

2018

INDIANOLA LITTLE LEAGUE

General Information and Policies

Indianola Little League will adhere to the rules in the official Little League Rule Book except as set out in these rules. These rules, unless otherwise stated, apply to regular season play; Little League Tournament play shall be governed by the Little League Rule Book.

- I. Unsportsmanlike Conduct
- II. Rules for Coaches
- III. Scheduling and Make-up Procedures
- IV. Decisions and Protest
- V. General Player Selection Rules
- VI. Tee Wee Division Rules
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- X. Senior Division Rules
- XI. Ground Rules – All Leagues
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I. Unsportsmanlike Conduct

Indianola Little League (ILL) has a zero tolerance policy for unsportsmanlike conduct on the part of the coaches, players, and spectators. All reported incidents regarding unsportsmanlike conduct will be reviewed by a Disciplinary Committee consisting of the ILL Player Agent, ILL President, and the League Commissioner of the league associated with the reported incident. The objective of the Disciplinary Committee is to review the incident and make a determination whether the event falls into one of the three disciplinary levels (see A, B, and C below). If a determination is made that an incident does fall into one of the three disciplinary levels, the associated penalties will be enforced.

- A. Unsportsmanlike conduct without physical contact. Examples of this level of infraction includes, but is not limited to, the following: use of profanity; questioning subjective umpire calls such as balls/strikes; and repeated offenses of coaching rules discussed in more detail later in this document.

Penalties:

- If incident involves an ejection from a game, the offender shall immediately be ejected from the ballpark for the duration of the day.
- The offender shall not be allowed to return to the ballpark up to the start of the second-scheduled game played by the team the offender is affiliated with as a coach, player, or spectator, subject to the discretion of the Board of Directors (up to a one-game suspension).

- B. Unsportsmanlike conduct involving slight, non-flagrant physical contact. Examples of this level of infraction include, but are not limited to: light pushing, shove, or bump.

Penalties:

- The offender shall immediately be ejected from the ballpark for the duration of the day.
- The offender shall not be allowed to return to the ballpark up to the start of the sixth-scheduled game played by the team the offender is affiliated with as a coach, player, or spectator, subject to the discretion of the Board of Directors (up to a five-game suspension).

- C. Unsportsmanlike conduct involving flagrant physical contact or threat of harm to any person, or the family or property of that person.

Penalties:

- The offender shall immediately be ejected from the ballpark for the duration of the day.
- The offender shall be subject to up to a life-time suspension subject to the discretion of the Board of Directors.

Repeat violations of our policy. A second Level A offense will result in Level B penalties; a second Level B offense will result in Level C penalties.

Any coach found to have violated our unsportsmanlike policy at any level will not be allowed to coach a post-season team (All-Star or County).

II. Rules for Coaches

- A. One individual must be selected as coach before the team selection or before the draft as the case may be. Assistant coaches shall be selected after the team selections or after the draft, i.e., assistant coaches cannot be selected prior to team assembly. Selection of all coaches is subject to the approval of the Board of Directors.
- B. Our Little League program is designed for the players. It is intended to provide a POSITIVE learning experience through YOUR leadership. Coaches and Assistant Coaches are expected to present a positive image to players in conduct, attitude, and sportsmanship. Your conduct, especially on the field, is constantly scrutinized by players, parents, and board members and it should be above reproach at all times. Profanity and the use of abusive language or actions directed toward players and officials cannot be tolerated and will likely result in penalties for violating our zero-tolerance policies for unsportsmanlike conduct. (See I Unsportsmanlike Conduct). Circumstances may arise that result in stress and anger; however, you are expected to be the adult role model at all times.
- C. A coach shall not leave the bench or dugout except to confer with a player or an umpire and only after receiving permission from an umpire. (See Little League rule XIV Field Decorum, (d) on page 46). At least one adult coach must be in the dugout at all times.
- D. Adults will coach the bases for all games in leagues below the Intermediate Division. In Intermediate Division and older leagues, coaches or players may coach the bases.
- E. The home team:
- will occupy the third base dugout;
 - is responsible for assisting with getting bases and chalking the field prior to games if needed;
 - shall furnish a scorekeeper to work the scoreboard;
- F. The visiting team:
- will occupy the first base dugout;
 - shall put away the bases, pitching machines and rake the plate area and pitching mound after the final game of the day.
 - Will provide an adult base umpire.
- G. All teams are responsible for cleaning the dugouts of debris after each game.
- H. All players will receive a free treat at the concession stand following the completion of the game and the cleaning of the dugout.
- I. An adult coach may warm up a pitcher at home plate. Player catchers who warm up pitchers must wear ALL the proper safety gear.
- J. No smoking or possession of alcoholic beverages is allowed at the ballpark.
- K. If a player regularly misses practice, a coach should discuss the situation with the player's parents. If the problem is not resolved the coach should discuss it with the ILL Player Agent. No coach is to take disciplinary action without first discussing the situation with the ILL Player Agent.
- L. Infield practice is not allowed prior to the game. Teams may warm up by throwing and catching in the outfield area or outside the baselines prior to the game.

