

## TURLOCK NATIONAL LITTLE LEAGUE

### 2020 LOCAL GROUND RULES

These Local Rules are required by rule 3.13 (pg. 83) of the *2019 Little League Baseball Official Regulations, Playing Rules and Operating Policies*.

#### Age Divisions:

AA Minors. . . 6, 7 & 8 year olds: Any candidate who will attain the age of 6 years before September 1st and who will not attain the age of 9 on or before August 31st shall be eligible to compete in the AA Minor League Division

AAA Minors. . . 9,10,& 11: Any candidate who will attain the age of 9 years before September 1 and who will not attain age 12 on or before August 31<sup>st</sup> shall be eligible to compete in the AAA Minor League Division (Draft requirements apply). A waiver of Regulation V (a) must have been obtained to allow any 12 year old to play in this league, in accordance with Little League International regulations.

LL Majors. . .10,11 & 12 year olds: Any candidate who will attain the age of 10 years before September 1 and who will not attain age of 13 on or before August 31<sup>st</sup> shall be eligible to compete in the LL Major League Division (Draft requirements apply).

LL 50/70. . . 13 year olds: Any candidate who will attain age 13 years before September 1st and who will not attain age 14 on or before August 31st shall be eligible to compete in the Intermediate League Division (Draft requirements apply). This level is also known as 50/70.

Senior League. . . 14, 15 & 16 year olds: Any candidate who will attain age 14 years before September 1<sup>st</sup> and who will not attain age 17 on or before August 31<sup>st</sup> shall be eligible to compete in the Senior League Division (Draft Requirements apply). Upon approval of the local Board of Directors, ***if there is no Junior League division, then 13 year olds will be allowed to play in this division.***

#### Draft Requirements:

1. All Players age 10 thru 16 years must participate in the appropriate Division evaluations.
2. Any player who fails to attend 50% of the try-out evaluation sessions will forfeit league eligibility unless waiver is granted by a majority vote by the Board of Directors.

#### Draft Policy:

1. Draft Order: The team that wins the League championship in the prior year, drafts last. The remaining teams' draft in reverse order of last season's overall record. Teams with the same record will determine draft order according to head-to-head results. The team with the most losses in head-to-head competition drafts first. If head-to-head results do not break a tie, a coin flip will determine the draft order.
2. Options: All options will be observed according to draft procedures outlined in the Little League Operating Manual.
3. Draft Participants: All Players NOT returning to a Major League, Junior League, or Senior League team are eligible for the draft unless the Board of Directors exercises their options to draft the entire league. If the League options to redraft the entire division, all returning players, and players who have met the Draft requirements will then be eligible to be drafted. The returning players must be drafted during the draft. Only approved managers will be allowed to participate in the draft selections.

#### Draft Procedure:

1. Drafting onto the Major Little League Division will be for ages 10 through 12 only. The Intermediate,

Junior and Senior League will be of all players registered for that level.

2. Prior to draft, the number of 12 year olds in the draft, plus the number of 12 year olds returning to the major teams will be averaged. This sum (or quotient) will be the number of 12 year olds required to be on each major league team.
3. The draft will be monitored to ensure that all 12 year olds will be drafted prior to close of draft. In the event of Major league teams being reduced, the returning players from those teams must be drafted on to the remaining teams. This will also be monitored to ensure that they are all drafted prior to the end of draft.
4. When the numbers of the draft picks left are equal to the number of eligible 12 year olds and/or returning Major League players who are in the draft due to reduction of team(s), those players will then become the only eligible players to be drafted.
5. All options will be taken in the draft according to the operating manual.

Player Replacement Policy:

