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# RANCHO MISSION VIEJO LITTLE LEAGUE

## 2020 LOCAL RULES



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## **Section 1: Purpose of Local Rules**

The objective of the Rancho Mission Viejo Little League (RMVLL) Local Rules is to provide supplementary rules and guidelines in certain areas where leeway is allowed by the established Little League Baseball Incorporated (LLBI) Rules, Regulations, and Policies. No local rules can conflict with the published Rules, Regulations, Policies, or Principles of LLBI without the expressed written permission from the LLBI Charter Committee at Williamsport, Pennsylvania.

## **Section 2: Board of Directors**

The Board of Directors is responsible for the management of all RMVLL operations, setting league policies and local rules subject to the regulations and guidelines established by Little League Baseball.

- A. The Board of Directors shall be elected annually through a vote by the membership.
  - 1. Directors will serve a one year term.
  - 2. There is no limit to the number of terms a Director may be elected by the membership to serve.
- B. Following the election, the Board will meet and elect its officers from within the membership of the Board.
  - 1. A Director shall be entitled, if they choose, to hold the same position for two consecutive terms. A Director can hold the same position for more than two consecutive terms if there are no other candidates for that position, or if they are reelected to that position by a majority vote of the Board of Directors.

## **Section 3: Team Selections**

RMVLL utilizes a Draft process for each of its Divisions in order to balance competitive equity within the Divisions and give the opportunity for Managers to choose players for their teams based on their own individual criteria. All teams are drafted from “scratch” each year.

- A. Player Evaluations / Tryouts
  - 1. All players requesting to play in the Minor “A” through Major Divisions are required to attend tryouts. Tryout dates and times will be announced as soon as possible.
    - a. Should a player fail to attend the tryouts, approval by the Board of Directors will be required in order for the player to be eligible for selection in one of these Divisions.
  - 2. Players requesting to play in the T-Ball and Coach Pitch Divisions do not attend a tryout.
- B. Division Eligibility
  - 1. All players registered by the tryout date will be selected to a team, however, there is **no guarantee** of selection to the Division requested by the player.
  - 2. All returning RMVLL players must be drafted into the same or a higher Division than he/she played for RMVLL in the previous Spring season.
  - 3. Listed below are the minimum Division levels that players must be drafted into. Exceptions will be made as determined by the Player Agent and approved by the Board. For League Age 12 year olds, a waiver is required to be submitted to District 68 for approval to play in the Minor “AAA” Division.
    - a. League Age 12 - Major
    - b. League Age 11 - Minor “AAA”
    - c. League Age 9 - Minor “AA”
    - d. League Age 7 - Minor “A”
  - 4. All players League Age 11 and 12 will be eligible for the Major Division draft.
  - 5. Any player League Age 10 who would like to try out for the Majors Division must have the parent request so on the registration form.
    - a. The number of Players League Age 10 that can be drafted in Majors shall not exceed the number of teams in Majors for that season; i.e. if there are 6 Majors teams, then 6 players League Age 10 are eligible to be drafted into the Majors Division.

- b. No Majors team may draft more than two League Age 10 players .
- 6. Players League Age 9 are not eligible for the Major Division draft.

C. Draft Process

1. The League will utilize the “Alternate method for Plan B” draft process as listed in the Little League Operating Manual, which means that Managers are not required to first select returning players from that Division; i.e., there is only one draft for each Division (in contrast to two separate drafts – one for returning players and one for new players).
2. Managers will draw numbers to determine the order of player selection. Minor “AAA” and Major Divisions’ draft order will be determined immediately prior to the commencement of the draft. First round will be numbered from lowest to highest. The second round will be numbered highest to lowest, using the “serpentine” system. All ensuing rounds will continue in the same manner.
3. The Managers will make their selections in an open, verbal draft.
4. Parental requests to play for or not play for specific Managers will not be facilitated by the Board for the Minor “A” Division and above.
  - a. Every effort will be made to honor parental requests to play for a specific Manager in the T-Ball and Coach Pitch Divisions.
5. Managers’ children must be drafted in the rounds specified below based on their League Age:

Draft Round	Majors	AAA	AA	A
5	10	8/9	7	6
4	11	10	8	7
3	12	11	9	8

6. The sibling of a selected player is protected from being drafted until that team’s next selection. If the sibling is not selected at that time, they will be placed back in the open pool of players. It is expected that every effort will be made to ensure siblings are drafted onto the same team.
7. Managers will have 15 minutes following the draft to trade players with the approval of the Commissioner and the Player Agent. After that time, the Division Commissioner and a majority of the Board must approve trades.