- M. Allowable team meeting per week in preseason are a minimum of two and maximum of three. After the games start, allowable team meetings per week are a minimum of two and maximum of four. A meeting is a practice or game. Coaches should schedule at least one practice per week in addition to the usual two games per week during the season.

- N. Minor, Intermediate and Senior teams may take batting practice at the Little League Complex prior a scheduled game. The home team shall take batting practice 1 hour 30 minutes before the scheduled game time. The visiting team shall take batting practice 45 minutes before the scheduled game time.

III. Scheduling and Make-Up Procedures

- A. The decision to delay or postpone a game before the game has begun, due to weather/field conditions, will be made by the Indianola Little League Board. The Board will attempt to make a determination by 3 p.m. If the games are postponed, this announcement will be made on the website (www.indianolalittleleague.org), as well as contacting the affected league commissioners. League commissioners will attempt to notify coaches prior to the start of the game when a rainout is definite. Once the games have begun the decision to postpone or delay a game will be up to the board member(s) on duty.
- B. Rainouts will be determined on a per-game basis rather than postponing of an entire day's schedule. Rainouts will be scheduled by the Scheduling Director within 24 hours of the rainout.
- C. Rainouts will be rescheduled on the first available date. Sunday evenings will be considered available dates for make-up games.
- D. If less than one complete inning has been played, the game shall be replayed from the beginning and all records, including pitching records, shall be discarded.
- E. Incomplete or tie games must be resumed from the point of suspension. When a suspended game resumes, the time limit will start over according to the Division rules. It does not matter how much time was left at the time the game was suspended; the goal is to play a full game, not a set time.

IV. Decisions and Protests

- A. Only the violation or misinterpretation of a playing rule or the playing of an ineligible player constitutes an allowable protest; judgment calls of the umpire shall not be protested.
- B. When there is a dispute, the respective coaches shall confer between themselves and the umpire in order to resolve the dispute. Formal protests should be avoided if at all possible.
- C. The Protest Committee will be in charge of all decisions.
- D. In order for a protest to be considered, the following process must be followed:
 - The coach must declare to the umpire that the remainder of the game is being played under protest; this must be done immediately, before another play takes place;
 - A written protest must be filed with the League Commissioner within 24 hours of the game;
 - The Protest Committee consists of the ILL Rules Committee and the League Commissioner. If any designated member is unavailable or directly involved, the ILL President may appoint a replacement from among the Board;
 - In case of a protest, the Protest Committee must make a decision within 48 hours of receiving the formal written protest. This will be the final decision. The League Commissioner must then notify the coaches involved of the decision.

V. General Player Selection Guidelines

Indianola Little League shall consist of Tee Wee (4-6 year-olds), Pee Wee (7-8 year-olds), Minor (9-10 year-olds), Intermediate (11-13 year-olds), and Senior (13-16 year-olds; only 13 year olds in 8th grade) Divisions.

