

ARTICLE A. – GENERAL (ALL DIVISIONS) LOCAL RULES

SECTION 1

These LOCAL RULES supersede and replace all prior published and/or unpublished Local League Rules and any of its Divisions. These LOCAL RULES are a subset of the Tallmadge Little League Constitution. These LOCAL RULES represent all Local League Rules, and are only superseded by 1) The Little League Inc. Rule Books, 2) Little League Inc. Operating Guidelines, 3) other official Little League Inc. official publications, and 4) Tallmadge Little League Constitution. Before reading and enforcing these rules, confirmations should be made that this version is the most current version, via the Tallmadge Little League Board (specifically, the President or Secretary).

THESE LOCAL RULES WERE DEVELOPED BY THE EXECUTIVE BOARD AND COMMITTEES OF TALLMADGE LITTLE LEAGUE. THEY WERE THEN APPROVED BY THE EXECUTIVE BOARD FOR IMPLEMENTATION. COMMITTEES ARE LARGELY RESPONSIBLE FOR THE LOCAL RULES CONTAINED HEREIN. THESE BY-LAWS AND LOCAL RULES CANNOT BE SET, AMENDED OR ASIDE BY MUTUAL CONSENT OF THE MANAGERS, UMPIRES, COMMITTEE MEMBERS, AND/OR BOARD MEMBERS BEFORE A GAME.

SECTION 2 – All-Stars

The following procedures shall outline the All-Star financial commitment. For the purpose outlined below, the terms All-Star teams shall include Challenger tournament teams. Specifically a team shall be defined as the players rostered, one manager, and two coaches.

The budget shall be established by the Executive Board based on the number of All-Star teams, level of play they might aspire to, and other cost considerations. As these players represent 10% of the players in the league, the financial commitment in total must not exceed 10% of the total TLL annual income. Further, no division (i.e.: Baseball, Softball, Challenger) may exceed 10% of TLL's annual income for its All-Star program. This disbursement shall be made as follows:

- A. Additionally, if the team wins the State Championship, they will be given an additional amount (not to exceed \$200) to be used specifically for the trophies. The trophies will be inscribed with the highest level of play the team reached during the All-Star season (i.e., State, Regional, or World Series Champs).
- B. With regards to Regional & World Series tournaments, if at least two rooms are offered to the “coaching staff” (“coaching staff” meaning the manager and two coaches) then these accommodations must be accepted or no reimbursements will be made if any are incurred. If the “coaching staff”

consists of males and females, then the “coach or manager” being the minority will be given one of the two rooms to themselves and the other two of the “coaching staff” will be required to share the second room regardless of whether they are a coach or a manager.

If only one room is offered for the “coaching staff”, then the manager will be given the free room. The remaining coach(es) will be given the option of sharing another room which will be reimbursed at 100% or if they decide to each have a separate room the reimbursement will be at 50% for each room (maximum for one room \$100 or \$50 each if two rooms are chosen).

If no housing is provided, then the rules that apply to State tournaments will apply at these levels also.

Note: if there is any question as to what is being offered, the manager and/or coaches must immediately contact the Treasurer of Tallmadge Little League for a determination of what will be reimbursable and what will not be. The treasurer will be responsible for bringing any unusual situations to the attention of the rest of the Executive Board for an immediate decision or vote. If any unsolved questions arise or the situation is not specifically covered by the above-mentioned rules and it is not brought to the attention of those specified immediately, then no reimbursement will be made.

- C. One Hundred Twenty-Five dollars is available for feeding players after each district game played in Tallmadge. Receipts must be provided to the treasurer for payment to be made.
- D. State tournament reimbursement cap (baseball and softball):
 - \$250 per coach/manager for rooms
 - \$50 per coach/manager for gas
 - \$900 maximum per team

Equipment for All-Star teams will be provided as needed, such that it is in condition that will be permitted for use by tournament officials, TLL will reimburse each All-Star manager of Softball and Baseball up to \$600 per team for the purchase of complete All-Star uniforms (head to toe).

Pins for All-Star teams will be ordered by the TLL President and stocked for purchase by fans at a profit, or sold to teams at cost. Pins must not contain a year designation.

- E. Any expenditure made by All-Star Managers and Coaches outside of sections 1, 2, and 3 above shall become the personal financial responsibility of the individual.
- F. TLL shall be reimbursed for mileage by Williamsport as follows: Each All-Star Team must log mileage for one vehicle to and from State tournaments and to Regional tournaments. If the team does not advance to the next level

of play (World Series), mileage must be logged for the vehicle from the Regional tournament to home. Williamsport will then pay a flat amount per mile to the League for this vehicle for each team, upon the completion of the proper forms. After the Regional tournament ALL travel is handled by Williamsport to and from the World Series for the Manager, Coach, and players.

- G. Housing for players and managers and coaches may be provided for all Regional and World Series tournaments by the host city. If the costs of housing are not fully provided then the players' parents or guardians are responsible.
- H. Any special fundraising or donations must be made with executive board approval prior to the fundraising being held. With 100% of the funds being deposited into the TLL treasury and reissued via check to the appropriate team. Also, receipts must be provided for 100% of the funds dispersed.
- I. Tallmadge Little League does not permit the use of special games for the purpose of evaluating children for placement on All-Star teams at any time. Players may only be evaluated for such during regular season games. Only games on the regular season schedule or make up games may be played. Any other games must be approved by the softball committee. Any manager or coach who violates this rule shall be brought before the disciplinary/protest board.
- J. Any official Little League banners awarded to any Tallmadge Little League All- Star team are considered the property of Tallmadge Little League. Such banners must be placed in official housing no later than September 30th of the year awarded. Once housed banners may only be removed with the authorization of the appropriate committee for display, and must be immediately returned to housing after the event. No banners may be removed from housing for over 10 days without the approval of the Executive Board. Official housing of the banners shall be as follows:
Softball banners -Housed in the Washburn Garage or Mack Burleson garage.
Baseball banners -Housed in the Mack Burleson garage. Managers or coaches of All-Star teams may under no circumstances keep the original banner that was awarded to the team. Managers or coaches who desire duplicate banners may purchase them from Williamsport with their own money, only with the approval of the Executive Board. Failure to comply with this procedure will subject the manager or coach to disciplinary action by the disciplinary/protest board and possible other actions required to obtain the banner or a replacement.

SECTION 3 – Manager/Coach Selection

Only one Manager and two Coaches shall be chosen for each team.

- A. The power to appoint Manager and Coaches has been granted solely to the League President from the inception of the Little League Program. The Executive Board has the right to approve or disapprove any appointments made by the President. This (the appointment of Managers, Coaches, and Umpires) is a local league administrator matter and is NOT subject to intervention by the membership of Little League headquarters. The selection of Managers, Coaches, and Umpires is the jurisdiction of the Local League and is not subject to intervention from District or Region.
- B. All Managers and Coaches are directly responsible to the President.
- C. Application Review Process -All applicants for Manager or Coach positions must be in writing, and must be presented to the League President.
 - 1. The Executive Board will then “Pre-approve” the applications for the appropriate committee evaluation.
 - 2. Any applicant not “Pre-approved” for committee evaluation will be notified within 48 hours and requested to appear before the Executive Board within seven (7) days of such notification, to discuss any concerns Executive Board members may have had regarding his/her application. Such notification should be in writing and should outline Executive Board concerns so the applicant can prepare for the meeting.
 - 3. Upon attending the Executive Board meeting, the applicant will be given five (5) minutes to speak followed by a question and answer period, not to exceed an additional ten (10) minutes. The question and answer period may be extended by the President, acting as Chair if the issue requires it.
 - 4. Following the question and answer period, the Board will return to Executive Session, and make a final decision regarding “Preapproval” of the application. If rejected, there is no process for further consideration. If “Pre-approval” is given, the application will be forwarded to the appropriate committee for evaluation.
 - 5. The role of the committee is to evaluate ALL prospective applicants presented to it, and make recommendations to the Executive Board and President to aid them in the decision making process. After reviewing applications, the appropriate committee VP will make his/her recommendations to the President and Executive Board.
 - 6. After hearing the appropriate VP report on the “Pre-approved” applicants, the President will formally appoint the Managers and Coaches with the approval of the Executive Board.

SECTION 4 – General Rules

- A. Player’s Conduct -All players shall remain seated in the dugout (area) during the game. For safety reasons, players should pay attention to the game and shall not talk to fans during the game. Foul or abusive language will be

grounds for ejection. Use of tobacco on the field or in the dugout area will be grounds for ejection. Use of alcohol or clear signs of use will be grounds for ejection. A player shall be ejected immediately for intentionally throwing or otherwise abusing a bat, helmet, or other piece of equipment.