1. Before the Draft: If for any reason, a returning player wants to change teams or a manager wishes to release a player, the following process will be followed:
  - a. A written notice from the parents or manager must be submitted to the Player Agent.
  - b. In the case of a parent request, the Player Agent shall notify the Manager of the team that the player wishes to leave the team.
  - c. If this is the parent's request, the Manager of the team will decide if he wishes to release the player, trade the player, or retain the player on his team.
  - d. If this is the manager's request, the request must be made between the conclusion of 1 season and **seven days prior** to the evaluation period of the second season.
  - e. The Player Agent will notify the League President and the Board of Directors of the parents and manager wishes.
  - f. If the manager decided to release the player, and **upon approval by the Board of Directors**, that player shall be removed from the team roster and then go through the evaluation and draft process as previously noted.
  - g. Once a decision is made, the Player Agent, acting for the League President will notify the player of the decision.
2. Trades: If a returning player wishes to change teams, the following process will be followed:
  - a. Steps A through D above will be followed.
  - b. The manager decides to trade the player.
  - c. Only players participating in the draft process are eligible to be traded.
  - d. All trades will be final at the conclusion of the draft.
  - e. The Player Agent will monitor any attempts by managers and parents to manipulate the draft system and thus create an imbalance in the league.
  - f. Once a decision is made, the Player Agent, acting for the League President will notify the player of the decision.
3. After the Draft: If for any reason a player refuses, or is unable to play for a major league team;
  - a. Notice must be given to the Player Agent by the manager **within 24 hours.**
  - b. The Player Agent shall notify the League President and the Board of Directors.
  - c. Upon approval of the Board of Directors, the Player Agent shall send a letter of release to the player and parents.
  - d. The letter of release of player from major league team will contain the policy of refusal, which is once a player refuses to play for a major league team, that player will be frozen to the Minor leagues for the remainder of that season, but shall remain All-Star eligible.
  - e. The Player Agent and Manager have **seven** days from the time of notification to replace the player. If the manager has not selected a replacement at the end of **seven** days, the Player Agent shall assign a player to the team.
  - f. **Failure of the manager to notify the Player Agent of a players' continued absence shall result in disciplinary action** by the Board of Directors. A continued absence is **seven continuous days** of

missed practice or games, NOT seven practices and games. Excused absences include medical, church and/or school related absences.

- g. Players who have missed games and/or practices due to an injury cannot return to play without medical release. Absence must still be reported and monitored by the Player Agent. See Rule 17 of Ground Rules for All Levels.
- h. No players may be called-up in the final two weeks of the AAA schedule.

#### Rosters:

1. LL Majors: At no time shall a team have on its roster more than eight players of 12 year olds, or more than seven players of either age 10 or age 11.
2. 50/ 70, Junior & Senior Leagues: The League will strive to have no more than eight players from one age group per team.
3. The Board reserves the right to adjust rosters to accommodate the number of draft eligible players.

#### LOCAL RULES FOR ALL DIVISIONS

1. Managers, coaches, players, and parents shall abide by the League's Code of Conduct.
2. Umpires will be directed to begin play at the scheduled time. In an effort to speed up the game, the umpire will observe the "1 minute rule" between innings.
3. Only the manager and two adult coaches will be permitted in the dugout with the players. Managers and coaches must have been approved by the Board of Directors. All managers and coaches who are not functioning as base coaches will remain inside the dugout. There must be at least one adult in the dugout at all times. A player in uniform (AA, AAA Minors, LL Majors, Intermediate, Jr., /Sr. only) may be used as a base coach, provided he/she is wearing a batting helmet. Two adult base coaches are permitted at all levels provided one adult coach/manager is present in the dugout. No more than three adults can be in the dugout or on the field at any time with the exception of AA whom can have 4 (1 adult in the dugout, 2 base coaches, and a "pitcher").
4. **Only the manager, or designee, will be recognized by the umpire in the event of a dispute.** The manager, or designee, must obtain permission to discuss a possible violation of the rules. *Arguing an umpire's judgment will result in the manager being ejected from the game and serving a one game suspension.*
5. All divisions have a mandatory play rule. All players must play six consecutive defensive outs and bat one time before the starter can return to the game. Only the starter may re-enter the game in the Major, Intermediate, Junior or Senior League. Please see clarification of Continuous Batting Order (CBO) for AA/AAA in **AA/AAA Minors** section of ground rules. **PENALTY: See section 6.00--The Batter of the Little League Rulebook.**
6. The manager or designee must sign the game cards and pitching eligibility forms at the conclusion of each game.
  - a. **NOTE:** Failure to sign the game cards and pitching eligibility forms will result in each pitcher appearing in the game to be charged with the maximum pitch count per game. The managers or team representatives' signature indicates that the lineup card is correct, and shows an accurate representation of the game. This lineup card will be used to determine if players have played the minimum time, if pitchers have pitched the correct amount and if catchers have not pitched after catching four or more innings.
7. There is no "on-deck" hitter from LL majors down. All players must stay inside the dugout until their turn to bat. Only Intermediate, Junior and Senior Leagues are permitted to have one hitter in the "on-deck" circle.

