9 BASERUNNING

4.9.1 Stealing of home is only allowed during the second half of the season. For the first half of the season, home plate is considered “closed” and runners may only score from third base via a hit, fielders choice, tag or bases loaded walk. They may not score on a passed ball or a wild pitch.

4.9.2 Sliding into first base is prohibited. Violations as such, the runner shall be considered “out.”

4.9.3 Sliding is encouraged at all other bases having close plays. A player who fails to slide on a close play may be considered “out” at the umpire’s discretion.

4.9.4 For safety reasons, all runners must slide involving any play at home plate. A player who fails to slide at home may be considered “out” by the umpire.

4.9.5 No head first sliding when attempting to advance to the next base; the player will be considered “out” if he tries.

4.9.6 Only the person who made the last out can pinch run for an injured player.

4.10 ADDITIONAL “AAA” RULES

4.10.1 In Minor A T.O.C., the five run rule will be suspended in the 6th inning.

5 MINOR LEAGUE Farm Division Rules

5.1 Generally it adequate request is made to keep family members in same team

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5.2 LATE SIGN-UP

5.2.1 All players signing up after tryouts will be placed on a list in numerical order and assigned to teams that have less than 13 players on their roster. If 12 candidates exist on the waiting list, another team may be formed.

5.2.2 Insofar as is practical, an equitable balance will be maintained; players will be assigned so that no team has a roster with more than one additional player than the other teams. The intention of the Minor League "B" Division player assignment and its late sign-up procedures is to balance the league and place new and veteran managers on an equal footing.

5.3 ALL PLAYER RULE

5.3.1 Every player on a team roster will participate in each game defensively for a minimum of 6 outs and bat at least one time, with the exception of being less than the full roster of players showing up for a game, and in cases where a player or players are benched for disciplinary reasons. The manager shall inform the opposing manager prior to the game if there is less than the full roster available to play.

5.3.2 When an inning is concluded by "the 4 run max. rule" rather than 3 outs, that defensive inning will count as three outs in determining whether a player has participated for a minimum of six outs.

5.3.3 No player shall play a position more than two innings in a game.

5.3.4 PENALTY

5.3.4.1 The player(s) involved shall start the next scheduled game and play any previous requirements not completed and the requirement for that game before being removed.

5.3.4.2 For the first offense, all managers will receive a one game suspension. The Board of Directors will review any second offense, an offense on a team's last game of the year shall result with the manager being removed from the team for the remainder of the season per Board approval.

5.3.4.3 The "all player rule" is strictly interpreted. However, the rule is applicable only to games of four innings or more in duration.

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5.4 TIME LIMIT

5.4.1 Farm Division game shall not start a new inning after 1 hour and 30 minutes of playing time. Drop Dead Game Time limit is 1:45 Hours For Farm Division G

5.4.2 Regardless of the score, a Farm Division game shall not exceed 6 full innings.

5.5 RULES FOR MANAGERS AND COACHES

5.5.1 In Farm Division, one coach may be on the field for defensive instruction.

5.5.3 The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. Base coaches shall-

5.5.3.1 Be (1) manager or coach and (1) eligible player in the uniform of their team.

5.5.3.2 Be (1) manager or coach and (1) additional coach if there is at least one other manager or coach in the dugout.

The only exceptions to above rules are:

5.5.3.3 Retrieving a bat.

5.5.3.4 Player injury.

5.6 MINOR LEAGUE “FARM” DIVISION PITCHING

5.6.1 The manager/coach of the team (at bat) will pitch to his or her own batters.

5.6.2. Each player will get a maximum of six pitches to put the ball in play while at bat.

After the sixth pitch, if the batter fails to put the ball in play, the batter is out. If on the sixth pitch, the batter fouls the ball, he will continue to bat until he either puts the ball in play or misses the pitch.

5.6.3 Per Division Vp and Board Approval on second half of season or when Board approves Players are eligible to pitch in Farm Division, meeting they not exceed 50 pitches per game. Rest Periods are in effect per LL Rule Book

5.6.4 Player Pitch will consist of Regular Playing rules only No Walks allowed if player throws four ball, the Manager/coach will pitch to his batter the Remaining strikes

5.7 MINOR LEAGUE “FARM” DIVISION BATTING

5.7.1 No walks are allowed in Farm Division

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5.7.3 Bunting is not allowed in Farm Division

5.8 FOUR RUN MAXIMUM RULE

5.8.1 The team on offense shall be limited to scoring 4 runs in one inning. After the 4th run has crossed the plate safely, the inning shall be declared over regardless of the actual number of outs, base runners, etc.