1. Any player ejected from a game by the Umpire:
 - a. First Offense -Shall be removed from the game for the period of time specified by the Umpire. Any additional disciplinary actions at the discretion of the Manager or Coach.
 - b. Second Offense -Shall be suspended for the next two games. This can be appealed to the Executive Board.
 - c. Third Offense -Shall be suspended for the next two games, and must appear with the Manager and/or Coach (parents are optional) before the Executive Board for further disciplinary action.
 2. Players shall not use the proper names of any opposing player during “chatter,” nor make any derogatory remarks to or about the opposition during the game.
- B. Manager’s and Coach’s Conduct -Managers and Coaches may not talk to fans, except to maintain (their) fan control, for which they are responsible. Managers and Coaches are responsible for their players’ conduct on and around the playing field. As representatives of Tallmadge Little League, Managers and Coaches shall act like gentlemen and ladies at all times. Foul or abusive language will be grounds for ejection. Use of tobacco on the field or in the dugout area will be grounds for ejection. Use of alcohol or clear signs of use will be grounds for ejection.
1. Any Manager or Coach ejected from a game by the Umpire shall leave the playing area, including the fan bleacher area, i.e., to the parking lot, at the least.
 2. Any Manager or Coach ejected from a game by an Umpire:
 - a. First Offense -Shall be suspended for two games, with no appeal.
 - b. Second Offense -Must appear before the Executive Board. May be suspended for the remainder of the season at the board’s discretion.
- C. Procedure for reporting ejected personnel: If an incident cannot be resolved reasonably and the ejection of players, Coach or Manager should occur, the following is the procedure that shall be followed. Within 24 hours following the game in which such an incident occurs, the Umpire shall write to the best of his/her ability a detailed account of the incident and present it to the Chairperson of the League involved. From there, the matter will go to the Chief Umpire and then to the Committee.
- D. Adults in the Dugout -Only the Manager and two (2) Coaches are permitted in the dugout during the game. If the Manager or official Coach(es) cannot be present at the game, a suitable substitute will be allowed subject to approval from the League Chairperson.

- E. Emergency Contingency: If the Manager or official Coaches are unable to attend a game due to a last-minute emergency (and/or the League Chairperson cannot be contacted), a suitable substitute may be appointed subject to the approval of the opposing Manager and the assigned Head Umpire.
- F. Safety, Facilities and Equipment -All players, Managers, and Coaches must act and dress in a safe manner during all practices and games, as follows:
1. All male catchers must wear an athletic support, with protective cup.
 2. All other male players must wear an athletic supporter.
 3. Any players warming up a pitcher, at any time, must wear a cup (male only), mask with throat guard, and catcher's mitt.
 4. NO HEADFIRST SLIDING will be permitted, except when a runner is returning to the base they last touched. An offender will be ruled "out."
 5. No balls shall be intentionally hit or thrown into any fencing at any field. A letter of warning shall be written by Operations to any Manager in violation of this rule; second and subsequent violations will be handled like any ejection applicable to the next game, etc.
 6. Pitching shall not be allowed using the wooden fence adjoining the Washburn Park field as a backstop.
 7. Any time a player is injured seriously enough (or is ill enough) to require a doctor's care, a release from said doctor is necessary before the player shall be permitted to return to Little League sanctioned competition.
- G. Unplayable Conditions, Threatening Weather, or Canceled Game -The safety of the players and adults is of primary importance. No clear-cut rules can define all situations, although the following guidelines govern the playing field and inclement weather situations:
1. If either Manager, the Umpire, any Board member, or any Committee member considers the field dangerous for play, no pre-game activities will be permitted by either team.
 2. Prior to the start of a game, the Fields Manager can declare a field "off-limits" for play. Only the VP Baseball/Softball/Challenger can overrule this decision.
 3. Once a game has begun, the Head Umpire (behind the plate) has exclusive authority in determining "field playability" or may call the game due to darkness, lightning, thunder, approaching or impending tornado warning, or other inclement weather.
 - a. If thunder is heard or lightning is seen, the game must be postponed for 20 minutes and the players moved to safety.
 - b. If conditions do not improve after 40 minutes, the game must be rescheduled. In this case, the Home Team Manager is responsible for rescheduling the game with the Visiting Team Manager, and the League Chairperson must be notified within 24 hours.

- c. If no attempt is made to reschedule the game by the Home Team Manager, the League Chairperson and the Visiting Team Manager will reschedule the game.
 - d. All make-ups will be rescheduled (although not necessarily played) within seven (7) days from the original scheduled game date.
- H. Concession Stand –Each home team may be assigned week(s) during the season to supply workers for the concession stands. Adult workers, plus one (1) back-up will be scheduled during the game time.
- I. Work Parties -Each team will be assigned Saturday morning(s) during the season to supply workers for field maintenance. Work parties will start at 9:00 A.M. and end at Noon. As many adults and players as possible should participate. Tools and supplies should be coordinated via the Equipment Manager at Mack Burluson and Stein field.
- J. Practice Locations -Managers may schedule practices for any field(s) in or outside Tallmadge. However, every location must be listed with Little League Inc. for insurance purposes. Hence, every location must be communicated in writing to the President, via the VP before use. The location does not need to be a regulation baseball facility; safety of the players, Coaches, and other adult helpers should be the primary consideration in selection of practice location(s). Occasionally, a location requires a “permit” before use. Any charges or associated expenses will NOT be reimbursed by the Local League. All request(s) for use of Tallmadge Public City School property must be made by the Local League President only! Individual teams are not permitted to make such requests. This is to minimize the traffic for the School System and insure fair and equitable use by all Divisions and Leagues. All school rules shall be adhered to.
- K. Pre-Game -The Manager will advise the Opposing Manager and Umpire of player(s) that will not play due to injury or disciplinary action. Disciplinary reasons for non- play must be discussed with the Umpire and opposing Manager prior to the game. The Manager will advise the Opposing Manager and Umpire of a player’s pitching ineligibility status.
- L. Games -All games will be played and start precisely at the time scheduled. No games shall start AFTER 6:45 P.M. Scorekeepers (if score is kept) should confirm score after every half-inning; no half-inning will start until both scorekeepers are in agreement.
- M. Post-Game Field Use -The losing team has the option of using the field immediately following the game, if no game follows. If that team does not exercise that option, the winning team can use the field. The team that uses the field assumes responsibility for securing the field and associated equipment in

the field's storage facility when done.

- N. Protests -Protests should be avoided if at all possible. If unavoidable, the protest must be announced as soon as the situation occurs, and must be submitted in writing by both the manager and the Head Umpire (behind the plate) to the League President and League VP. If a Manager states that he/she is playing under protest, the Umpire shall try to resolve the matter so as to avoid the protest. Umpire's judgment calls cannot be protested; only rules interpretations and enforcements can be protested. (For Baseball Only: A processing fee of \$50 is to be paid by the protesting manager for each protest filed. If the protest is won, the \$50 is refunded; otherwise the money goes into the TLL general fund.)
- O. Acceptable Attire -Managers and Coaches may wear "walking shorts" during games, but shall not wear "short" shorts. Managers and Coaches are not permitted to wear halter tops during games.
- P. Equipment Pick-up Return -In March, all equipment and key(s) will be picked up at the Hole or Mack Burleson Field by the Manager or Coach as scheduled by the Equipment Manager. All equipment and key(s) will be returned to the Equipment Manager at Mack Burleson Field on the weekend following the final scheduled Major League game, or as scheduled by the equipment manager.

ARTICLE B. – BASEBALL DIVISION LOCAL RULES

SECTION 1 – Baseball Local Rules

The Local League Baseball Program adheres to the Little League Inc. Rule Books and Operating Manual. Where local options are allowed, the following Local League rules apply.

SECTION 2 – General (All Divisions)

The following Division Local Rules apply to ALL LEAGUES WITHIN THE BASEBALL PROGRAM. Rules unique to a program are described in the appropriate section below.

- A. SUNDAYS** – No scheduled practices, scrimmages, and/or practice games are permitted on Sundays. Only makeup games are permitted.
- B. HOME TEAM RESPONSIBILITIES** -The Home team shall:
 - 1. Prepare the field for play, including but not limited to, raking, lines, and bases.
 - 2. Deliver Umpire's equipment and player Base-Coach's helmets to the field.

3. Set up the score board, and if to be used, the public address system.
4. Occupy the first base dugout during the game.
5. Pre-game warm-up may begin 1 hour before the scheduled game time.
The 20 minute warm-up period is to be used by both teams
 - a. The Home team may warm up on the field for 20 minutes beginning 45 minutes prior to game start time; where available, visiting team has access to batting cages during this time
6. Clean up their side of the field (dugout and fan area) after the game.
7. Supply a new game ball to start the game.
8. If the final game of the day, secure the field and all associated equipment in the field's storage facility following the game .
9. (Except for Tee Ball), report the game score and both teams' pitcher's innings used (not T-Ball or Instructional) to the League Chairperson, within 24 hours of game completion.
10. Update and sign pitching log for both teams at all player pitch levels
11. Two adult base coaches are allowed at all levels of baseball.

C. VISITING TEAM RESPONSIBILITIES -The Visiting team shall:

1. Pre-game warm-up may begin 1 hour before the scheduled game time. The 20 minute warm-up period is to be used by both teams.
 - a. The Visiting team may warm up on the field for 20 minutes beginning 25 minutes prior to game start time; where available, home team has access to batting cages during this time
2. Clean up their side of the field (dugout and fan area) after the game.
3. Supply a "good" back-up ball to start the game.
4. Two adult base coaches are allowed at all levels of baseball.