D. Junior and Senior Division team selections will be determined by the Board based on the number of players participating each year.

E. After the Draft, no refund of registration fees will be issued.

### **Section 4: Pool Players**

The purpose of Pool Players is to prevent game forfeitures. The Player Agents will create and run player pools for the Minor “A” and above Divisions of play. The pool will be comprised of players from each Division that are willing to participate in extra games within their Division during the regular season when teams face a shortage of players. Pool players are not allowed to move vertically between Divisions. In the Minor “AAA” and Major Divisions, pool players are not allowed to be used during the RMVLL postseason tournament.

- A. The Division Commissioner, with the assistance of the Managers, will solicit Pool Players from each Division. Players will be added to the pool by communicating via email to their Manager or Division Commissioner a desire to be included in the pool.
- B. A Manager must request a pool player if he will be unable to field a team of at least nine players.
  1. The Manager is responsible for requesting the use of pool players as soon as possible, but no later than the day before the scheduled game or a game forfeiture may be recommended to the Board. The Board may consider special circumstances in determining game forfeiture.
- C. A Manager may request a pool player if he is not likely to have ten or more players available to play for a regular season game.
  1. A team may not use more than three pool players in a game.

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- D. Managers will not have the right to pick players from the pool.
    - 1. Pool player requests shall be made via email to the applicable Player Agent.
    - 2. The first player on the pool list (not on the opposing team) available to play on a given day is assigned to the first team requesting a player. After that player plays, he is then moved to the end of the pool list.
    - 3. The list of players and their order shall be developed by the Player Agent using a random convention (disclosed to the League President), but the list and order shall be kept in confidence by the Player Agent.
    - 4. If a pool player has been requested and assigned to a Manager for a game, that pool player must play in the game.
    - 5. If the game is not played on the scheduled date and the team still needs a pool player for the rescheduled game, the originally assigned pool player will be contacted first to fill the spot.
  - E. Players used from the pool are subject to the minimum play requirements of each Division.
    - 1. Pool players cannot play more defensive outs than a regularly rostered player on the team.
    - 2. Pool players cannot play the positions of pitcher or catcher in a game when they are being utilized as a pool player.
    - 3. Pool players cannot bat in a lineup spot ahead of a regularly rostered player on the team i.e., a pool player must bat last in the order and if there is more than one pool player they must fill the bottom spots in the batting order.

## **Section 5: Player Loss and Movement**

- A. Permanent openings on Little League Major rosters will be filled first from the waiting list as follows: The first available 12 year old on the waiting list will be selected. If there are no eligible 12 year olds available, the Manager may select the next available player from the top of the Majors waiting list, or if there is no waiting list, the Manager may select a Minor “AAA” player. The Player Agent will notify the Manager of eligible players. The Manager shall have 48 hours after notification to make a selection known to the Player Agent.
- B. The Player Agent is the only person authorized to contact the player or his/her parents involved in any draft up to a higher Division. Any violation will lead to disciplinary action towards the appropriate person by the Board.
- C. Any Manager/Coach who influences a player’s decision regarding player movement shall be reviewed by the Board for immediate disciplinary action.
- D. Refusal of a player from any Minor level Division to comply with the player replacement procedures for the Minor Leagues shall result in forfeiture of further eligibility to play in the higher Division for the remainder of the season.
- E. Permanent openings on the Minor “AAA” rosters will be filled first from the waiting list as follows: The first available 11 year old on the waiting list will be selected. If there are no eligible 11 year olds available, the Manager may select the next available Minor “AAA” player from the top of the waiting list, or if there is no waiting list, the Manager may select a Minor “AA” player.
- F. Openings on the Minor “AA” and lower Division rosters will be filled from the waiting list.
- G. Openings on Junior and Senior teams will be filled from the waiting list.
- H. No replacement will be allowed from a Minor Division team during the final four weeks of the regular season. The RMVLL Tournament is not considered part of the regular season.
- I. A Manager shall notify the Player Agent within 24 hours if a player misses two consecutive games without explanation or if the Manager otherwise becomes aware that the player will not continue with the team. Any Manager’s failure to comply will subject the Manager to disciplinary proceedings in accordance with Section 12.