8. No player in the Little League Majors, AAA, or AA divisions shall have a bat in their hand until they are ready to go up to home plate to bat. Players may not stand in the dugout with a bat in their hand.
9. No batboy or batgirl is permitted at any level.
10. The HOME team will be responsible for maintaining the **OFFICIAL** Scorebook of the game and for providing persons to keep pitch count, manage the scoreboard, and make announcements.
  - a. ***When playing at Soderquist, the scorekeeper must be in the press box.***
  - b. The Official Scorekeeper must be stationed in the press box behind the home plate area if the field has one available. If the field has no press box then they must be stationed in the stands nearest the plate umpire.
  - c. The Official Scorekeeper is not permitted in the dugout or on the field. Pitch counts shall be kept by this scorekeeper.
  - d. This scorekeeper shall advise the umpire of the score and pitch count at the end of each inning.
  - e. Electronic scorekeeping such as Game Changer/Team Manager will be permitted for Official Score.
  - f. The team manager is responsible for knowing the pitch count for their respective pitchers.
11. *Any player warming up the pitcher must be wearing a cup and a mask with a dangling throat guard. Coaches are not permitted to warm up players at any time* (Per Regulation XIV (f) of the Little League Rules and Regulations). This includes any warm up period on the field at any location. **Player must wear catcher's mask during any type of pregame warm ups when a player is used to catch for the Manager or coach.** PENALTY – The first incident will constitute a warning to the manager. A second incident will result in the manager's ejection from the game.
12. Umpires:
  - a. AA managers will be responsible to umpire their own games.
  - b. AAA managers and coaches will be scheduled to umpire games as needed by the League UIC.
  - c. Major league managers & coaching staffs will be responsible to umpire AAA games as scheduled by the League UIC.
  - d. At Major League, 50/70 and/or Junior/Senior games, both home plate and bases will be scheduled by the league UIC.
  - e. NO GAMES ***at any level of play shall be delayed or rescheduled*** due to an absent or tardy umpire. **Managers, Coaches, Parents shall be enlisted as umpires so the players can play the game as scheduled.**
13. No players, coaches, and or managers that leave the field without the umpire's permission will be allowed to reenter the game.
14. The manager shall hold his/her team responsible for the condition of the dugout area at the end of each game. **No sunflower seeds are permitted on the field.**
15. The home team of the first game is responsible for the "opening" of the field:
  - a. This includes unlocking of the field, bathrooms, dugouts, and score booth. I
  - b. Put out the trashcans and the bases.
16. The home team of the last game of the night is responsible of locking up:
  - a. Locking up the bathrooms, dugouts, and score booth.
  - b. This includes dumping the trashcans and relining them. I
  - c. In addition, an adult from the home team must stay with those in the concession stand that are closing in order to ensure the safety of all.
17. "POOL PLAY" will be available in Majors, Intermediate, Junior, and Senior Leagues. The manager or coach of the team needing players must notify the Player Agent no later than 24 hours prior to game time. This

is detailed under the Little League Official Regulations and Playing Rules in Section V (c). Only teams that supply players for the pool will be eligible to use the pool.

18. The Player Agent must be notified if a player misses more than one week (7 days) of scheduled practices or games for any reason. A continued absence is seven continuous days of missed practice or games, NOT seven practices and games. Excused absence is medical and/or school related absence. Players who have missed games and/or practices due to an injury cannot return to play without medical release (per Regulation III (d) Note 2.)
19. A player must participate in 50% of regular season games, or be replaced on the roster.
20. All injuries sustained during practice or a game must be reported to the Safety Officer on an **accident form**. **This must be done within 24 hours of injury.**
21. "The 10 Run Rule": Little League Official Regulations and Playing Rule 4.10 (e) shall be in effect during regular season games.
22. Batting with an Illegal bat: If prior to the next batter entering the batter's box, it is determined that batter is using or did use an illegal bat, the batter who used the bat shall be called out. The illegal bat will be handed to the official scorekeeper in the score booth, and will not be given back to the player, or player's family or the manager or coach until the end of the game. The umpire will make a report of the use of the illegal bat on the back of the lineup card, and if the player attempts to use the bat a second time, the batter will be brought before the discipline committee. Additionally, Little League International has added more sanctions in rule 6.06 (d) which will be followed.
23. All players within 10 feet of a batter swinging a bat for any reason must wear a helmet. This is to prevent injuries caused by the bat hitting any unprotected player.
- + 24. The "Pitch Count" regulation will be in effect for all pitchers. See Little League Official Regulations and Playing Rule, Regulation VI (c).