D. BASEBALL PLAYER EVALUATION COMMITTEE

A Player Evaluation Committee (PEC) shall be established for the purpose of conducting baseball player evaluations and divisional player and team recommendations

Committee Selection:

1. This committee shall be a sub-committee of the Baseball Board
2. The (PEC) shall consist of 7 members
 - a. 6 approved by the Baseball Board
 - b. 1 non-regular member nominated by – VP of Baseball
 - i. Non-regular nominee(s) must be approved by Baseball Board by majority vote.
 - c. Selected members will be given final Approval by the Executive Board.
3. PEC selection:
 - a. PEC nominations will be taken during registration

- i. A PEC nomination form will be given to all TLL members and non- members during registration
 - ii. All PEC nomination forms will be submitted to VP Baseball and Baseball Player Rep
 - iii. All forms must be submitted one day prior to the February Baseball Board Meeting
- 4. The Baseball Player Rep shall be the PEC committee chairperson and reports to the Executive Player Rep
 - a. The player agent shall schedule player evaluations and PEC divisional placement meeting
 - b. The Baseball Player Rep will provide a list of PEC nominations to Baseball Board Members for discussion and a secret ballot vote
 - i. Secret ballot selection will take place during the February Baseball Board Meeting
 - ii. 6 members will be selected by the Baseball Board Members
 - iii. During the first round of secret ballot voting, a PEC nominee must receive a unanimous or one less than unanimous vote to become a PEC member.
 - iv. During all subsequent rounds the nominee(s) with the highest vote count and having a majority vote will be a PEC member. This will continue until all placements are made.
 - v. Votes will be counted by the Baseball Player Rep, Secretary, and an additional Baseball Board member who is not a PEC nominee.

E. COMMITTEE PLAYER EVALUATIONS AND PLACEMENT

- 1. The PEC shall rate and evaluate players age 6-12.
 - a. The Rating system used shall be determined by the PEC
 - i. PEC Chairperson will be responsible for archiving PEC player evaluations for future reference
 - b. PEC Player Evaluations shall be utilized for:
 - i. Player divisional placement
 - A. All eligible players must be placed in their prior year division or higher
 - ii. Player team/roster placement
 - iii. The PEC, on a case-by-case basis will judge players who cannot attend the evaluation date(s) because of injury or illness
 - iv. Any player in the youngest age group eligible for any division must be ranked in the top 9 rounds to be eligible for placement in that division
 - c. Placement exceptions can be made at any age level based on a parent registration request on the form but the PEC committee will make the final determination based on that the player's skill level; the player could be placed in a division lower or higher than the division requested by the parent(s)

- d. The PEC chairperson will provide each divisional manager with a PEC evaluation report. The PEC report will include a final player rating and a team placement.

F. AGE STRUCTURE:

1. Majors: All 12 year olds; 11, 10, and 9 year olds that have been selected by the PEC to play in the majors.
2. Minor AA: All remaining 11 year-olds, 10, 9, and 8 year old that have been selected by the PEC to play in AA.
3. Minor A: All remaining 10 and 9 year olds, 8 and 7 year-olds that have been selected by the PEC to play in Minor A.
4. Instructional (Coach Pitch): All remaining 8 and 7 year-olds, 6 year-olds that have been selected by the PEC to play in Instructional.
5. Tee Ball: All remaining 6 year-olds, all 5 and 4 year-olds.

G. DRAFTING OF PLAYERS:

There will be no drafting of T-Ball Players. Players will be placed onto teams by the Player Agent with the help of the Baseball Player Rep and the VP of T-Ball

For all other divisions:

1. The PEC will determine the number of teams to be rostered in each division.
2. The PEC will form teams under the following guidelines:
 - a. The PEC will place players on each team starting with the highest rated players
 - b. Players will be slotted into a round with players of similar skill sets
 - c. Each round, the order of filling rosters may change in order to keep the competitive balance of the teams in the division
 - d. The PEC shall accommodate family members that need to be on the same team, provided they are evaluated in the same division
3. The divisional managers will then validate the PEC player placement
 - a. Divisional managers may recommend player placement adjustments. These adjustments must receive unanimous approval of the divisional managers to be enacted
 - b. At the completion of the validation process, each team will be assigned a number
 - c. The divisional managers will then randomly draw numbers to determine which team will be assigned to them
 - d. In the event the team drawn does not contain the manager's son(s), the manager's son(s) will be moved to their respective team for a player(s) evaluated in the same round as determined by the PEC

- e. Resolution of player/team disputes will be arbitrated by the Baseball Player Rep & Executive Board Player Agent

H. DIVISION MANAGER CANDIDATES

1. The PEC Committee Chairperson shall provide the VP of Baseball with player divisional placements for assistance with the manager candidate selection process
 - a. Where applicable, a manager candidate may only apply to manage a team in the division his/her child has been placed by the PEC
 - b. Section 3 of the TLL Local Rules will direct the final procedures of the Manager Selection process.

SECTION 3 – Tee Ball Division

- A. The Tee Ball League shall operate under the guidance of the Baseball Committee of Tallmadge Little League. The league shall contain remaining 6 year-olds, all 5 and 4 year olds.
 1. Each year the TLL Executive Board must request approval from Little League International to allow 4 year olds to participate in T-ball
 - a. T-Ball rosters will contain no more than 10 players per team.
 - b. Field Marking -Place an “arc line” 15’ from the back tip of home plate, crossing the 1st and 3rd base lines. The playing field is a standard baseball field layout, i.e., 60’ between all bases, and 84’10” from home plate to 2nd base. Place a special 6’ long “halfway chalk line,” perpendicular to the baseline, midway between 1st base and 2nd base, 2nd base and 3rd base, and home plate. Place a 20 foot diameter “pitcher’s circle,” centered on the front, middle of the pitching plate, or 42’ from the back tip of home plate, on the line directly to 2nd base.
 - c. Batting Order -ALL roster players shall be listed in the batting line-up and bat each half-inning, except for health or disciplinary reasons. The batting order shall be changed from one game to the next. If a batter bats out of order, he/she will be put into order and not lose a turn at bat, and no other penalty shall be assessed.
 - d. Batting/Batter –
 - i. Batting Tee must be utilized for all players until the final 2 weeks of the season.
 - ii. A batted ball must cross the “arc line” to be a fair ball. There are NO strikeouts; batter swings until the ball is hit into fair territory. NO bunting or half-swings are permitted. If the Head Umpire decides a half-swing (or bunt) was taken, “no play” is declared and the batter and runners return to their position before the swing. Each half inning ends when all batters in the Batting Order have batted. Outs will not count toward ending a half-inning. The last batter of the inning does not have to stop at second. He/she may

- run all the bases if they want to.
- e. Base Running -NO stealing or leading-off is permitted. When a batted ball passes the outfielder, the hit is ruled a “ground rule double,” although the batter/base runner must reach 2nd base safely. The maximum number of bases allowed for the hitter or base runner is two, during and after each at bat. If the base runner has crossed the “halfway chalk line,” when the ball is declared “dead,” they are awarded the next base; otherwise they are returned to the prior base. Base running stops when the ball is returned to the infield (fair territory) crossing the 1st to 2nd base line or the 2nd to 3rd base line. NO sliding is allowed; if a base runner slides, they are out.
 - f. Umpire -Each Manager shall furnish one adult Umpire. One Umpire will be positioned between 1st base and 2nd base, and one will be positioned between 3rd base and home plate (Head Umpire; each will be responsible for calls at those respective bases). The two Umpires will alternate positions every two (2) innings. The Head Umpire’s decision(s) is final. The game will start with the Umpire placing the ball on the Tee and saying, “Ball on Tee”.
 - g. Defense -All players shall play all positions during the year, with the exception of first base due to safety reasons. The pitcher shall have both feet on the pitcher’s plate until the ball is hit. Placement of players shall be as follows:
 - i. 8 Players 5 Infield 3 Outfield
 - ii. 9 Players 5 Infield 4 Outfield
 - iii. 10 Players 6 Infield 4 Outfield
 - iv. Never more than 6 players in the Infield
 - v. 5 Infielders include: 1 First Base, 1 Second Base, 1 Shortstop, 1 Third Base, 1 Pitcher
 - vi. 6 Infielders include: Same as above and add one more Second Base or Shortstop
 - vii. A player may play a position for no more than one inning during any single game. If the play is being made on the base runner, the ball is not “dead” until the play is deemed complete by the Head Umpire. NO play will be made on a base runner at home plate.
 - h. The Game -Each game shall have a “75 minute” time limit or 3 innings, whichever comes first; if significant time (according to the Head Umpire) is “lost” due to injury or weather delay(s) then that “lost” time shall be added to the time limit. There are NO protests or forfeits. Any disagreement should be resolved quickly, quietly, calmly, and honestly so as not to distract from the fun and intent of the game; remember the best interest of all players is paramount. NO SCORES shall be kept in T-Ball

SECTION 4 – Instructional Division (Coach Pitch)

A. Field Marking

1. Circles ten feet in diameter will be placed around the pitching rubber (42' from home plate) and second base.
2. Chalk lines will mark the midway point between 1st and 2nd, 2nd and 3rd, 3rd and home, and 30 ft from home plate between the plate and the pitching rubber. A chalk line should also be placed to mark out the play areas.

B. Participation

1. Each child must play a minimum of 4 innings in the field, except for health or disciplinary reasons.
2. A player can only play one position for a maximum of three innings.
3. Ten players play the field; all are included in the batting order (see batting rules). If a team can only field 8 or 9 players, the other team may still field 10 players.
4. A minimum of eight players are required to play a game. It is acceptable to borrow a player from the opponent; if the managers, players and parents agree.

C. Equipment

1. A player will be ejected from the game by the umpire for throwing or otherwise abusing equipment or facilities. A player will be first warned when accidentally throwing the bat after a hit ball, and may be called an automatic out if it happens again.