- A. In the Tee Wee and Pee Wee Divisions, players will be assigned to teams by the League President and Commissioner's in accordance with the players league age (Tee Wee 4-6 years; Pee Wee 7-8 years)
- B. A draft system will be used to assemble teams in the Minor (9-10years), Intermediate (11-13 years), and Senior (13-16 years) divisions.
- C. Tryouts will be held for players new to the Minor and Intermediate Divisions. Players not attending tryouts will be ranked according to information available.
- D. Players seeking to "play-up" (i.e., 8 year olds in the Minor Division) shall be required to try-out. Players failing to try-out shall be allowed to play up subject to the approval of the Board Directors. 6-year-olds playing up to Pee Wee level are not required to try out. There is no "playing-up" into the Intermediate and Senior Divisions.
- E. Players shall not be allowed to play-up once they have been placed on a team by selection or by the draft unless there are extenuating circumstances and approval by the Board of Directors.
- F. Late Registration
 - For divisions without drafts, late signups will immediately be assigned to a team provided there is roster space available, subject to the approval of the Board of Directors;
 - Signups received after the League Draft will accumulate for two weeks following the Draft or until registration closes, at which time the pool of late registrants will be drafted in what is known as Supplemental Draft. Draft order will be circular, picking up where the original draft ended;
 - Following the completion of the Supplemental Draft, the period for accepting late registrations will conclude for the season. Exceptions will be made for players moving into our approved League boundaries. These players will be assigned by the Division commissioner in order to improve the competitive balance of the Division.
 - Fees will be prorated based on percentage of games played;

VI. Tee Wee Division

The Tee Wee Division is a recreational/Instructional league for 4 to 6-year-old players. Participation, fun, and basic skill development are the primary goals of this league.

- A. Tee Wee games have a 50 minute time limit.
- B. No official score will be kept. No league standings will be kept.
- C. There will be no formal infield practice prior to the game. Teams may warm-up by throwing and catching prior to the starting time of the game.
- D. It is recommended Tee Wee League players play in both the outfield and infield during a game. A player may play in any one position no more than two nonconsecutive innings. When it is dangerous for a player to be placed in an infield position, this should be brought to the attention of the Tee Wee League Commissioner.
- E. All players play in the field, there is no sitting players on the bench.
- F. One batting order will be established to start the game and will be in effect the entire game with each player batting in order. Batting order should be rotated every game so everyone has a chance to bat "lead off" and "clean up".
- G. Bat thru the complete lineup every inning. No score is kept, walks awarded or outs recorded. A player advances only one base per batter.
- H. Coaches can pitch if the player is ready. If the player does not hit the ball after 3 pitches the Tee is used. Coaches will place the ball on the Tee, not players.
- I. All members of the batting team will wear helmets. The catcher is required to wear a mask with throat protector, chest protector and shin guards.
- J. Practice locations are determined by the coach. Normally these are at a school or park. Usually by the time Tee-Wee teams are assigned the Minor and Intermediate Divisions are playing games and it is hard to practice at the Little League fields, however, if the fields are not being used Tee-Wee teams may practice there.

VII. Pee Wee Division Rules (“Pitching Machine”)

The Pee Wee Division is a recreational/Instructional league for 7- to 8-year-old players. Participation, fun, and basic skill development are the primary goals of this league.

- A. Pee Wee games have a 50 minute limit.
- B. No official score will be kept. No league standings will be kept.
- C. There will be no formal infield practice prior to the game. Teams may warm-up by throwing and catching prior to the starting time of the game.
- D. It is recommended Pee Wee League players play in both the outfield and infield during a game. A player may play in any one position no more than two nonconsecutive innings. When it is dangerous for a player to be placed in an infield position, this should be brought to the attention of the Pee Wee Division Commissioner.
- E. One batting order will be established to start the game and will be in effect the entire game with each player batting in order regardless of the fact the player may not have been on defense in the inning. Playing time should be divided as equally as possible. No player should be on the bench for more than one inning at a time.
- F. Pitching machines provided by Indianola Little League shall be used in Pee Wee games.
- G. An adult representative of the batting team will place balls in the pitching machine – this adult must not coach the base runners.
- H. There will be ten defensive players with at least four players positioned on the outfield grass before each pitch. The defensive pitcher must be positioned with one foot on the dirt of the pitching mound parallel to the pitching machine until the ball is hit or crosses home plate.
- I. No walks will be awarded; three strikes constitute an out.
- J. A batted ball hitting any part of the pitching machine or the adult operator will be called a dead ball and no pitch. If the batted ball passes through, but does not touch the machine or operator, it is in play. A batted ball touched first by a defensive player, then hitting the pitching machine or operator, will be in play unless the operator intentionally interfered with the play.
- K. No bunting is allowed.
- L. Batters should be encouraged to take a natural, straight-away stance in the batter’s box. Both feet must be within the box as the stance is taken and as the ball is contacted.
- M. A team may bat through the order only once per inning regardless of the number of outs or players present. The final batter or coach needs to notify the umpire when the last batter is up to bat. Upon the final batter batting the ball, the play will end when any defensive player has possession of the ball, at any base, in advance of any base runner; this will be deemed a force out the side is retired.
- N. All members of the batting team will wear helmets. The catcher is required to wear a mask with throat protector, chest protector, shin guards and protective cup.