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## **Section 6: Manager Selections**

- A. Divisional Committees are established by the Board of Directors to assist in selection of Managers for all levels of play.
1. Each Committee will be comprised of the Division Commissioner and at least two other Board Members, excluding the President. None of the Committee members may have a child in that Division.
  2. Each Committee will interview the candidates identified by the President and provide feedback to the Board. Should the candidate choose, they can forgo the interview process if they are a returning manager.
    - a. Criteria considered by the Committee in evaluating candidates include: RMVLL volunteer experience, baseball/coaching experience, leadership ability, parent reviews from previous years as Manager or Coach, and Board input.
    - b. The President will nominate the managers and present them to the Board for approval.
  3. When approved by the Board of Directors, that slate will be the Managers for the season.
  4. There are no appeals to the Board or any other governing body on Manager selections.
  5. All Managers are released at the end of each season.
- B. Managers shall submit Coach Candidates to their Division Commissioner who will forward to the President. The President shall approve or reject each of the candidates and present them to the Board of Directors for approval.

## **Section 7: Team Management and Responsibilities**

The Manager agrees to ensure that his team fulfills all League requirements, including but not limited to: obtaining a team sponsorship, team snack bar duties, team umpire duties, scorekeeping, and field prep. It is highly recommended that the Manager delegate these duties to other parents on the team, however, the Manager retains full responsibility for ensuring fulfillment of all team responsibilities.

- A. Rules Clinics:** All Managers and at least one Coach per team in the Minor "A" Division and above are required to attend one of the preseason Rules Clinics offered by District 68. Failure of the Manager and at least one Coach per team to attend one of the rules clinics will result in suspension of the Manager for the first two games of the regular season.
1. Managers in the Coach Pitch and T-Ball Divisions are encouraged to attend, but are not required to.
- B. Team Sponsor:** Each team is required to obtain a sponsor before receiving their team uniforms. If no sponsor is obtained, the team will collectively be responsible for the Team sponsorship fee.
- C. Snack Bar:** Each team is required to fulfill its volunteer requirements in working the snack bar. The option exists for parents to pay a fee at registration (determined annually by the Board of Directors) and "buy out" of working their snack bar shift.
- D. Scorekeeping:** Each team in the Minor "A" and above Divisions is responsible for providing the official scorekeeper for games when they are designated as the Home team. Each team should have at least two volunteers knowledgeable in keeping score. A scorekeeping class will be offered by the league during the preseason.
- E. Umpiring:** Volunteer umpires are a critical component of Little League and the games cannot be played without umpires. The goal of the league is to have two umpires scheduled for every game in the Minor "A" and above Divisions.
1. Each team is required to volunteer to umpire a designated number of games within the league as established annually by the Umpire in Chief (UIC) and Board of Directors. Each team must sign up to umpire enough games by April 1 to meet the point requirement for the season. The UIC may elect to assign specific games to teams for which they will be required to provide umpire coverage.

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2. Each team in the Minor "A" Division and above is responsible for identifying at least two volunteer umpires at the beginning of the season. At least one of these umpires may not be a coach. Training in the form of umpire mechanics clinics and rules clinics are offered by District 68 and the UIC.
  3. At least two designated umpires from each team in the Minor "A" Division and above will be required to attend the umpire mechanics clinic and one of the preseason Rules Clinics offered by District 68. It is highly recommended that more than two representatives attend.
  4. Failure of a team to fulfill its umpire requirements will result in the team's Manager being suspended until the umpire requirement is met.
  5. Unless no other umpires are available (as determined by the UIC), an umpire may not umpire a game in a division where the umpire's family member is a player, Manager, or Coach.
  6. No games shall be rescheduled because of a lack of an umpire. If an umpire fails to appear, the Managers shall agree upon a person who is an approved volunteer in the league and is willing to serve as the umpire.