5.8.2 If a player hits a fair fly over the cones (home run), then the home run and all runners on base, who proceed to score legally, shall count, even though the five run maximum may be exceeded.

5.9 BASERUNNING

5.9.1 Base stealing is NOT allowed in Farm Division.

5.9.2 Sliding into first base is prohibited. Violations as such, the runner shall be considered “out”.

5.9.3 Sliding is mandatory at all other bases having close plays. A runner who fails to slide should be considered “out”.

5.9.4 For safety reasons, all runners must slide involving any play at home plate. A runner who fails to slide should be considered “out”.

5.9.5 No head first sliding to advance to the next base; the runner shall be considered “out” if he/she tries.

5.9.6 Only the person who has made the last out may pinch run for an injured runner.

5.10 BATTING LINEUP

5.10.1 All players present for the game will bat in a continuous batting lineup.

5.10.2 Even though all players are in the batting lineup, only ten players play in the field.

5.11 ADDITIONAL MINOR LEAGUE “FARM” DIVISION RULES

5.11.1 If cones are used, a ball batted through the cones in the outfield is considered a ground rule double regardless of whether the ball was touched by an outfielder.

5.11.2 If cones are used, a ball hit over the cones constitutes a home run.

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6 T-BALL DIVISION RULES

6.1 T-BALL STRUCTURE

- 6.1.1 The T-Ball division shall consist of not more than 10 teams total. The maximum opening day roster may be 15 players per team, and not less than 10.
- 6.1.2 No score shall be kept in a T-Ball game.
- 6.1.3 There shall be no league standings in T-Ball.
- 6.1.4 No stealing of bases in T-Ball.
- 6.1.5 The catcher position is not used in T-Ball.

6.2 T-BALL PLAYER ASSIGNMENT

- 6.2.1 The T-Ball division will not use a draft system.
- 6.2.2 The T-Ball player agent will assign players to team rosters attempting to balance teams by age, experience, and general skill level.
- 6.2.3 Members of an immediate family should be kept together on T-Ball teams.
- 6.2.4 Managers of T-Ball teams may only trade players with the approval of the T-Ball vice president and player agent.

6.3 ALL PLAYER RULE

- 6.3.1 No player shall sit out.
- 6.3.2 Every player shall play a minimum of five different positions during the course of the season.
- 6.3.3 No player shall play the same position more than twice in a game.
- 6.3.4 All players will bat in a continuous rotation, every inning, all the way through the lineup. The last player up to bat shall be allowed to “clear the bases.”

6.3.5 PENALTY

- 6.3.5.1 For the first offense, all managers will receive a one game suspension. The Board of Directors will review any second offense, an offense on a team’s last game of the year, or any offense during playoffs, with the manager being removed from the team for the remainder of the season per Board approval.

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6.3.5.2 If the infraction occurs in the last two weeks of the regular season play, the manager could be suspended per board approval from participating in closing ceremonies.

6.4 T- BALL GAME TIME LIMIT

6.4.1 There is a one-hour time limit for a T-BALL game.

6.5 RULES FOR MANAGERS AND COACHES

6.5.1 T-Ball Managers and coaches are allowed to wander/roam the field while the game is in play.

6.6 UNIFORM AND SAFETY EQUIPMENT

6.6.1 Players shall wear long pants (no shorts).

6.6.2 The parent may purchase baseball pants and cleats, but it is not mandatory.

6.6.3 Approved safety gear shall be used at all times. Batters and base runners must wear a protective helmet.

6.7 BASERUNNING

6.7.1 Base stealing is NOT allowed at any time including home plate.

6.7.2 Sliding is NOT allowed at any base including home plate.

6.7.3 Only the player that has made the last out can pinch run for an injured runner.

6.8 PITCHING

6.8.1 During the first half of the season, the batter shall hit off the tee. During the second half or when Board Approves the coaches will pitch to their own players. If the batter does not hit the ball after 4 pitches, then the tee will be brought out and the batter must hit from the tee. There are no strikeouts in T-Ball.

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