D. Batting

1. ALL roster players will be listed in the batting line-up and bat for every game, except for health or disciplinary reasons.
2. Each batter is allowed eight pitches; after the 6th pitch the head umpire will inform the batter. After the 8th pitch (unless a foul ball), the batter will be considered a strikeout.
3. Three strikes or five pitches will be the maximum amount of pitches a batter will face. The fifth pitch can be fouled off as many times as it takes until a ball is put in play.
4. No intentional bunting is allowed. Any hit ball into the field of play is considered a live ball, no matter how far the ball is hit.
5. Each half inning ends when either three outs occur or five runs have accumulated in the inning.

E. Umpire

1. Each team will supply one adult umpire.
2. The head umpire will occupy a position between 3rd base and home plate. The 2nd umpire will be positioned between 1st and 2nd and each will

- make the calls for their two bases.
3. The head umpire is responsible for counting pitches, informing the pitcher after the sixth pitch, and counting outs.
 4. The umpires will call an infield play dead once the ball has broken the plane of the circle around the pitcher's mound. However, if there is an attempt to throw across the diamond to make a play on a runner and the ball crosses the plane during the attempt, the ball is still "live".
 5. The umpires will call an outfield play dead once the ball has broken the plane of the circle around 2nd base. If there is a play on a runner at 2nd then the play will still be considered live.
 6. Umpires will rotate positions after three innings.
 7. Umpires are not permitted to coach any players or show favoritism in any way.
 8. Any intentional interference by an adult will result in ejection from the game.

F. Base running

1. If a base runner has crossed the halfway chalk line on the base path when a play has been declared dead, the runner will be awarded the next base. If the runner has not crossed the chalk line, the runner must return to the previous base.
2. Base runners will be awarded one base on an overthrow out of play. If the runner has passed the chalk line when the ball goes out of play; the runner is awarded the next base plus one. If a runner has not passed the chalk line, they are awarded the next base only.
3. Feet-first sliding is permitted (except into first base). Plays may be made at home plate. If there is a play at home plate, the runner is required to slide to avoid a collision. It is not acceptable to run over the catcher on a play at the plate.
4. No stealing or leading off is permitted.
5. A runner may advance a maximum of 2 bases on a ball hit to the outfield.
6. Infielders must clear the base paths for the runner, unless attempting to make a play on the runner.
7. A runner may only advance one base on a ball that is played by an infielder and/or does not leave the infield.
8. If the batter is advancing to second base on a ball hit to the outfield, and he/she has crossed the halfway line between first and second, the play is not dead until the play is complete. (i.e.: If a throw is coming from the outfield to second base and there is a play on the runner. Play continues until the runner reaches second or the fielder makes a play on the runner.)

G. Adult Pitcher

1. The pitcher may pitch from anywhere behind the chalk line and in front of the rubber (37 to 42 feet from home plate).

2. Overhand or underhand pitching is permitted.
3. Adult pitchers are not permitted to coach base runners, but may coach the batter within reason, providing the game is not delayed by this activity.
4. The pitcher may not interfere with the play of the defensive team. The pitcher may defend themselves from a batted ball, but must drop a defensively caught line drive immediately. If interference is called by the umpire, the batter is considered out and all runners must return to the base occupied prior to the last pitch.
5. The adult pitcher should make every attempt to catch the ball from the defensive team when the defense is attempting to make a play “dead”.

H. Defense

1. There is no infield fly rule.
2. Outfielders cannot “squeeze” into the infield to act as additional infielders. It is at the discretion of the Managers to work together to agree on placement.

I. Coaching

1. A defensive coach may roam the outfield to assist and instruct the defensive team.
2. Base coaches instruct base runners, pitchers help hitters.
3. One defensive player will field the pitching position. The player must be positioned within the pitchers circle until the pitch crosses home plate.

J. The Game

1. Each game will be *five* innings in length.
2. The winning manager will report the final score of each game to the Instructional Chair within 24 hours of the end of the game.
3. Game time limit – no new inning may start after 1 hour 45 minutes from start of game, *and will end after two hours of game time have passed.*

SECTION 5 – Minor A Division

- A. The Major League Playing rule book will be used for the Minor A division of Little League Baseball, with the following exceptions:
 1. Four Out Fielders -All four must play outfielder positions, (I.e.: Left field, right center, left center and right field).
 2. Pitching rubber will be 42’ from the plate.
 3. Continuous batting order (At start of game, all available boys will be given a spot in batting order for whole game).
 4. Adult coaches will be allowed on first and third base.
 5. 5 run limit per inning on offense, except for last inning which has no limit.
 6. A courtesy runner for catcher is permitted. Note: Must be the last batted

- out.
7. A player may only steal one base per pitch.
 8. There is No stealing home.
 9. If a team is permanently down to 9 players the manager must pull a player up from the league below unless only two weeks remain in the season.
 10. Two hour time limit. No game shall be played beyond two hours and no inning shall start after one hour and forty-five minutes of playing time have passed. If the two hour drop time is enforced the score will revert back to the score before the start of the last inning.
 11. When a game gets rained-out it must be made-up within 2 weeks from date of cancelled game, with the following 2 exceptions:
 - a. No field times available.
 - b. It gives either team 5 games in a week.
 12. All players must play a minimum of 3 defensive innings per game
 - a. In the event of a shortened game, this rule can be disregarded
 13. All Players must play a complete defensive game a minimum of 25% of the season
 14. No walks. The player/pitcher will be given the opportunity to finish the batter either by a strike out, or a batted ball. If ball 4 is achieved at any time during the count, a coach will pitch. The batter will inherit his current strike count. Called strike 3 is allowed. No more than 5 total pitches from the coach pitcher will be allowed unless a foul ball continues the at bat.

SECTION 6 – Minor AA Division

- A. Minor AA -The Major League Playing rule book will be used for the Minor AA division of Little League Baseball, with the following exceptions:
 1. If a team is permanently down to 9 players the manager must pull a player up from the league below unless only two weeks remain in the season.
 2. If one team has a 12 run lead after 4 innings of play the game is over and that team will be considered the winner.
 3. When a 9, 10, or 11 year old is pulled up from Minor AA to the Majors to fill a vacant roster position, and this player is an All-Star nominee, he must be nominated and voted upon by managers in the league he spent the majority of the season.
 4. When a game gets rained-out it must be made-up within 2 weeks from date of cancelled game, with the following 2 exceptions:
 - a. No field times available.
 - b. It gives either team 5 games in a week.
 5. When pulling up players from a lower league to complete a roster, 2 players may not be taken from the same team.
 6. A continuous batting order must be used.
 7. All player must play a minimum of 3 defensive innings per game

- a. In the event of a shortened game, this rule can be disregarded
- 8. All Players must play a complete defensive game a minimum of 25% of the season

SECTION 7 – Major Division

- A. The Major League shall operate under the guidance of the Baseball Board of Tallmadge Little League. (This League shall contain 9, 10, 11, and 12 year-olds)
- B. Every team must provide one umpire for a minimum of 1 game per week.
- C. When players are needed to complete a roster please follow the player pool procedures outlined in the Little League operating manual.
- D. When a game gets rained-out it must be made-up within 2 weeks from the date of cancelled game, with the following 2 exceptions:
 - 1. No field times available.
 - 2. It gives either team 5 games in a week.
- E. Both teams will meet with the umpire at home plate 5 minutes prior to game time
- F. Home team is responsible for logging pitching records for both teams with home and away team signature. Pitching records will be posted by the concession stand.
- G. A continuous batting order will be utilized
- H. All players must play a minimum of 3 defensive innings per game
- I. In the event of a shortened game, this rule can be disregarded
- J. All players must play a complete defensive game a minimum of 25% of the season

SECTION 8 – All-Star General

- A. The Baseball All-Star team(s) will compete in accordance with the rules and guidelines of Little League, Inc.
 - 1. After May 31st and before the second weekend of June a special All-Star Tournament Selection Meeting shall be convened. The President, Executive Board Player Agent, Baseball Player Agent, VP of Baseball, the VP of Majors, and the League's Roster Managers and Coaches shall be the only individuals admitted to the meeting.

2. Team Manager Selections will take place after 11 players are placed on the team. All-Star Teams and Managers will be selected in the following order:
 - a. All eligible players and manager(s) – 12/11-Year-Old Team
 - b. All eligible players and manager(s) – 10/9-Year-Old Team
 - c. All eligible players and manager(s) – 11/10-Year-Old Team
3. The most competitive 12 year old team shall be assembled.
4. If the total number of players interested in being considered for an all-star spot is such that TLL is able to select more kids and form a team in more or all age groups or multiple teams in a single age group then the above order can be deviated from. The selection process may also be changed in order to accommodate the desires of kids wanting to experience all-stars. These decisions (both team selection order and possible selection process) will be made by a committee of 4 board members consisting of the VP of Executive Board, VP of baseball, the Executive Board Player Agent, and Baseball Player Agent. They will vote on a new procedure to accommodate the players and will have our league and players' best interests in mind and the majority decision will be the one followed. If there is a tie among the committee, the acting President of TLL will cast the deciding vote. If there's a conflict of interest with one of the 4 members the President of TLL can appointment a replacement from the Executive Board or the Baseball Board.
5. If there ever are not enough eligible 9 and 10 year olds nominated to form a 10 year old team, The Tallmadge Little League President, The Baseball VP, or the Player Agent, Executive Board, can allow eligible 8 year olds (AA) be nominated to ensure the formation of a 10 year old team.