## **Section 8: Season Format**

- A. Junior and Senior Division formats will be determined by District 68. No other policies under this section of the Local Rules are applicable to the Junior and above Divisions.
- B. Little League Majors and all Minor Divisions, including T-Ball and Coach Pitch, will play one overall season (i.e., no split season format) typically consisting of approximately 20 games. Generally teams will play one game during the week and one game on Saturday.
- C. RMVLL, at the discretion of the Board of Directors, may choose to participate in interleague play with other Little Leagues in District 68.
- D. Standings will be kept in the Minor "A" Division in the second half of the season only. Standings will be kept in the Minor "AA" Division, except that only intra-league (RMVLL vs. RMVLL) games in the first half of the season shall count toward standings (all games in the second half of the season shall count toward standings). Standings will be kept throughout the season for the Minor "AAA" and above Divisions. No score or standings will be kept in the T-Ball and Coach Pitch Divisions.
- E. At the end of the regular season, the Minor "A" and above Divisions will have a RMVLL double elimination tournament. All teams in each Division will participate in the RMVLL Tournament.
  1. Seedings in the tournament will be determined by the regular season standings.
  2. If two or more teams are tied at the end of the regular season, the following criteria will be utilized to determine seedings until the tie is broken:
    - a. Head-to-head record for the regular season
    - b. Run differential in head-to-head games
    - c. The team with the best record ignoring interleague play
    - d. Lowest runs allowed in all games
    - e. Coin Flip
  3. If two teams remain tied after the third or other teams are eliminated during any step, the tie breaker immediately reverts back to step "2.a." in the above tiebreaker.
- F. Rained out, postponed or suspended games in the Minor "A" and above Divisions will be made up. Games will not be rescheduled in the T-Ball or Coach Pitch Divisions.
  1. Regular season make up games will be rescheduled for the next available day after the missed game as determined by field availability. Once a game has been rescheduled, that becomes the current official schedule and that time slot is no longer available for other games to be rescheduled into.
    - a. If multiple games in a day are postponed, games will be rescheduled in the order they were originally scheduled to be played. **Example:** if two Saturday games are postponed, and Sunday is the next day with field availability, the first game from Saturday would be rescheduled into the first open time slot on Sunday and the second game from Saturday rescheduled into the second open

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- time slot on Sunday. Should there be only one open time slot on Sunday, the second Saturday game would be rescheduled on the next day with field availability (i.e., Monday or later).
- b. Should a game need to be rescheduled more than once, the game will again be rescheduled for the next available day based on field availability as determined by the current official schedule. This game will not have the priority to “bump” any other originally scheduled or rescheduled game.
  - c. The league will avoid scheduling teams for doubleheaders unless it is determined necessary in order to complete all postponed games or agreed to by both managers. Requests to schedule doubleheaders must be approved by the President.
2. It is recognized that games involving interleague teams may not always be able to be rescheduled for the next available day. In such cases, the Division Commissioner will be responsible for working with his/her interleague counterpart to reschedule the game(s) for a date agreed upon by both leagues’ Commissioners. Every effort should be made by the Division Commissioner to reschedule the games as soon as possible.
  3. In the Minor “A” and Minor “AA” Divisions, Commissioners may choose (but are not required) to accommodate requests to reschedule rained out or postponed games for a date other than the next available day.
    - a. Additionally, in the Minor “A” and Minor “AA” Divisions, suspended games may be rescheduled to continue on the next date that the two teams involved are scheduled to play each other rather than being required to play on the next available day. The completion of the suspended game will take place before the start of the regularly scheduled game.
  4. RMVLL Tournament games will be played in the order that they were originally scheduled. Rained out, or postponed games will be played the next day. Any previously scheduled games impacted by the rescheduled game(s) will be pushed out accordingly.
- G. Any Manager requesting a game be rescheduled due to the inability to field a team, must complete a “Game Schedule Change Request” Form and submit it to the Division Commissioner. The Commissioner will review the request form, verify the reasons for players’ absence, and determine whether to approve or deny the request.
1. Requests to reschedule a game can only be made if a team is unable to field a team of at least nine players even after requesting the use of pool players.
  2. Should the request be approved, the Commissioner will notify the Managers of both teams involved of the change and the new date and time. The Commissioner will also be responsible for notifying the UIC and the Information Officer of the change.
  3. Should the request be denied and the team that has made the request cannot field a team of at least nine players on the date and time scheduled, a game forfeiture will be recommended to the Board.
- H. Failure to field a team within ten minutes of the scheduled start time may result in a forfeit recommendation from the Division Commissioner. The Board must approve all forfeitures.