VIII. Minor Division Rules

A. Minor Division Draft

- Order of the draft will be randomly determined. The Division Commissioner will determine if teams will get a draft choice in a certain round based on the teams returning players. The intent is for teams to have as even a number of 9 and 10 year-olds as possible.
- Once drafted to a team a player will remain on that team throughout their time in the Minor Division.
- Players will be pooled by age group, and within age group they will be ranked by tryout scores. Scores will be estimated for players not attending tryouts.
- Coaches are encouraged to work together and give any information they may have or know about a player. This will help a coach or new coach during the draft.
- Based on the random order determined, the draft will consist of the following rounds:
 - I. Round 1. 10 year-old players (if any) will be drafted in the draft order based on a teams need for 10 year olds. Some teams may not draft a 10 year-old. If needed, each team will select two 10-year-olds as the draft will go 1 to x (with x being the last team in the draft order), and then back to x to 1.
 - II. Round 2. Each team will select two 9-year-olds as the draft will go to x to 1 (with x being the last team in the draft order), and back to 1 to x.
 - III. Round 3. Each team will again select two 10-year-olds (if needed), going in the opposite order of the prior 10-year-old round. In this case, the draft order will be x to 1 and then 1 to x/
 - IV. Round 4. Each team will again select two 9-year-olds, going in the opposite order of the prior 9-year-old round. In this case, the draft order will 1 to x and then x to 1.
 - V. Round 5-x. Using the rules as described in Rounds 3-4, additional rounds will be held until the number of available players no longer supports a round.
 - VI. Last Round. When the number of players no longer support a round in for either 9 – or 10-year-olds, the remaining players are pooled together to form a final found. Draft order will be the opposite of the draft order for the prior round.
- The round a coach must take their child will be determined by their tryout ranking. If this is not possible they will be placed in the rankings based on their past performance by the other coaches participating in the draft. Examples: If there are 6 teams and the coach's 10-year-old child is in the top 6 players, he must be taken as the first selection of Round 1; if the coach's child is in the top 7-12 players he must be taken as the second selection of Round 1. If the coach's child is ranked 19-24 he would be the second selection of Round 3.
- Siblings will be drafted onto the same team unless the parents specifically request they not be drafted onto the same team.
- If a player's parents have specifically requested their child not be on a specific team or with a specific coach, this request will be honored if at all possible. The Division Commissioner will present the request at the draft for discussion.
- Any player 'playing up' i.e., a player younger than 9, will be pooled with the 9-year-olds.
- The Division Commissioner will have the final decision to resolve any and all issues during the draft. Draft Rules will be followed with no exceptions.

B. Minor Division Pitching Rules

- All pitches thrown in at least one inning must be thrown by a 9-year-old, though not necessarily the same 9-year-old.
- For all other pitching rules, please consult the Little League Rule Book and the Pitch Count Publication. It is the responsibility of each coach to have a command and

understanding of the pitching rules; the violation of pitching rules may result in forfeiture of a game(s).