B. ALL-STAR PLAYER SELECTION PROCESS

1. 12/11 Year-Old Team Player Selection Process: (14 Players, minimum of 12)
 - a. All eligible players will be nominated
 - b. After 11 players are selected the manager must choose between 1 to 3 players at his/her discretion from eligible players.
 - c. The roster manager and coaches will only vote for player selection. Managers vote worth 1 pt. each roster coach 1/2 pt. each (max 2 roster coaches/team, if only 1 coach then 1pt coach total)
 - d. The first round of secret ballot voting, a player must receive a unanimous or one less than unanimous (2pts) point total to make the team. On all subsequent rounds a player(s) with the highest point count and having a majority of points will be placed on the team. This will continue until all placements are made.
 - e. In the case of a tie for the final positions, those players will not be assigned to the team and the Major Managers will vote again on the tied players. Only if there is still a tie after the first "tie breaker" then a "Ballot Committee" consisting of the VP of Baseball, Baseball Player

- Agent, VP of Majors will convene privately to vote for the final players. The vote will be conducted by ballot and all ballots will be destroyed after being counted.
- f. If a player is selected to the All-Star team and declines to play or can't play because of an injury, the manager must replace the player with the top point getter of the non-selected players. If there is a tie, the manager may select from the tied players. This must be done immediately upon notification of such a situation. The ballot committee only will have the information for the points of non-selected players.
 - g. 12/11 Year-Old Manager is then selected (See Section 8, C)
2. 10/9 Year-Old Team Player Selection Process: (14 Players, minimum of 12)
- a. All eligible Major players will be nominated and voted on prior to AA player nominations
 - b. After 11 players are selected the manager reserves the right to add up to 3 players at his/her discretion from eligible players
 - c. The Major manager and coaches will only vote for Major Player(s) selection. Managers vote worth 1 pt. each roster coach 1/2 pt. (max 2 roster coaches/team, if only 1 coach then 1pt coach total).
 - d. A Major Player must receive a majority point total to be placed on the 9/10 All-Star Team
 - e. All remaining positions will be filled by the players in the Majors and Minor AA.
 - f. AA Managers and Coaches will then secretly vote.
 - g. The first round of secret ballot voting, a player must receive a Unanimous or one less than unanimous (2pts) point total to make the team. On all subsequent rounds a player(s) with the highest point count and having a majority of points will be placed on the team. This will continue until all placements are made.
 - h. In the case of a tie for the final positions, those players will not be assigned to the team and the minor AA managers will vote again on the tied players. Only if there is still a tie after the first "tie breaker" then a "Ballot Committee" consisting of the VP of Baseball, Baseball Player Agent, VP of Minor AA will convene privately to vote for the final players. The vote will be conducted by ballot and all ballots will be destroyed after being counted.
 - i. If a player is selected to the All-Star team and declines to play or can't play because of an injury, the manager must replace the player with the top point getter of the non-selected players. If there is a tie, the manager may select from the tied players. This must be done immediately upon notification of such a situation. The ballot committee only will have the information for the points of non-selected players.
 - j. 10/9 Year-Old Manager is then selected (See Section 8, C)

3. 11/10 Year-Old Team Player Selection Process: (14 Players, minimum of 12)
 - a. All eligible Major players will be nominated; an AA manager may choose to nominate a 10 and/or 11 Year-Old AA player (s).
 - b. After 11 players are selected the manager reserves the right to add up to 3 players at his/her discretion from eligible players.
 - c. The Majors and AA managers and coaches will only vote for player selection. Managers vote worth 1 pt, each roster coach 1/2 pt. each (max 2 roster coaches/team, if only 1 coach then 1pt coach total)
 - d. The first round of secret ballot voting, a player must receive Unanimous or one less than unanimous (2pts) point total to make the team. On all subsequent rounds a player(s) with the highest point count and having a majority of points will be placed on the team. This will continue until all placements are made.
 - e. In the case of a tie for the final positions, those players will not be assigned to the team and the AA Managers will vote again on the tied players. Only if there is still a tie after the first “tie breaker” then a “Ballot Committee” consisting of the VP of Baseball, Baseball Player Agent, VP of Majors and VP of AA will convene privately to vote for the final players. The vote will be conducted by ballot and all ballots will be destroyed after being counted.
 - f. If a player is selected to the All-Star team and declines to play or can’t play because of an injury, the manager must replace the player with the top point getter of the non-selected players. If there is a tie, the manager may select from the tied players. This must be done immediately upon notification of such a situation. The ballot committee only will have the information for the points of non-selected players.
 - g. 11/10 Year-Old Manager is then selected (See Section 8, C)

C. ALL-STAR MANAGER SELECTION PROCESS

1. All approved Manager and coaches are eligible to apply for Managing and/or coaching All-Star Teams.
2. All nominees must express interest prior to June 1st to the VP of Baseball for presentation to the Executive Board for pre-approval
3. Manager and coach candidates must be pre-approved by the Executive Board prior to Player/Manager selection meeting
4. All-Star Managers: (After each All-Star team is selected)
 - a. 12/11 Year Old Team - All approved Major Baseball managers and coaches are eligible to express interest for the Manager of the 12/11 Year Old All-Star Team
 - i. Major Manager and Coaches will only vote for selection. Managers vote worth 1 pt. each roster Coach ½ pt. (max 2 roster coaches/team, if only 1 coach then 1pt coach total)
 - ii. The Manager nominee with the most points will be selected.

- iii. In the case of a tie for the final positions, the Major Managers and Coaches will vote again on the tied players. Only if there is still a tie after the first “tie breaker” then a “Ballot Committee” consisting of the VP of Baseball, Baseball Player Agent, and VP of Majors will convene privately to vote. The vote will be conducted by ballot and all ballots will be destroyed after being counted.
- b. 10/9 Year Old Team - All approved Major Baseball Managers, AA managers, as well as Major and AA Coaches are eligible to express interest and apply for the 10/9 Year Old All-Star Team.
 - i. If a majors manager or coach expresses interest in coaching the 9/10 all-star team and has been approved by the executive board to be eligible, then at the time of manager selection, BOTH majors and AA managers and coaches would vote for the 9/10 all-star manager. If there is no interest from a majors’ manager or coach to manage the 9/10 all-star team, the voting would then only be done by the AA managers and coaches.
 - ii. The Manager nominee with the most points will be selected.
 - iii. In the case of a tie for the final positions, the AA Managers and Coaches will vote again on the tied players. Only if there is still a tie after the first “tie breaker” then a “Ballot Committee” consisting of the VP of Baseball, Baseball Player Agent, and VP of AA will convene privately to vote. The vote will be conducted by ballot and all ballots will be destroyed after being counted.
- c. 11/10 Year Old Team - All Approved Major and AA managers and coaches are eligible to apply for the 11/10 Year Old All-Star Team
 - i. Majors and AA Managers and Coaches will only vote for selection. Managers vote worth 1 pt. each roster coach 1/2 pt. (max 2 roster coaches/team, if only 1 coach then 1pt coach total)
 - ii. The Manager nominee with the most points will be selected. In the case of a tie for the final positions, the Majors and AA Managers and Coaches will vote again on the tied players. Only if there is still a tie after the first “tie breaker” then a “Ballot Committee” consisting of the VP of Baseball, Baseball Player Agent, VP of Majors and AA will convene privately to vote. The vote will be conducted by ballot and all ballots will be destroyed after being counted.

ARTICLE C. -SOFTBALL DIVISION LOCAL RULES

SECTION 1 – Softball Local Rules

The Local League Softball Program adheres to the Little League. Inc. Rule Books and Operating Manual. Where local options are allowed, the following Local League Rules apply.

SECTION 2 – General (All Divisions)

The following League Local Rules apply to all Leagues within the Softball Program. Rules specific for an individual program are described in the appropriate section below.

- A. Sundays – No practices, scrimmages, and/or practice games are permitted on Sundays. Only make up games are permitted.

- B. Home Team Responsibilities -The Home Team shall:
 - 1. Prepare the field for play, including but not limited to, raking, lines and bases.
 - 2. Deliver Umpire’s equipment and player Base-Coach’s helmets to the field.
 - 3. Notify Umpire when game is cancelled in a timely manner.
 - 4. Use the field for pre-game preparation for 15 minutes, beginning 30 minutes before the scheduled start time.
 - 5. The Home Team’s scorebook shall be considered the official scorebook. Scorers shall confer every half-inning to ensure that the scorebooks agree. The official scorebook shall be signed immediately following the game by the assigned Head Umpire.
 - 6. Clean up their side of the field (dugout and fan area) after the game.
 - 7. Supply a NEW game ball to start the game.
 - 8. If the final game of the day, secure the field and all associated equipment in the field’s storage facility following the game.
 - 9. Report the game score and pitchers innings used (both teams) to the League Chairperson, within 24 hours of game completion.
 - 10. Monitor weather and field conditions and decide, in a timely manner, to cancel the game by notifying the opposing manager.

- C. Visiting Team Responsibilities -The Visiting Team shall:
 - 1. Use the field for pre-game preparation for 15 minutes, beginning 15 minutes before the scheduled start time.
 - 2. Clean up their side of the field (dugout and fan area) after the game.
 - 3. Supply a “good” back-up ball to start the game.
 - 4. Set up the score board, and if to be used, the public address system.

- D. Defense -All team members must play a minimum of two innings defensively in each game. The only exceptions to this rule are in the case of illness, injury, absence, disciplinary action, or an incomplete game (i.e.: 2 hour limit).
 - 1. The penalty for violating the Minimum Playing Time Rule shall be as follows:
 - a. First Offense: A letter of warning shall be written to the offending

Manager by the VP Softball.