## **Section 9: Playing Rules**

### **General Rules**

Playing rules in all divisions will conform to the 2020 Official Little League Rules or the 2020 Official Minor League Rules, as applicable, subject only to the following modifications:

- A. Home team is responsible for all pregame field preparation.
- B. Visiting team will take infield first, no sooner than 30 minutes before game time. Each team’s infield session will not exceed ten minutes. No pitching from the mound will be allowed during this warm up time.
- C. In the Minor “A” and above Divisions, the Home team is responsible for providing the official scorekeeper for the game.

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1. For games in the Minor "AA" and above Divisions, the official scorekeeper will also be responsible for maintaining the official pitch counts for the game.
  2. Official scorebooks are to be kept in the snack bar. If a game continues beyond the closing of the snack bar, the scorebook should be secured in the closest equipment bin and an email sent to the Division Commissioner.
- D. Managers in the Minor Divisions, ("AAA", "AA", "A") will be responsible for keeping a position sheet for each game that records the defensive positions and innings played by each player.
- E. In the Minor "AA" through Major Divisions, Local League Option Rule 6.02(c) applies: "After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat." All exceptions set forth in Rule 6.02(c) apply.

### **T-Ball Division**

- A. The offensive team will bat the entire order each inning (may reverse batting order every inning).
- B. No bunting.
- C. Runners shall not steal, advance on an overthrow, or continue to advance once the ball is in control of an infielder. Maximum 2 bases total for any batter or runner.
- D. Defensive team will field all players; no more than six in the infield, and the remainder in the outfield. If the catcher's position is filled, a Coach may be placed at the plate to assist.
- E. No player shall play any one position for more than two consecutive innings. Every player shall play a minimum of one complete inning in the infield excluding catcher.
- F. No infield fly rule.
- G. No outs will be made in 1<sup>st</sup> half of season. In the offensive Manager's discretion, runners will return to dugout on outs in 2<sup>nd</sup> half of season.
- H. No score or scorebooks will be kept.
- I. Only reduced injury, limited flight, or soft tee baseball will be used.
- J. Games are limited to four innings or one and one half (1.5) hours.

### **Coach Pitch Division**

- A. The offensive team will bat the entire order each inning, even if three outs are recorded.
- B. The first half of the season shall be coach pitch, the second half of the season shall be machine pitch. If for any reason a pitching machine is not available during the second half of the season, the coach pitch rules shall apply.
- C. The offensive team will provide a Coach to deliver the pitch to the batter (1<sup>st</sup> half only). This person shall not field a batted ball. If the batted ball touches the pitching Coach, the ball is dead, the batter is awarded first base, and any base runners advance only if forced. A defensive player may be positioned to the side of the pitching coach and no more than two steps in front of the pitching coach as a defensive player.
- D. The pitching Coach shall deliver five pitches to each batter (1<sup>st</sup> half only). The pitching Coach may pitch over or underhand. The batter may swing at any of the five pitches without penalty of a strikeout. The batter cannot be walked, bunt, nor awarded first base by being hit by a pitch. If the batter has not put the ball in play by the fifth pitch, the batting tee will be used.
- E. A pitching machine shall be used in this Division in the 2<sup>nd</sup> half only. The home team Manager will be responsible for setting up and taking down the pitching machine. The machine shall be set-up in the middle of the pitcher's circle and set to a speed of 35 MPH or a lower speed agreed to by the Managers.

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- F. The offensive team shall provide a volunteer to operate the pitching machine. Only a coach or volunteer who is registered and covered by LL insurance can be on the field. The person operating the pitching machine shall present five pitches to each batter. The batter may not walk nor be awarded first base by being hit by a pitch. The batter is not allowed to bunt. If the batter does not put the ball in play after five pitches, a tee shall be used.
  - G. If a batted or thrown ball in play at any time hits the pitching machine or the person feeding the pitching machine, the ball is dead and the batter is awarded first base. Only runners that are forced shall advance.
  - H. The person running the pitching machine may give limited guidance to the batter.
  - I. Runners shall not steal, advance on an overthrow, or continue to advance once the ball is in the control of an infielder.
  - J. There will be a maximum of two bases by the batter and runner on any hit unless it is an over the fence home run. In order for the batter to take an extra base the ball must have been hit to the outfield (approx. five feet beyond the baseline). Runners can advance a maximum of 2 bases on any hit other than an over the fence home run.
  - K. The defensive team will field all players; no more than six in the infield and the remainder in the outfield. Offensive players who are put out by the defensive team shall return to the dugout.
  - L. No player shall play any one position for more than two consecutive innings. Every player shall play a minimum of one complete inning in the infield excluding catcher.
  - M. No infield fly rule.
  - N. No score or scorebooks will be kept.
  - O. Only reduced injury, limited flight, or soft tee baseball will be used.
  - P. The inning shall be over when the last batter is called out at any base, reaches home plate or the catcher while in possession of the ball, steps on home plate.
  - Q. Games are limited to four innings, provided that a new inning that begins after 1:30 will be declared the last inning.