Pitching Penalty for violating the "Pitch Count" Regulation VI for all levels;

If the pitching or catching regulation is not followed, the following penalty shall also be imposed:

- First Offense – Manager receives written warning and said pitcher and/or catcher will not be able to pitch/catch in the next eligible/physical game played.
- Second Offense – Manager suspended from the next physical game and said pitcher and/or catcher will not be able to pitch/catch in the next eligible/physical game played.
- Third Offense – Manager suspended for the remainder of the season and said pitcher and/or catcher will not be able to pitch/catch the next eligible/physical game played.

Note: if any of the violations is determined to have been intentional, the Board of Directors may assess a more severe penalty. However, forfeiture of a game may not be invoked.

25. The following rules are also covered by the above penalty.
  - a. 12 year olds in the AAA cannot pitch.
  - b. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.
  - c. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

FIELD GROUND RULES:

1. If a batted ball is caught under a banner on the outfield fence it will be ruled a double.

#### **AA/AAA Minors:**

1. Pitching:
  - d. **AA will be machine pitch.** A maximum of five (5) pitches will be delivered to each batter. (Five **pitches** & the at-bat is finished, **not** five (5) **swings**). A batter is "out" when they are unable to hit a ball fair within the 5-pitch limit. Each manager shall designate an adult to feed the pitching machine while their team is at bat. **This adult shall perform the duties of umpire** for that half inning. If a batted or thrown ball hits either the pitching machine/generator or operator/umpire it is a fair ball and shall be played as such. If the pitching machine is inoperable or unavailable, then AA will use the "coach pitch" method for that game.
  - e. **AAA will be player pitch.** 12 year olds are not eligible to pitch in this division. LL Pitch count rules shall be followed. Managers and League Officials shall maintain pitching records throughout the season.
  - f. There is no balk/illegal pitch rule.
2. Base stealing:
  - a. **AA** – Stealing of all bases *except home* is permitted. Once a batted ball is returned to the infield, runner may only advance one base. If a runner steals 2<sup>nd</sup> or 3<sup>rd</sup> base, they cannot advance on an overthrow.
  - b. **AAA** -- Stealing of all bases is permitted.
3. Defensive Alignment:
  - a. **AA** teams may use 10 players on defense. The 10<sup>th</sup> defensive player shall only be used as a fourth outfielder.
4. Batting Order:
  - a. The batting order shall consist of the entire roster (**CBO**). With Continuous Batting Order; the batting order will not change when players have been substituted on defense. **Please see rule 4.04 in the Little League Official Regulations and Playing Rules, and Operating Policies for clarification.**
  - b. If a player leaves the game for injury or illness, the batting order will skip that spot in the line-up.
5. Run Limits:
  - a. After **five runs** have scored, the half-inning shall end.
6. Time Limits:
  - a. **AA and AAA games** - No new inning will start after one hour and thirty minutes. No new inning may start after 10:00 p.m.
7. Tie Scores: All ties will be a ½ win and a ½ loss for each team.
8. Champions: The AAA League champion will receive trophies, and will represent the league in the City Championships and TOC.
  - a. The AAA Champion will be decided by seeded single or double elimination tournament (Depending on time and field availability at end of season)
    - i. Seed will be determined by:
      1. Overall Record
      2. Head-to-head Record
      3. Total Runs Score during season
      4. Non-league record
  - b. Note: This may be changed depending on the decision to have a City Championship Tournament with Turlock American Little League (TALL).