C. Minor Division Game Rules

- A regulation game consists of 6 innings (see Little League rule 4.11(a)-(c)), subject to the following time limit.
- All games will be scheduled using a 90 minute time limit. The last out of an inning effectively starts the next inning. If the 90 minute time limit is reached during the middle of an inning the following rules apply:
 - I. If the home team is batting and leading the game is called.
 - II. If the visiting team is batting, the visitors complete their at bats. If the visitors are behind at the completion of its at bat, the game is called. If the visitors are ahead or the game is tied at the completion of the visitor's at bat, the home team gets the final at bat.
 - III. If the home team is batting and the game is tied or the home team is behind, the home team completes its at bats.
 - IV. If the game is tied at the end of the time limit, or at the end of six innings, the following rules will be used as a tie breaker. The last two batters from the previous inning shall start the next inning at second and first base. Each half inning will start with one out. Not more than two innings will be played under tie breaker rules.
- Prior to the game, the umpire will be provided with a game timer and at the beginning of the game the timer will be set to 90 minute limit. (Minimum of four innings) Coaches in conjunction with the umpires should synchronize their watches and monitor the game time along with the game timer.
- If the game ends in a tie at the end of the tie breaker, it will be counted as a half win and half loss for each team. The game WILL NOT resume at a later date.
- All players present MUST play. All players present must play defense at least every other inning. One batting order will be established to start the game and will be in effect the entire game with each player batting in order regardless of the fact that the player may not have been on defense.
- A team may bat through the order only once per inning regardless of the number of outs or players present. The coach of the batting team shall notify the umpire when the last batter is up to bat. At that time the coach shall inform the umpire and the opposing coach whether the batting team will accept a walk of the last batter. If the coach does not so notify the umpire and opposing coach, the final batter cannot walk. A walk includes a hit batsman or catcher interference. No intentional walks are allowed.
- It is recommended that Minor Division team members play in both the outfield and infield. When it is dangerous for a player to be placed in an infield position, this should be brought to the attention of the Division Commissioner and/or ILL Player Agent.
- The following special rules shall apply on a batted ball when a team has batted through its entire lineup.
 - I. When the third out occurs during the time at bat of the final batter, regular baseball rules regarding base runners shall apply during the team's next time at bat.
 - II. During the final inning of play with fewer than three outs, the play will end when any defensive player has possession of the ball at any base in advance of a base runner. This will be deemed a force out and the side is retired. If the final out is not a typical out, any runs crossing the plate before the out is declared will count.
- There will be ten defensive players including one pitcher, one catcher, 4 infielders and 4 outfielders. No infield rover or additional infielders are allowed.
- Only five warm-up pitches are allowed between innings, only 20 seconds will be allowed between pitches during a game. When a new pitcher enters the game, a maximum of ten

warm-up pitches will be allowed. This will also apply when a pitching change is made due to injury.

- There must be eight players to start a ball game; a team may finish with seven players. If at some point during the game either team has less than seven players, that team forfeits. If a team plays with eight players, that team must take an automatic out at some point in their batting order. With nine or more players, there will be no automatic out. Teams are limited to the numbers of players available (for example, if one team fields nine players and the other fields 12, you bat what you have).
- Base stealing of second and third base is permitted when a pitcher is pitching. The ball must cross the plate before stealing can commence. If a runner leaves early, he is called out.
- Under no circumstance shall any runner advance to home plate except for the following:
 - I. Batted ball.
 - II. Forced by a walk, hit batter, or catcher's interference with the batter.
 - III. A runner on 3rd base may only advance on a ball put in play by a batter or when a play is made on the runner at 3rd base.

IX. Intermediate Division Rules

A. Intermediate Division Draft

- The draft order will be based on the previous regular season standings with the last place team drafting first and the first place team drafting last. Each round will go from the last place team to the first place team. This will not be a “snake draft”. The Division Commissioner will determine if teams will get a draft choice in a certain round based on the teams returning players. The intent is for teams to have as even a number of 11, 12 and 13 year-olds as possible.
- Once drafted to a team a player will remain on that team throughout their time in the Intermediate Division.
- Players will be pooled by age group, and within the age group they will be ranked by tryout scores. Scores will be estimated for players not attending tryouts.
- Coaches are encouraged to work together and give any information they may have or know about a player. This will help a coach or new coach during the draft.
- Based on the draft order, the draft will consist of the following rounds:
 - I. 13 year-old Round. 13 year-old players (if any) will be drafted in the draft order based on a teams need for 13 year olds. Some teams may not draft a 13 year-old. There will be as many rounds as needed to draft the 13 year-olds. All 13 year-olds will be drafted prior to the 12 year-olds being drafted.
 - II. 12 year-old Round. 12 year-old players will be drafted per the draft order based on a teams need for 12 year-olds. Some teams may not draft a 12 year-old while some teams may draft multiple 12 year-olds. There will be as many rounds as needed to draft the 12 year-olds. All 12 year-olds will be drafted prior to the 11 year-olds being drafted.
 - III. 11 year-old Round. 11 year-old players will be drafted per the draft order. All teams, regardless of the number of returning players, will draft an 11 year-old through the first three rounds of the 11 year-old draft. Subsequent rounds may be used to “even out” the number of players per team.
- The round a coach must take their child will be determined by their tryout ranking. If this is not possible they will be placed in the rankings based on their past performance by the other coaches participating in the draft. Examples: If there are 6 teams and the coach’s 12-year-old child is in the top 6 players, he must be taken as the first selection of Round 1; if the coach’s child is in the top 7-12 players he must be taken as the second selection of Round 2. If the coach’s child is ranked 19-24 he would be the second selection of Round 3.
- Siblings will be drafted onto the same team unless the parents specifically request they not be drafted onto the same team.
- If a player’s parents have specifically requested their child not be on a specific team or with a specific coach, this request will be honored if at all possible. The Division Commissioner will present the request at the draft for discussion.
- The Division Commissioner will have the final decision to resolve any and all issues during the draft. Draft Rules will be followed with no exceptions.