### **Minor "A" Division**

- A. Continuous batting order will be utilized. All players whether playing a defensive position or not, will take their turn at bat.
- B. A pitching machine shall be used in this Division. The home team Manager will be responsible for setting up and taking down the pitching machine. The machine shall be set-up in the middle of the pitcher's circle and set to a speed of 35 MPH.
- C. The offensive team shall provide a volunteer to operate the pitching machine. The person operating the pitching machine shall present five pitches to each batter. The batter may swing at all of the pitches regardless of the number of strikes. The batter may not walk nor be awarded first base by being hit by a pitch. The batter is not allowed to bunt.
- D. The batter shall be out on the fifth pitch if the ball is not hit in fair territory, unless the pitch is a foul ball.
- E. If a batted ball hits the pitching machine or the operator feeding the machine, the ball is dead and the batter will be awarded first base and any base runners will advance one base. However, if a batted ball touches any part of any defensive player prior to hitting the pitching machine or operator feeding the machine, then the ball remains live and in play.
- F. If a thrown ball hits the pitching machine, related equipment or the person feeding the machine, the ball is dead and the runners advance one base from the last base they touched.

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- G. Adjustments shall only be made to the pitching machine at the end of a half inning unless the machine is hit out of adjustment by a batted ball.
  - H. The operator of the pitching machine is not allowed to give instructions to the batter or coach runners on base.
  - I. There will be a maximum of two bases by the batter and runner on any hit unless it is an over the fence home run. In order for the batter to take an extra base, the ball must have been hit to the outfield (beyond painted arch or approx. 5 feet beyond the baseline). Batter cannot advance an extra base on an infield overthrow.
  - J. Stealing is not allowed.
  - K. In the first half of the season, a defensive team shall field a maximum of ten players, with up to four playing in the outfield. In the second half of the season, a defensive team shall field a maximum of nine players, with three playing in the outfield. For an official game to occur, both teams are required to field a minimum of eight players throughout the entire game.
  - L. No player shall play any one position for more than two consecutive innings.
    - 1. All players must sit out one inning before another player sits for a second inning.
    - 2. Every player must play a minimum of two complete innings in the infield, not necessarily consecutive. In this Division, the catcher position does not count towards the two innings in the infield minimum play requirement.
  - M. The defensive pitcher is required to have at least one foot within the dirt (pitcher's mound) at the time of each pitch. At the umpire's discretion, a batter may return to bat if he was put out at first base by a pitcher who did not have at least one foot in the pitcher's mound area.
  - N. Defensive outfielders cannot make an out by tagging a base or tagging a runner. They can record an out by catching a fly ball or throwing a batted ball to an infielder.
  - O. No infield fly rule.
  - P. In the first half of the season, during innings 1-5, the offensive team shall bat until three outs occur, or until four runs have scored. In the second half of the season, during innings 1-5, the offensive team shall bat until three outs occur, or until five runs have scored.
    - 1. If a ground-rule double or over the fence home-run forces in runs that exceed the five run maximum, the additional runs shall count. For example, if a team has scored four runs and a batter hits a two run over-the-fence home run, said team shall score six runs for that half-inning.
    - 2. This rule does not apply for the sixth inning. The sixth inning (or last inning declared) will have unlimited runs.
  - Q. Except during tournament play, the following time limits will be in force: (1) any new full inning that begins after the 1 hour 30 minute mark will be declared the last inning and will be an unlimited runs inning; (2) a new inning officially begins at the moment the last out is made in the bottom of an inning; and (3) a game that is tied at the end of the unlimited runs inning will end in a tie. During tournament play, six full innings will be played, and extra innings will be played if necessary until a winner is determined.
  - R. No protests are allowed. All decisions will be resolved between the umpire and managers during the game.

