

**2019 MBLL**

**OFFICIAL**

**REGULATIONS**

**AND**

**PLAYING RULES**

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## I. EMERGENCY AND OTHER CITY NUMBERS

<b>Paramedics/ Police/Fire</b>	<b>310-545-5679 or 911</b>
<b>Police</b>	<b>310-545-4566 Manhattan Beach 310-524-2750 Hermosa Beach 310-379-5411 Redondo Beach</b>
<b>Fire Department</b>	<b>310-545-5670 Manhattan Beach 310-318-0326 Hermosa Beach 310-379-5416 Redondo Beach</b>
<b>Hospitals</b>	<b>Little Company of Mary 310-540-7676 Little Company of Mary Care Station 310-376-6262 Torrance Memorial 310-325-9110</b>
<b>Contacts for Lights</b>	<b>Live Oak, Dorsey: 310-877-0507 Man. Heights, Begg North, Begg South: 310-877-0512 All Marine fields: 310-877-0515</b>
<b>Weather- Related Field Status</b>	<b><a href="http://www.mblittleleague.com">www.mblittleleague.com</a> (424-241-0607)</b>

**ALL MANAGERS ARE REQUIRED TO HAVE THEIR PLAYERS' MEDICAL RELEASE FORMS WITH THE TEAM AT ALL TEAM FUNCTIONS (E.G., PRACTICES, GAMES, OUTINGS, PARTIES, ETC.)**

## II. APPLICABILITY OF REGULATIONS AND PLAYING RULES

Manhattan Little League, Inc., also known as Manhattan Beach Little League (“MBLL”), is a non-profit local league that operates under a charter granted annually by Little League International (LLI) a non-profit membership organization with its international headquarters in Williamsport, Pennsylvania. MBLL is operated exclusively by volunteers who serve as members of its Board of Directors (sometimes referred to herein as the “Board”), Officers, League Officials, and Managers and Coaches pursuant to the MBLL By-Laws and Charter.

This Booklet contains the Official Regulations and Playing Rules for MBLL. These local rules are intended to supplement, and not replace, the Official Regulations and Playing Rules of LLI Baseball. To the extent there is a conflict between the MBLL rules and regulations and the LLI rules and regulations, it is MBLL’s policy that these rules and regulations will govern. These rules and regulations have been approved by the MBLL Board of Directors pursuant to the MBLL By-Laws and may not be amended, modified or disregarded without approval of the MBLL Board.

All games played between MBLL teams will be played in accordance with the regulations and playing rules of MBLL and LLI. Managers and coaches shall not agree to waive or modify any MBLL regulations or playing rules.

All non-tournament baseball games between MBLL teams and teams from other Leagues in District 36 (Co-Play games) will be played in accordance with these rules pursuant to agreement with those leagues.

All non-tournament baseball games between MBLL teams and teams from other Leagues in Districts other than District 36 will be played in accordance with the LLI rules and regulations, and the local rules of the host local little league.

### **III. FORMATION OF TEAMS**

#### **A. LEAGUES, TEAMS, PLAYER AGES AND SELECTION OF PLAYERS**

1. Little League age is determined by the rules and regulations of LLI. The Player Agent shall determine the members of the placement committee (the "Placement Committee").
2. The Junior and Senior Baseball Divisions are competitive divisions for players ages 12-16 that are formed by a draft of players from the eligible pool supplied by the Player Agent. The Junior Division is comprised of players primarily age 12 to 14 and the Senior Division of players primarily age 13 to 16. The Player Agent and Junior/Senior Commissioner shall determine the number of players on a team. Any 12 year old playing in Juniors will not be eligible for All-Star play in the Little League Majors division (aka Little League).
3. The Intermediate Division (50/70) is designed to help bridge the jump from the small to big field for ages 11-13 and can be a standalone division or a division supplemental to the Majors and Juniors division. When supplemental, players participating in the 50/70 division may also play on either a Juniors or Majors team as their primary team. Teams may have up to 15 players. When the division is run as a supplement, the commissioner(s) must take great care to assure that pitchers arms are protected and having large teams as well as a robust multidivisional pitch count mechanism are two ways to prevent injury. When run as a standalone division, the team size, as well as attention to pitch count is as ~~is with~~ a typical kid pitch division.
4. The Major Baseball Division is commonly known as the "Little League" program. Each team shall include a maximum of eight 12 year olds, unless the Vice-President of Baseball and Player Agent, with the approval of the Board of Directors, determine that additional 12 year old players should be allowed due to the make up of the player draft pool. The minimum age for a Major Division player is 10 years old. A team shall primarily consist of 12 and 11 year old players and the teams shall be drafted from the pool of eligible players provided by the Player Agent. Unless approved by the Player

Agent, the player shall have completed a spring season in AAA Division or an equivalent division. All 12 year old players will be placed in Majors unless otherwise requested by the family and approved by the MBLL President.