B. Intermediate Division Pitching Rules

- All pitches thrown in at least one inning must be thrown by an 11 or 12-year-old, though not necessarily the same 11 or 12-year-old.
- For all other pitching rules, please consult the Little League Rule Book and the Pitch Count Publication. It is the responsibility of each coach to have a command and understanding of the pitching rules; the violation of pitching rules may result in forfeiture of a game(s).

C. Intermediate Division Game Rules

- A regulation game consists of 7 innings (see Little League rule 4.11(a)-(c)), subject to the following time limit
- All games will be scheduled using a time limit of 105 minutes. The last out of an inning effectively starts the next inning. If the 105 minute time limit is reached during the middle of an inning the following rules apply:
 - I. If the home team is batting and leading the game is called.
 - II. If the visiting team is batting, the visitors complete their at bats. If the visitors are behind at the completion of its at bat, the game is called. If the visitors are ahead or the game is tied at the completion of the visitors at bat, the home team gets the final at bat.
 - III. If the home team is batting and the game is tied or the home team is behind, the home team completes its at bat and the game is called at the completion of the home teams at bat.
 - IV. If the game is tied at the end of the time limit, or at the end of seven innings, the following rules will be used as a tie breaker. The last two batters from the previous inning shall start the next inning at second and first base. Each half inning will start with one out. Not more than two innings will be played under tie breaker rules.
- Prior to the game, the umpire will be provided with a game timer and at the beginning of the game the timer will be set to the 105 minute limit. Coaches in conjunction with the umpire should synchronize their watches and monitor the game timer.
- If the game ends in a tie at the end of the tie breaker, it will be counted as a half win and half loss for each team. The game WILL NOT resume at a later date.
- All players present MUST play. All players present must play defense at least every other inning. One batting order will be established to start the game and will be in effect the entire game with each player batting in order regardless of the fact that the player may not have been on defense.
- It is recommended that Intermediate Division team members play in both the outfield and infield. When it is dangerous for a player to be placed in an infield position, this should be brought to the attention of the Division Commissioner and/or ILL Player Agent.
- There will be nine defensive players consisting of a pitcher, catcher, 4 infielders and 3 outfielders.
- Only five warm-up pitches are allowed between innings, only 20 seconds will be allowed between pitches during a game. When a new pitcher enters the game, a maximum of ten warm-up pitches will be allowed. This will also apply when a pitching change is made due to injury.
- There must be eight players to start a ball game; a team may finish with seven players. If at some point during the game either team has less than seven players, that team forfeits. If a team plays with eight players, that team must take an automatic out at some point in their batting order. With nine or more players, there will be no automatic out. Teams are limited to the numbers of players available (for example, if one team fields nine players and the other fields 12, you bat what you have).
- Base stealing is permitted at any time. Base runners can lead off.
- Indianola Little League adopts Little League Rule 6.05. A batter may advance when a third strike is not caught by the catcher under the circumstances set forth in Rule 6.05(b)(2).