### **Minor "AA" Division**

- A. Continuous batting order will be utilized. All players whether playing a defensive position or not, will take their turn at bat.
- B. No player shall play any one position for more than two consecutive innings, except pitcher.
  - 1. All players must sit out one inning before another player sits for a second inning.
  - 2. Every player must play a minimum of one complete inning at an infield position.

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- C. In the first half of the season, Pitchers will be restricted to pitching for a maximum of six consecutive defensive outs per game, even if they have not yet reached their maximum pitch count. In the second half of the season, Pitchers will be restricted to pitching for a maximum of nine consecutive defensive outs per game, even if they have not yet reached their maximum pitch count.
  - D. Stealing of bases is allowed, however runners cannot steal home.
  - E. No infield fly rule.
  - F. OVERTHROWS: During the first half of the season runners may advance only one base due to an overthrow to any base. Runners may continue home on an overthrow if the play began with a hit. During the second half of the season and playoffs, runners may advance on overthrows with no restrictions.
  - G. In the first half of the season, during innings 1-5, the offensive team shall bat until three outs occur, or until four runs have scored. In the second half of the season, during innings 1-5, the offensive team shall bat until three outs occur, or until five runs have scored.
    - 1. If a ground-rule double or over the fence home-run forces in runs that exceed the run maximum, the additional runs shall count. For example, if during the first half of the season, a team has scored three runs and a batter hits a two run over-the-fence home run, said team shall score five runs for that half-inning.
    - 2. This rule does not apply for the sixth inning. The sixth inning (or last inning declared) will have unlimited runs.
  - H. Except during tournament play, the following time limits will be in force: (1) any new full inning that begins after the 1 hour 30 minute mark will be declared the last inning and will be an unlimited runs inning; (2) a new inning officially begins at the moment the last out is made in the bottom of an inning; and (3) a game that is tied at the end of the unlimited runs inning will end in a tie. During tournament play, six full innings will be played, and extra innings will be played if necessary until a winner is determined.
  - I. No protests are allowed. All decisions will be resolved between the umpire and managers during the game.
  - J. For an official game to occur, both teams are required to field a minimum of eight players throughout the entire game.

### **Minor "AAA" Division**

- A. Continuous batting order will be utilized. All players whether playing a defensive position or not, will take their turn at bat.
- B. Minimum playing time is nine defensive outs with one complete inning at an infield position.
- C. Mercy Rule: If after four innings, three and one-half innings if the home team is ahead, one team has a lead of ten runs or more, the Manager of the team with the least runs shall concede the victory to the opponent.
- D. During innings 1-5, the offensive team shall bat until three outs occur, or until five runs have scored.
  - 1. If a ground-rule double or over the fence home-run forces in runs that exceed the five run maximum, the additional runs shall count. For example, if a team has scored four runs and a batter hits a two run over-the-fence home run, said team shall score six runs for that half-inning.
  - 2. This rule does not apply for the sixth inning. The sixth inning (or last inning declared) will have unlimited runs.
- E. Except during tournament play, the following time limits will be in force: (1) any new full inning that begins after the 1 hour 45 minute mark will be declared the last inning and will be an unlimited runs inning; (2) a new inning officially begins at the moment the last out is made in the bottom of an inning; and (3) a game that is tied at the end of the unlimited runs inning will end in a tie. During tournament play, six full innings will be played, and extra innings will be played if necessary until a winner is determined.

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## **Major Division**

- A. Continuous batting order will be utilized. All players whether playing a defensive position or not, will take their turn at bat.
- B. Minimum playing time is nine defensive outs.
- C. Mercy Rule: If after four innings, three and one-half innings if the home team is ahead, one team has a lead of ten runs or more, the Manager of the team with the least runs shall concede the victory to the opponent.

## **Junior/Senior Divisions**

- A. Competition rules for the Junior/Senior Divisions will be determined by District 68.
- B. RMVLL does not offer the Intermediate Division.