- b. Second Offense: Manager suspended for one (1) game.
- c. Third Offense: Manager suspended for the remainder of the season by Disciplinary Board action.

E. Scheduling Games

1. Special requests will not be made to avoid scheduling games on a certain night of the week for a given team since scheduling options are limited. If the manager has an activity that conflicts with a game (e.g. golf, bowling, church...), the assistant coach(s) can manage the team for a game.
2. The absence of a certain player or the manager is not considered a valid reason for rescheduling a game. If other activities conflict with a game and a sufficient number of players will not be able to field a game, the game may then be rescheduled.

F. SOFTBALL PLAYER EVALUATION COMMITTEE

A Player Evaluation Committee (PEC) shall be established for the purpose of conducting softball player evaluations and divisional player and team recommendations

Committee Selection:

1. This committee shall be a sub-committee of the Softball Board
2. The (PEC) shall consist of 5 members
 - a. Approved by the Softball Board
 - b. Selected members and committee chairperson will be given final approval by the Executive Board
3. PEC nominations will be taken during registration or nominated by the Softball Board
 - a. A PEC nomination form will be available to all TLL members and non-members during registration
 - b. All PEC nomination forms will be submitted to VP Softball and Softball Player Agent
 - c. All forms must be submitted one day prior to the February Softball Board Meeting
4. The Softball Player Agent shall be the PEC committee chairperson and reports to the Executive Player Agent
5. The Softball Player Agent shall schedule player evaluations and PEC divisional placement meeting
6. The Softball Player Agent will provide a list of PEC nominations to Softball Board Members for discussion and a vote
 - a. PEC selection will take place during the February Softball Board Meeting
 - b. 5 members will be selected by the Softball Board Members

- c. During the first round of voting, a PEC nominee must receive a unanimous or one less than unanimous vote to become a PEC member.
- d. During all subsequent rounds a nominee(s) with the highest vote count and having a majority vote will be a PEC member. This will continue until all placements are made.
- e. Votes will be counted by the Softball Player Agent, Secretary, and an additional Softball Board member who is not a PEC nominee
 - i. PEC votes must be tallied by Non-PEC nominees

G. COMMITTEE PLAYER EVALUATIONS AND PLACEMENT

- 1. The PEC shall rate and evaluate players age 6-12
 - a. The Rating system used shall be determined by the Softball Board
 - i. PEC Chairperson will be responsible for archiving PEC player evaluations for future reference
 - b. PEC Player Evaluations shall be utilized for:
 - i. Player divisional placement
 - a. All eligible players must be placed in their prior year division or higher
 - ii. The PEC, on a case-by-case basis will judge players who cannot attend the evaluation date(s) because of injury or illness
 - iii. Any player in the youngest age group eligible for any division must be ranked in the top 9 rounds to be eligible for placement in that division
 - c. Pitchers and Catchers will be evaluated separately using the PEC system
 - d. Placement exceptions can be made at any age level based on a parent registration request on the form but the VPs of the divisions will make the final determination based on that the player's skill level; the player could be placed in a division lower than the division requested by the parent(s)
 - e. The PEC chairperson will provide each divisional manager with a PEC evaluation report. The PEC report will include a final player rating

H. AGE STRUCTURE:

- 1. Majors: 9-12 year-olds
- 2. Minors: 7-10 year-olds
- 3. Coach Pitch: 6-8 year-olds
- 4. T-Ball: 4-6 year-olds

I. DRAFTING OF PLAYERS:

There will be no drafting of T-Ball Players.

Players will be placed onto teams by the drafting of Managers For all other divisions:

1. The VPs of each division will determine the number of teams to be rostered in each division.
2. The VPs and Managers will form teams under the following guidelines:
 - a. A list of the players will be provided to the Managers at the draft to use in conjunction with their own evaluation and notes to assist in their draft
 - b. A list of rankings will be completed for each division
 - c. The list of rankings will be validated by the VP of each division and the Softball Board
3. The divisional managers will then validate the rankings
 - a. At the completion of the validation process, each manager will be assigned a number
 - b. The divisional managers will then randomly draw numbers to determine which Manager will draft first and then proceed in numeric order, the Manager that has the last draft pick in the first round will then have first draft pick in second round, etc.
 - c. Managers are expected to use the ranking list by drafting players in chronological from highest to lowest rank with no more than a 0.2 deviation in average rating from the highest rated player left available.
4. If a Manager deviates from what is considered a minimum deviation in drafting a player, the Manager must show value for selecting the player of their choice. The Player Agent is the final judge as to if the players overall value to the team warrants that selection.
5. Managers are required to draft his/her daughter in the round that their daughter is ranked in the draft with minimal deviation.
6. Pitchers and Catchers will be evaluated by the PEC system separately. Highest ranked pitcher will be drafted and paired with lowest ranked catcher, lowest ranked pitcher will be drafted and paired with highest ranked catcher, and middle ranked pitchers will be drafted and paired with middle ranked catchers.
7. Pitchers and catchers are drafted and placed first. If a Managers daughter was placed as a number one pitcher you are assuming the first draw and all other managers will draw to draft pitchers and catchers. The manager that drafts the lowest ranked pitcher will have the first draft pick of position players and a snake draft will continue thereafter.
8. Resolution of player/team disputes will be arbitrated by the Softball Player Agent & Executive Board Player Agent.

SECTION 3 – Instructional Division (Coach Pitch)

- A. The Instructional Division shall operate under the guidance of the Softball Committee of Tallmadge Little League.

B. All rules and regulations will be followed as stated in the Official Little League Rules and Regulations manual unless stated below:

1. An eleven-inch softball will be used in play.
2. The home team will sit on the third base dugout side.
3. The inning is over when:
 - a. Three (3) outs occur OR
 - b. Five(5) runs have accumulated in the inning
4. There will be continuous batting (every girl bats regardless if she is on the bench)
5. Base running rules are defined as the following:
 - a. One base allowed on an overthrow. If an attempt is made on the overthrow to get the runner out at the next base and that ball is overthrown, the runner gets one additional base.
 - b. When the ball is declared defensively “dead” and the runner is beyond the middle hash mark between 1st & 2nd base, 2nd & 3rd base, or 3rd & home, the runner will be awarded the next base.
 - c. If the runner is not past the hash marks on said bases, the runner must go back to the previous base.
 - d. Sliding is encouraged to avoid collisions.
6. After five innings, given the five run limit per inning, games will be complete if it is not possible for opposing team to earn enough runs to win game.
7. If at any time a coach or manager is unhappy with the actions of another manager or coach, calmly ask to speak to each other away from the girls. Do not argue in front of them. This makes them uncomfortable and it’s embarrassing for everyone. This includes issue with the umpires.
8. PITCHING
 - a. Three (3) strikes or Five (5) pitches will be the maximum amount of pitches a batter will face. The fifth (5th) pitch can be fouled off as many times it takes to put the ball in play.
 - b. Pitchers MUST wear a face mask. It is HIGHLY recommended everyone playing defense do the same.
9. DEFENSE
 - a. Girls will be rotated every two (2) innings defensively. The rotation MUST BE two (2) innings infield then two (2) innings outfield (or vice versa).
 - b. Traditional softball positions will be required (one pitcher, one short stop, etc.). The four outfielders must start play with both feet in the grass (approximately 20 feet off the base line).
 - c. The play is considered “dead” or stopped when an infielder has the ball and holds it up to show that no other plays will be made.
 - d. The ball MUST be thrown in from the outfield.
 - e. The “seven foot” rule applies to all bases in the infield. This means a

ball can ONLY be run to a base if it is fielded within seven feet of the base. Anything outside of seven feet requires the ball to be thrown (example: the pitcher cannot run the ball to home for a force out if it's not fielded within seven feet of the base).

- f. It is highly recommended that players on the infield wear infielders mask.
10. Games will be Five (5) innings or two (2) hours long (innings must be complete). No new inning shall start after the two-hour time limit has been reached.
11. Player Pool
 - a. Every manager will do what is necessary to fill a roster on game day. The ultimate goal is to play the game.
 - b. In the event a manager knows he or she will not be able to field eight (8) players, he or she must immediately contact the opposing manager to see if the manager can "borrow" players to proceed with the pending game.
 - c. "Sub" players will be put at the end of the batting order. They will also be stationed in the outfield during the game.
12. Substitutions -Free substitutions shall be permitted in Instructional League games.
13. Marking the field -When lining the field a pitching circle: sixteen (16) feet in diameter; Eight (8) foot radius shall be drawn from the center front edge of the pitchers plate. Place a special 6' long "halfway chalk line, "perpendicular to the baseline, midway between 1st base and 2nd base, 2nd base and 3rd base, and 3rd and home plate.
14. Adult Pitcher -Each team shall supply an adult to pitch to its own players.
 - a. The adult pitcher may not interfere in any fashion with the play of the team. The adult pitcher is entitled to deflect or temporarily catch a hard line drive ball for his/her own protection without being charged with interference and the ball must be immediately dropped near the pitcher-player. Any attempt to make the ball difficult to handle on the part of the adult pitcher shall be deemed interference.
 - i. PENALTY: The batter shall be declared out and runners shall be returned to the bases they occupied before the pitch.
 - b. If interference with a thrown ball is ruled, such as the obstruction of an inadvertent movement on the part of the adult pitcher, the play shall be voided and play shall resume when the players are returned to the situation of the previous pitch unless the defense was successful in spite of the interference.
 - c. In the case of deliberate interference of any kind, the adult pitcher shall be ejected from the game. This is an Umpire's judgment call.
15. Fielder Pitcher -One (1) defensive player shall be assigned to field the pitcher's position.
16. The pitcher-player shall be within the pitching circle when the pitch is made.