X. Senior Division Rules

A. Senior Division Draft

- Order of the draft will be randomly determined.
- The Division will have a complete redraft of all registered players, i.e., teams will not ‘carry over’ from year to the next.
- Players will be pooled by age groups into two age groups: (1) 13/14-year-olds and (2) 15/16-year-olds.
- Coaches are encouraged to work together and give any information they may have or know about a player. This will help a coach or new coach during the draft.
- Based on the random order determined, the draft will consist of the following rounds:
 - I. Round 1. Each team will select two 15/16-year-olds as the draft will go 1 to x (with x being the last team in the draft order), and then back to x to 1.
 - II. Round 2. Each team will select two 13/14-year-olds as the draft will go to x to 1 (with x being the last team in the draft order), and back to 1 to x.
 - III. Round 3. Each team will again select two 15/16-year-olds, going in the opposite order of the prior 15/16-year-old round. In this case, the draft order will be x to 1 and then 1 to x.
 - IV. Round 4. Each team will again select two 13/14-year-olds, going in the opposite order of the prior 13/14-year-old round. In this case, the draft order will 1 to x and then x to 1.
 - V. Round 5-x. Using the rules as described in Rounds 3-4, additional rounds will be held until the number of available players no longer supports a round.
 - VI. Last Round. When the number of players no longer support a round in for either 13/14 – or 15/16-year-olds, the remaining players are pooled together to form a final round. Draft order will be the opposite of the draft order for the prior round.
- The round a coach must take their child will be determined by tryout ranking based on their past performance by the other coaches participating in the draft. Examples: If there are 6 teams and the coach’s 15/16-year-old child is in the top 6 players, he must be taken as the first selection of Round 1; if the coach’s child is in the top 7-12 players he must be taken as the second selection of Round 1. If the coach’s child is ranked 19-24 he would be the second selection of Round 3.
- Siblings will be drafted onto the same team unless the parents specifically request they not be drafted onto the same team.
- If a player’s parents have specifically requested their child not be on a specific team or with a specific coach, this request will be honored if at all possible. The Division Commissioner will present the request at the draft for discussion.
- 13 year-olds are allowed to “play-up” into the Senior Division.
- The Division Commissioner will have the final decision to resolve any and all issues during the draft. Draft Rules will be followed with no exceptions.

B. Senior Division Pitching Rules

- All pitches thrown in at least one inning must be thrown by a 14-year-old, (or 13year old) though not necessarily the same 13/14-year-old. If a total of 35 consecutive pitches are reached by the 14-year-old pitcher or pitchers in that inning, a 15/16-year-old may be brought in to pitch, and/or if eight runs are scored in that inning, a 15/16-year-old may be brought in to pitch.
- For all other pitching rules, please consult the Little League Rule Book and the Pitch Count Publication. It is the responsibility of each coach to have a command and understanding of the pitching rules; the violation of pitching rules may result in forfeiture of a game(s).

C. Senior Division Game Rules

- A regulation game consists of 7 innings (see Little League rule 4.11(a)-(c)), subject to the following time limits.
- All games will be scheduled using a time limit of 105 minutes. The last out of an inning effectively starts the next inning. If the 105 minute time limit is reached during the middle of an inning the following rules apply:
 - I. If the home team is batting and leading the game is called.
 - II. If the visiting team is batting, the visitors complete their at bats. If the visitors are behind at the completion of its at bat, the game is called. If the visitors are ahead or the game is tied at the completion of the visitors at bat, the home team gets the final at bat.
 - III. If the home team is batting and the game is tied or the home team is behind, the home team completes its at bat and the game is called at the completion of the home teams at bat.
 - IV. If the game is tied at the end of the time limit, or at the end of seven innings, the following rules will be used as a tie breaker. The last two batters from the previous inning shall start the next inning at second and first base. Each half inning will start with one out. Not more than two innings will be played under tie breaker rules.
- Prior to the game, the umpire will be provided with a game timer and at the beginning of the game the timer will be set to the 105 minute limit. (Minimum of four innings.) Coaches in conjunction with the umpire should synchronize their watches and monitor the game timer.
- If the game ends in a tie at the end of the tie breaker, it will be counted as a half win and half loss for each team. The game WILL NOT resume at a later date.
- Beginning in 2015, the Indianola Senior League will employ Senior League Rule 3.03 regarding line-ups and substitutions.
- There will be nine defensive players, i.e., only three outfielders.
- Only five warm-up pitches are allowed between innings, only 20 seconds will be allowed between pitches during a game. When a new pitcher enters the game, a maximum of ten warm-up pitches will be allowed. This will also apply when a pitching change is made due to injury.
- There must be eight players to start a ball game; a team may finish with seven players. If at some point during the game either team has less than seven players, that team forfeits. If a team plays with eight players, that team must take an automatic out at some point in their batting order. With nine or more players, there will be no automatic out. Teams are limited to the numbers of players available (for example, if one team fields nine players and the other fields 12, you bat what you have).