#### **L.L. Majors:**

1. Time Limits: Each team will be limited to 10 minutes of infield/outfield warm-up. No inning will start after one hour and forty-five minutes for the first game of a double header. No new inning may start after 10:00 p.m.
2. Tied Games: All tied games will be continued prior to the start of the next regularly scheduled game. This may result in a change of the start time when the two teams meet next. If the teams are not scheduled to meet again, if necessary, the game may be made up at a later date. The game will resume from the point where the game ended and play to a conclusion (pitch count shall determine eligibility of the original pitchers of the game).
3. Champion: The league champion will be decided by a seeded double elimination tournament between the four major league teams with the best records. The best record will play the fourth best record, the second best record will play the third best record, the winning teams will meet to determine the Champion, and who will represent the National League in the City Championship and TOC.
  - a. Seed will be determined by:
    1. Overall Record
    2. Head-to-head Record
    3. Total Runs Score during season
    4. Non-league record
  - b. Note: This may be changed depending on the decision to have a City Championship Tournament with Turlock American Little League (TALL).

### **50/70 & Senior Leagues:**

1. Time Limits: No inning will start after two hours and fifteen minutes on game one of a double header. No inning will start after 10:30 pm for game two of a double header.
2. Tie Games: Tie games will be continued prior to the start of the next regularly scheduled game. This may result in a change of the start time when the two teams meet next. If the teams are not scheduled to meet again the game may be made up later, if necessary.
3. On-Deck Hitter: One on-deck hitter wearing a batting helmet is permitted. The on-deck hitter must stand in the on-deck circle. All other players must be inside the dugout when they are not playing in the field.
4. High School Venues: At Pitman, Turlock, and Denair High Schools: Managers, coaches and players of both teams are responsible for the preparation of and the condition of the field at the beginning of every game.
5. Champions: The team with the best regular season record will be crowned the champions. Trophies will be provided by the league acknowledging the champions. If there is a tie at the end of the regular season, the tie will be broken in this manner;
  - c. The head-to-head record will be the first tiebreaker.
  - d. Finally, if there is still a tie, there will be a playoff game.
6. Umpires: Both umpires will be scheduled by the League UIC. **NO GAMES shall be delayed or rescheduled due to an absent or tardy umpire.** Managers, Coaches, Parents shall be enlisted as umpires so the players can play the game as scheduled.

### All-Star Selection (all divisions)

1. At all times, All Star selection must be kept confidential.

### Player Selection:

1. Players must participate in a minimum of 60% of the regular season games. Note the LL rule that allows for a medical excuse in the case of a player who does not meet the 60% requirement. Players must be in good standing-(Guidelines found in the 2019 Rulebook in the Tournament Rules and Guidelines Section).
2. The teams that TNLL shall have are:
  - a. 10 Year Old All-Stars: 9-10 year olds
  - b. 11 Year Old All Stars: 9, 10, 11 year olds
  - c. 12 Year Old All Stars: 10, 11, 12 year olds
  - d. Junior All Stars: 12-14 year olds
  - e. Senior All Stars: 13-16 year olds

1. Managers of the division shall select by written ballot the remaining members of the team. The method of the All Star draft shall be as follows;
  - a. Managers shall nominate players from their regular season team for the appropriate age team.
  - b. The teams shall be selected in this order, Little League (Majors 10-12), 10-11 ("11U All Stars), and 9-10 (10U All Stars).
  - c. Once all players are nominated by the managers for the appropriate age team, all managers will be able to discuss any players that have not been nominated.
  - d. A paper ballot will then be used for voting. Players receiving the most votes will be placed on the team. The voting procedure will continue until all positions are filled.
2. A tie vote by the player's ballots will be decided by that league's managers.
3. Each team will be composed of a minimum of 12 players. This is now a requirement of Little League International, on pg. 126-126 in the 2019 Rulebook under the heading of "Tournament Eligibility Affidavit."
4. A majority vote of all managers will determine if more than 12 players will be placed on the team.
5. The managers shall also determine the order of replacement players.

Manager and Coaches Selection:

1. The Managers of the All Star teams will be selected by the Board of Directors.
2. The All-Star manager will then select the coaches of the All-Star team.
3. All-Star Managers and coaches must be approved by the Board of Directors.
4. Managers and Coaches must participate in a minimum of 60% of the regular season games and be in good standing.
6. **Managers and Coaches will be selected from those names submitted to Little League International of the official Roster forms.**

Approved by Board of Directors 02/06/2020