17. At the end of each play or attempted play, the ball shall be returned to the pitcher-player, who will then return it to the adult pitcher.
18. If, after returning the ball to the adult pitcher, the pitcher-player requests return of the ball, the adult pitcher shall drop the ball in front of the pitcher-player (as in the case of an appeal play).
19. Balls and Strikes -No walks shall be awarded in the Instructional League. Strikes shall be called only when a player swings and misses.
20. Coaches -Adults shall be permitted to occupy the Coach's boxes. Batting helmets are not required for adult Coaches.
21. The infielder fly rule shall not apply to the instructional league.
22. Special Grace Period -During the first two (2) games of the season, the Umpire shall warn any player who throws a bat after hitting a ball. After the second game, a player may be ejected for throwing a bat. Throwing a bat cannot result in an out.
23. NO stealing or leading off is permitted.

SECTION 4 – Minor Division

- A. The Minor League shall operate under the guidance of the Softball Committee of Tallmadge Little League.
- B. All Rules and Regulations will be followed as stated in the Official Little League Rules and Regulations Manual unless stated below.
 1. The inning is over when:
 - a. Three (3) outs occur OR
 - b. Five (5) runs have accumulated in the inning
 2. There will be continuous batting (every girl bats regardless if she is on the bench).
 3. There are unlimited defensive substitutions (exception: if a pitcher is substituted, she cannot return in that same inning as a pitcher; but she can remain in the game in a different position). The pitcher may return in subsequent innings.
 4. Base running rules are defined as the following:
 - a. There are unlimited advancements on bases on overthrows when the ball is in the field of play.
 - i. An exception would be on an attempted steal. No additional bases will be awarded on an overthrow.
 - b. There will only be TWO (2) steals of home permitted per inning from each team that result in runs scored.
 - c. When an attempt of a pick off is made at the base runner, only that specific base runner may advance one (1) base on an overthrow.
 - d. When the ball is thrown into the circle, the girl must decide immediately whether to return or advance at her own risk (either way). If she does not make a decision, then she is out.

5. After five innings, given the five run limit per inning, games will be complete if it is not possible for opposing team to earn enough runs to win game.
6. If at any time a coach or manager is unhappy with the actions of another manager or coach, calmly ask to speak to each other away from the girls. Do not argue in front of them. This makes them uncomfortable and it's embarrassing for everyone. This includes issues with the umpire.
7. PITCHING:
 - a. Pitchers have a six (6) innings per week limit. The week begins on Monday and ends on Sunday.
 - b. Pitchers MUST wear a face mask. It is HIGHLY recommended everyone playing defense do the same.
 - c. At least two (2) pitchers MUST be used per game.
 - i. Each pitcher must pitch a minimum of three (3) outs or 3 walks. For example, once your starting pitcher is removed, your second pitcher or a collection of pitchers must record at least three (3) outs in said game before the time limit is up or game has ended.
 - d. In the event three (3) batters are hit by a pitch in the same inning, the pitcher will be removed on the third hit batter and will not return to pitch that game.
 - e. After a 3-1 or 3-0 count the Manger/Coach will come in and pitch. There will be no walks, but there can be a strike out. This is for home games only.
8. Games will be six (6) innings long or a maximum of two hours. No new innings will be started after one hour and 45 minutes has been reached.
9. The visiting team is responsible for staffing the concession stand.
 - a. Managers will provide a schedule and pre-assign family to staff the concession stands on a rotating basis.
 - b. The visiting team will sit on the 3rd base side (closest to the concession stand).
10. Player Pool
 - a. Every manager will do what is necessary to fill a roster on game day. The ultimate goal is to play the game.
 - b. In the event a manager knows he or she will not be able to field eight (8) players, he or she must immediately contact the opposing manager to see if the manager can "borrow" players to proceed with the pending game.
 - c. "Sub" players will be put at the end of the batting order. They will also be stationed in the outfield during the game.
11. Defense -Ten (10) players shall play defense, with at least (4) defenders in the outfield grass area; with the intent of teaching the game properly, all defenders should be placed in somewhat the traditional fielding positions.
12. Pre-Game Pitchers Warm-Up -Only players in uniform and wearing the required protective gear may warm up a pitcher during the preliminary period before a game. The preliminary period shall be defined as the

- thirty-minute interval prior to the starting time of the game.
13. Substitutions –Free substitutions shall be permitted in Minor League games.
 14. The Ball -An eleven-inch softball shall be used in the Minor League on a permanent basis.
 15. Marking the field -When lining the field, a “pitching circle” sixteen (16) feet in diameter, eight (8) foot radius shall be drawn from the center front edge of the pitchers plate.
 16. Coaches -Two adults shall be permitted to occupy a Coaches box. Batting helmets are not required for adult base coaches.
 17. Infield Fly Rule -The Infield Fly Rule shall not apply to Minor League; hence, the spirit of that rule shall be supported by Coaches, i.e., no Coach shall teach the Intentional dropping of fly balls to create double-play or triple-play situations.
 18. Throwing a Bat -During the first two (2) games of the season, the Umpire shall warn any player who throws a bat after hitting a ball. After the second game, a player maybe cited for “unsportsmanlike conduct” which may lead to ejection from a game.
 19. Player Movement -No players shall be moved between the Instructional League and Minor League after the scheduled start of the Minor League season, without approval of the Softball Player Representative, Minor Softball Chairperson, and VP Softball.
 20. Base Umpires –The Home team shall provide one (1) Base Umpire for each game; if possible the Visiting team shall provide one (1) Base Umpire.
 21. Equipment -Each team shall have at least one helmet with face guards.

SECTION 5 – Softball Major and Junior Divisions

- A. The Major League shall operate under the guidance of the Softball Committee of Tallmadge Little League.
- B. All Rules and Regulations will be followed as stated in the Official Little League Rules and Regulations Manual unless stated below.
 1. The inning is over when:
 - a. Three (3) outs occur
 2. There will be continuous batting (every girl bats regardless if she is on the bench).
 3. Base running rules are defined as the following:
 - a. There are unlimited advancements on bases on overthrows when the ball is in the field of play.
 - b. When the ball is thrown into the circle, the girl must decide immediately whether to return or advance at her own risk (either way). If she does not make a decision, then she is out.

4. Games will be six (6) innings long or a maximum of two hours. No new innings will be started after the (2) hour limit has been met.
5. If at any time a coach or manager is unhappy with the actions of another manager or coach, calmly ask to speak to each other away from the girls. Do not argue in front of them. This makes them uncomfortable and it's embarrassing for everyone. This includes issue with the umpires.
6. PITCHING:
 - a. Pitchers have 18 innings per week limit. The week begins on Monday and ends on Sunday.
 - i. Pitchers cannot pitch back to back days if they have pitched more than three inning the previous day.
 - ii. A pitcher may pitch a maximum of nine (9) innings in any given game or day.
 - b. Pitchers **MUST** wear a face mask. It is **HIGHLY** recommended everyone playing defense do the same.
 - c. In the event three (3) batters are hit by a pitch in the same inning, the pitcher will be removed on the third hit batsman and will not return to pitch that game.
 - d. A 12 inch softball will be used in this division.
 - e. The pitching rubber will be secured 40 feet from home plate.
7. The visiting team is responsible for staffing the concession stand.
 - a. Managers will provide a schedule and pre-assign a family to staff the concession stand on a rotating basis.
 - b. The visiting team will sit on the 1st base side (closest to the concession stand).
8. Player Pool
 - a. Every manager will do what is necessary to fill a roster on game day. The ultimate goal is to play the game.
 - b. In the event a manager knows he or she will not be able to field eight (8) players, he or she must immediately contact the opposing manger to see if the manager can "borrow" players to proceed with the pending game.
 - c. "Sub" players will be put at the end of the batting order. They will also be stationed in the outfield during the game.
9. Pre-Game Pitchers Warm-up -Only players in uniform and wearing the required protective gear may warm up a pitcher during the preliminary period before a game. The preliminary period shall be defined as the thirty-minute interval prior to the official starting time of the game.

SECTION 6 - All-Star General

A. The Softball All-Star team(s) will compete in accordance with the rules and guidelines of Little League, Inc.

1. After May 31st and before the second weekend of June a special All-Star Tournament Selection Meeting shall be convened. The President, Executive Board Player Agent, Softball Player Agent, VP of Softball, VP of Softball Majors, and the League's Roster Managers and Coaches shall be the only individuals admitted to the meeting.
2. Team Manager Selections will take place after 11 players are placed on the team. All-Star Teams and Managers will be selected in the following order:
 - a. All eligible players and manager(s) – 12/11/10-Year-Old Team
 - b. All eligible players and manager(s) – 10/9/8-Year-Old Team
 - c. All eligible players and manager(s) – 11/10/9-Year-Old Team
 - d. All eligible players and manager(s) – 16/15/14/13-Year-Old Team
 - e. All eligible players and manager(s) – 14/13-Year-Old Team
3. The most competitive 12 year old team shall be assembled.
4. If the total number of players interested in being considered for an all-star spot is such that TLL is able to select more kids and form a team in more or all age groups or multiple teams in a single age group then the above order can be deviated from. The selection process may also be changed in order to accommodate the desires of kids wanting to experience all-stars. These decisions (both team selection order and possible selection process) will be made by a committee of 4 board members consisting of the VP of Executive Board, VP of Softball, the Executive Board Player Agent, and Softball Player Agent. They will vote on a new procedure to accommodate the players and will have our league and players' best interests in mind and the majority decision will be the one followed. If there is a tie among the committee, the acting President of TLL will cast the deciding vote. If there's a conflict of interest with one of the 4 members the President of TLL can appointment a replacement from the Executive Board or the Softball Board.