XI. Ground Rules – All Leagues

- A. All players, when not batting, on deck, or coaching must remain inside the dugout.
- B. If the ball goes into the dugout base runners will be awarded the base being approached plus one additional base.
- C. Any base runner is out when the judgment of the umpire the runner does not attempt to avoid a collision with any player making a play on the runner or the ball, i.e., in the judgment of the umpire did the runner have malicious intent. Defensive players are not permitted to block the base path without possession of the ball.
- D. All equipment must be kept inside the dugouts except for one bat held by the on-deck batter.
- E. Substitutions during ½ innings (during three outs of play) are restricted to injuries and pitching changes.
- F. In Minor Division after 4 ½ innings of play, when the home team is in the lead by 15 runs or more, the game shall also be called by umpire or the board member on duty. After 5 innings of play, when the visiting team is in the lead by 15 runs or more, the game shall also be called.
- G. In Intermediate and Senior Divisions after 4 ½ innings of play, when the home team is in the lead by 10 runs or more, the game shall be called by the umpire of the board member on-duty. After 5 innings of play, when the visiting team is in the lead by 10 runs or more, the game shall also be called.
- H. Lightening or darkness shall be cause for the board members on duty in conjunction with the umpire to delay or stop a game. Indianola Baseball, Inc. recommends shelter is sought in cars during such delays. Rain delays or postponements shall be up to the board member on duty.
- I. All bats shall comply with the applicable rules as set forth by Little League. Bats used for games shall be approved by the Division Commissioner with red tape affixed to the bat to show that they have been inspected.
- J. If during the season, a player must seek medical attention due to an illness or injury, the player's parent(s)/guardian(s) must provide the head coach with a note from the player's health care provider allowing the player to return to practices/games. The head coach will keep a copy of the note with the player's medical sheet for the duration of the season. The head coach will also inform the Division Commissioner and the Player Agent of the player's condition.

XII. Post Season

- A. On or about June 1st of each season, Minor, Intermediate and Senior Division players shall vote for players from their own team to be eligible for post season play. In 2015, the All-Star teams shall consist of a 9 year-old team, a 10 year-old team, an Intermediate team, and a Senior team. The Intermediate Division All-Star team may include 11 year olds, 12 year olds and 13 year olds. The Senior Division All-Star team may include 14 year olds, 15 year olds and 16 year olds. Head and Assistant coaches of each team should also vote. The number of players from each team shall be determined by the Board of Directors. The vote should be by written ballot. The individual ballot should be presented to each Division Commissioner.
 - All players playing in the respective division shall be eligible for post season play, provided that they meet all Little League International and local requirements.
- B. On or about June 10th, each Division Commissioner shall meet with the coaches to determine those eligible players who will comprise the Indianola Little League All-Star teams. The number of players for each team will be determined by the Board of Directors. Players who have not paid their registration in full are not eligible for post-season play.
- C. Coaches for All-Star and County Tournament teams shall be selected by the Board of Directors. The Coach of the regular season champion of each respective division shall be given preference, followed by the coach of the league tournament champion, and each succeeding coach based on the regular season standings. Regular season assistant coaches shall also be eligible for All-Star and county teams coaching positions. Determination of assistant coaches for each All-Star and county tournament team will be the decision of the head coach, with the approval of the Board of Directors as to eligibility.
- D. All players who play in the Minors, Intermediate or Senior Divisions not selected for an All-Star team shall be eligible for the County Tournament subject to the approval by the Board of Directors. Players who have not played in Indianola Little League for that season are not eligible to play on an Indianola Little League County Tournament team. The number of players for each County Tournament team shall be determined by the Board of Directors.
- E. All teams in the County Tournament shall play in accordance with the appropriate Division's Rules of Little League Baseball unless otherwise directed by Indianola Little League.