## **Section 10: Tournament of Champions**

The District 68 Tournament of Champions (TOC) are single elimination tournaments for both the Major and Minor "AAA" Divisions run at the end of the season with the participants consisting of championship teams throughout the District. In the Major and Minor "AAA" Divisions both the team that finishes the regular season with the best overall record and the team that wins the RMVLL tournament will represent RMVLL in TOC. If the same team wins the regular season championship and the RMVLL tournament, then the runner-up in the in the RMVLL tournament will also participate in TOC. Note: all Junior teams participate in TOC.

## **Section 11: All Stars**

RMVLL plans to field an All Star team in each of the following Little League sponsored tournaments: Little League, 10/11 year old, 9/10 year old, and 9 year old Tournament team (if District 68 continues to offer a 9 year old tournament). All Star teams for the Senior and Junior Divisions will be formed if there are sufficient participants and interest at each of these levels.

- A. Manager and Coach Selections
  - 1. All Star Managers shall be selected by the President and presented to the Board of Directors for approval.
  - 2. Once the Manager has been selected and has accepted his/her position, the Manager will choose two Coaches. These selections will be made from the remaining Managers or Coaches. The President shall approve or reject each of the candidates and present them to the Board of Directors for approval.
- B. All Star Team Selections
  - 1. Teams will consist of between 12 and 14 players, one Manager and two Coaches. The Manager will have discretion for determining the roster size between 12-14.
  - 2. All players will be eligible for selection to an All Star team provided they submit a signed All Star participation agreement to the Board.
  - 3. Teams will be selected by the All Star Selection Committee (ASSC). The ASSC will be comprised of the Managers from their respective Divisions (Seniors will have one ASSC, Juniors will have one ASSC, Majors will have one ASSC, and "AAA" will have one ASSC).
  - 4. If any Manager is unable to attend his Division ASSC meeting, he will select one of his Coaches to attend in his place.
  - 5. The Chairperson for each ASSC will be the Division Commissioner for that specific Division. The Board President and the applicable Player Agent will also attend each Division ASSC meeting. At the direction of the Chairperson, each Division ASSC will meet and elect their respective Divisions' All Star Team. The Chairperson, the Board President, and the Player Agent will not be eligible to vote on selections; however, if any issue, including selection, is unresolved by the ASSC at the called meeting, it will be

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resolved by vote of the Chairperson, the President, and the Player Agent prior to the meeting being adjourned.

## **Section 12: Disciplinary Action**

- A. RMVLL, through the Board of Directors' Disciplinary Committee, may enforce disciplinary action against any member, volunteer, player, or spectator whose conduct is in violation of the Rules and Regulations of Little league or is considered detrimental to the best interests of the League.
1. The Board Disciplinary Committee shall consist of the President, Umpire in Chief, and applicable Division Commissioner.
    - a. If a member of the Disciplinary Committee is involved in the incident, the Vice President shall take the place of that person on the Committee in investigating the incident.
  2. At the discretion of the Disciplinary Committee, the individual(s) under investigation may be placed on suspension pending any investigation. The President (or his designee) will then notify the individual(s) within 72 hours of receiving an incident report.
  3. The individual(s) may be asked to appear before the Disciplinary Committee, the full Board of Directors, and/or provide written statements detailing the incident.
  4. In the event of disciplinary procedures involving a player, or other person under the age of 18, that person's parent or legal guardian shall be required to attend the hearing with the person concerned.
  5. Any witness or other individuals with pertinent information of the incident may also be asked to appear and/or provide written statements.
- B. Recognizing the difficulty of establishing specific penalties for a variety of violations of acceptable conduct, the following penalties are suggested and the Board's Disciplinary Committee may impose the one which, in their opinion, appears to match the severity of the offense. If the penalty being imposed is greater than a suspension of more than four games, an approval vote of at least two-thirds of the Board will be required.
1. **WARNING:** The offending person is to be advised, in writing, of the offense and further advised that repetition of the offense will result in a more severe penalty.
  2. **SUSPENSION:** The offending person is to be advised, in writing, that he/she has been suspended from all league activity for a specific number of games or days.
  3. **DISMISSAL:** The offending person is to be advised, in writing, that he/she has been dismissed from participation in all league activity for the remainder of the current year.
  4. **BARRED:** The offending person is to be advised, in writing, that he/she is prohibited from participation in all league activity for any length of time that the Board deems appropriate.
- C. The above disciplinary guidelines shall not prohibit the Disciplinary Committee from taking severe action in the event of the first violation if the violation is serious in nature.