B. ALL-STAR PLAYER SELECTION PROCESS

1. Managers – All registered Senior, Junior, Major and Minor softball division managers who managed a team in the concurrent season that the All Star draft takes place are included in the voting procedure. Each Manager is assigned a point total of 2 points.
 - a. The Seniors managers will vote for 13, 14, 15, 16 All Star Team.
 - b. The Juniors managers will vote for the 13 and 14 All Star Team.
 - c. The Major Managers will vote for the 10, 11 and 12 All Star Team. The Major Managers will also vote for the 9, 10 and 11 All Star team.
 - d. The Minor Managers will vote for the 8, 9 and 10 All Star Team. The Minor managers will also vote for the 9, 10, and 11 All Star Team.
2. Coaches – Each team will be represented by one coach who participated in the

concurrent season that the All Star Draft takes place. This will include one coach from each team in the Major and Minor Softball Divisions. Each Coach is assigned a point total of 1 point.

- a. The Seniors Coaches will vote for 13, 14, 15, 16 All Star Team.
 - b. The Junior Coaches will vote for the 13 and 14 All Star Team.
 - c. The Major Coaches will vote for the 10,11 and 12 All Star Team. The Major Coaches will also Vote for the 9, 10 and 11 All Star Team.
 - d. The Minor coaches will vote for the 8, 9 and 10 All Star Team. The Minor coaches will also vote for the 9, 10 and 11 All Star Team.
3. If the Manager/Coach is not available on the day of the All-Star selection, a substitute will NOT be permitted to take their spot.
 4. A player who is 8, 9 or 10 years old and plays in the Minors during regular season can only be voted on the 8-10 All Star Team. A player who is 10 years of age playing in the Majors during regular season can be voted on either 8-10 All Star Team, 9-11 All Star Team or 10-12 All Star Team (with approval of parent). Any 9, 10 or 11 year old player who plays in either Minors or Majors during regular season can be voted on the 9-11 All-Star Team.
 5. POINTS and VOTING for the Players
 - a. Each team consisting of one manager and one coach have a maximum point total of 3 points. If the division were to have 4 teams total (for example) the maximum points available would be 12.
 - b. In the first round of voting, the player must accumulate the maximum points in order to be selected to the all-star team. This would be called a unanimous selection.
 - c. In the second round, the minimum points needed to make the team would be unanimous minus 3 point. (In this case, the point total needed is a minimum of 9 points).
 - d. In the third round, a player must accumulate a minimum of a unanimous minus 6 (in this case, at least 6 points are needed) in order to be selected for the team.
 - e. The Selection will continue at unanimous minus 6 until the team is filled.
 - f. In case of a tie, a “vote off” will take place between the players. The highest point total will be awarded the spot.
 6. 12-14 players will be selected per all-star team
 7. The Manager awarded the team will add one player, and will have the option of adding up to three players.
 - a. The Manager’s picks must be declared at the time of the All Star meeting.
 - b. Three alternates will be declared as per panel vote. If a player(s) who was originally voted on the team is unable to participate, the alternates will be assigned based on vote count results (highest goes first, etc.).

C. ALL-STAR MANAGER SELECTION PROCESS

1. POINTS and VOTING for the All Star Manager
 - a. The “Manager (2 points), Coach (1 point) system” will be used in order to select a manager for each all-star team.
 - b. The manager selection order will be in the same order as the team selection.

- i. First – 10-12 year old team
 - ii. Second – 8-10 year old team
 - iii. Third – 9-11 year old team
 - iv. Fourth – 13-16 year old team.
 - v. Fifth – 13-14 year old team
- c. The Manager who accumulates the most points will be awarded the team.
- i. In case of a tie, one revote will be taken between the candidates who have an equal point total.
- d. If this vote ends with a tie, the Tallmadge Little League Softball Board will vote within 24 hours to award the team with the chosen manager. A minimum of 7 board members must be in attendance.
- e. In an event the softball board has to make the final decision on the manager, the manager's pick (adding a 12th player) will be postponed until the manager is selected.
- f. If no manager from said division is interested in managing the All Star team, then the coaches from that division will be next in line. If no coach in said division is interested in managing the all-star team, then managers from other divisions will be eligible to manage team.
- g. Each Manager may nominate as many players from his or her own team or from other teams that he or she feels deserve consideration. Nominations shall be kept confidential. After Managers evaluate the nominees during the closing weeks of the season, and once the season has concluded, another meeting shall be held to select the team.
- h. Discussions of player's abilities shall be permitted to assist the Managers in making final decisions.

ARTICLE D - CHALLENGER DIVISION LOCAL RULES

SECTION 1

Challenger Local Rules -The Local League Challenger Program adheres to the Little League Inc. Rule Books and Operating Manual. Where Local options are allowed, the following Local League Rules apply.

SECTION 2 – General Rules

A. Home Team Responsibilities:

- 1. Occupy first base dugout during game
- 2. Clean up their side of the field after game (dugout and fan area).
- 3. Supply a NEW game ball to start game.

B. Visiting Team Responsibilities:

- 1. Clean up their side of the field after game (dugout and fan area).
- 2. Supply a GOOD back-up ball to start game.

C. Umpires:

1. Each Manager shall furnish one (1) Umpire. One (1) for home plate and for field.
2. There shall be no protests in Little League Challenger Division game.
3. The umpires will be in charge.
4. Game starts when umpire states, "Batters Up" or "Play Ball."

SECTION 3 - Divisions

Splitting the Challenger League is optional. If it is split the following shall apply to Challenger A and AA:

A. Challenger A

1. Batting Order
 - a. Bat the entire team roster or ten (10) batters per inning, unless prearranged before game with both Managers and Umpire.
 - b. Last batter goes all the way home.
2. Batter/Batting
 - a. Ball must go three (3) to four (4) feet in fair territory to be considered a "fair" ball. If batter hits tee first, the ball will be replaced on the tee until hit "fair".
 - b. There are no strike outs or walks, and Coach, Manager or buddy may assist batter if needed.
3. Base Running
 - a. Every player is safe at first base.
 - b. Force-outs at second, third and home.
 - c. No tag-outs at home.
 - d. No stealing or lead-offs permitted.
4. Pitching
 - a. Five (5) pitches per player, excluding two (2) fouls, thrown by Coach, player.
 - b. After five (5) pitches, tee is mandatory.
 - c. If player only bats off the tee, then no pitches need to be made.
5. Defense
 - a. Players shall not play defense totally out of position. If so, base runners are safe.
 - b. Additional players are placed in the outfield.
 - c. All players must stay on the field (in position) until opposing team completely finishes running the bases.
 - d. Buddies only get balls if player can't. If they do, all runners are safe or advance to next base. Buddies can stop balls to protect players.
 - e. Catchers must wear all intended Little League equipment; however, catchers are not mandatory.
6. Field Markings

- a. Bases will be designated as large circle areas about four (4) feet in diameter.
- 7. Buddies
 - a. Must protect player at all times.
 - b. Can only get a thrown or hit ball if player is physically unable to do so. In such case, retrieved ball must be handed to said player, thrown or rolled to player if player is capable of catching.
 - c. Can tell a player where to make the play.
 - d. Cannot make the play. Ball must be given to player to complete the play.
 - e. Is allowed to be on the field at any time to assist a player.
 - f. May assist player when running bases, making sure all bases are touched.
 - g. Shall remain in the dugout unless participating in the game.
 - h. Must try to keep his player paying attention and under control during game.
 - i. Cannot intentionally interfere with a hit or thrown ball. If so, play is dead. If ball is accidentally touched, it will remain a “live” ball and play continues.

B. Challenger ‘AA’

- 1. All games will be played and start precisely at the time scheduled.
- 2. Each game shall have a two (2) hour limit or maximum of six (6) innings.
- 3. Scores will be kept.
- 4. Three (3) outs per inning.
- 5. Runners can be out at first.
- 6. No buddies.
- 7. Correct fielding positions (except four (4) outfielders).
- 8. The batting lineup will be the entire team.
- 9. No base stealing or lead-offs.
- 10. After five (5) pitches, excluding two (2) fouls, tee is mandatory.
- 11. Minimum playing time is two (2) defensive innings and one (1) at bat.
- 12. Evaluations -Players will be evaluated based on prior year’s skill level. New players desiring to play at this level must be evaluated by the Managers. Parents are permitted to request “AA” but may not insist on it.

These Local Rules are approved by the members of the Tallmadge Little League Board of Directors signed below.

President

Date

Treasurer

Date

Secretary

Date

Ways-and-Means

Date

Player Agent

Date

Operations Officer

Date

VP Baseball

Date

VP Softball

Date

VP Challenger

Date

Safety Officer

Date

Communications Officer

Date

Umpire-in-Chief

Date