5. The AAA Baseball Division is a minor division by and in conjunction with the regular Little League program. Each team shall consist of 11 or 12 players, aged 9 to 12, and the teams shall be drafted from the pool of eligible players provided by the Player Agent. Unless approved by the Player Agent, the player shall have completed a spring season in AA Division, AAA division or an equivalent division.
6. The AA division is a minor division introducing the young athlete to the skills of pitching and hitting a ball. Each team shall consist of 11 to 13 players, ages 7 to 11. The exact number shall be determined by the Player Agent depending on the number of players registered in a given year. Players of age 11 years are normally placed on a AAA or Majors Division team unless special circumstances require that the player be placed in the AA Division. Players of age 7 and 8 years are normally placed in the single A Division unless the Player Agent and the Placement Committee determine that the AA Division is appropriate. The AA Division is formed by a draft from the list of eligible players provided by the Player Agent.
7. The single A Baseball Division is an instructional division, which introduces the young athlete to the skills of hitting a pitched ball. Pitching is done by the manager or coach of the batter's own team or a pitching machine. Each team shall consist of 10 to 12 players primarily ages 7 and 8. Players of age 6 years are normally placed in the Tee Ball Division unless the Player Agent and the Placement Committee determine that the single A Division is appropriate. The exact number shall be determined by the Player Agent depending upon the number of players registered in a given year.
8. The Tee Ball Division is an instructional division, which introduces the young athlete to the game of baseball. Each team shall consist of approximately 9 to 12 players primarily ages 4 to 6. The exact number shall be determined by the Tee Ball Commissioner depending upon the number of players registered in a given year.
9. The Challenger Division is specifically designed for children with mental or physical disabilities for ages five (5) and up. The exact number of players on a team will be determined by the Challenger Division Commissioner. The Challenger Division is formed on an as requested or needed basis from year to year at the discretion of the MBLL Board of Directors.

## B. EVALUATIONS

1. In order to assess the skills of the players and aid in balancing teams, all participants registered for kid-pitch divisions must attend evaluations as announced and scheduled to become eligible to play on a team unless excused by

the Player Agent for valid reasons. Evaluations are not held for players playing Tee Ball and California unless the Player Agent determines an evaluation is appropriate to assess the applicability of the circumstances described in D.3 below.

2. After official evaluations, only the Player Agent, Commissioners, President or MBLL Vice-President may individually evaluate a player for a team.

## C. DRAFTING

1. All players age 11 to 12 are eligible for the Major baseball draft, all players aged 10 to 12 are subject to the AAA draft, and all players aged 9 and 10 are eligible for the AA draft. Players not drafted into the Major and AAA Baseball Divisions will be subject to the AA Baseball Division Draft. The Player-Agent shall determine the sequence and format of the draft.

Exception #1: The Player Agent may honor parent requests to remove their child from a particular division's draft only if,

a. Sufficient willing players are still available to fill the teams, and

b. If, in the opinion of the Player Agent, the player is not over-qualified or under-qualified to play at the requested level.

2. Exception #2: Unless a manager waives the right, the Manager's children are not subject to the draft, but are placed on the Manager's team. The Player Agent, and the Placement Committee shall determine the draft round to be lost for these placements.

3. Note #1: Every effort will be made to honor a Manager's selection for his or her game coach whose child will be excluded from the draft roster. The President, Vice President or Player Agent may deny any such request on the basis that a particular request is not in the best interests of the league due to competitive imbalance considerations. In the Major Division, if the President, Vice-President or the Player Agent determines that a Manager's child and his game coach's child would both most likely be drafted in the first round, or one in the first round and the other in the second round, then the Manager must select another game coach (rule of three). Conversely, the Board may elect to not allow pairing in the Majors Division for a particular season.

Note #2: Parent requests shall positively not include a choice of specific teams for their player, although in extreme cases, they may request avoidance of a specific team or manager (coach) by submitting this request in writing to the President of the MBLL. The decision to honor or not to honor player placement requests from parents shall be made by the Player Agent and the President.

2. Rules for the drafting of siblings are:

a. Once the first of siblings is drafted, the other (or others) is immediately assigned draft rounds based upon ability, tryouts, and historical performance. This assignment shall be determined solely by the Player Agent (or

his/her representative), and it shall be declared before any further draft choices are initiated. The sibling (or siblings) must be taken in the round assigned. Should the drafting manager disagree with the round assignments, he may return his initial sibling's name to the draft and take another player.

b. Sibling rules do not apply if parents specifically waive the rights granted by the rules; that is, these siblings shall be drafted individually.

3. Players who missed evaluations and have not played in MBLL are not eligible for the open drafts without an exemption from the MBLL President or Player Agent. However, if in the opinion of the Player Agent, some of the players are over qualified to play at the lower levels, they shall be distributed to Major or AAA teams by an appropriate method as determined by the Player Agent.

4. Returning Major, AAA and AA Division players who have not been selected to a team near completion of the draft shall be distributed to teams in the Division in which they played the prior year.

5. Prior to the draft, the Player Agent shall attempt to determine the exact, current draft status (eligibility and willingness) of all players, and provide notice of status to all managers. Changes in status not generally known to all of the drafting managers shall not be allowed.

#### D. MAKEUP OF NON-DRAFT DIVISIONS (Single A or TEE BALL)

1. Teams will be balanced in strength in terms of batting ability, fielding ability, gender and ages to the maximum extent practical.

2. Makeup of teams shall be the responsibility of the respective Commissioners. There is no draft by managers for Single A or Tee Ball. Special requests to put a player on a Single A or Tee Ball team with a particular coach or player will be considered but there is no guarantee that the request will be accommodated.

3. 4 to 6 year olds will be assigned to the Tee Ball Division. The Player Agent may place a 6-year-old player in the Single A Division. However, 4 and 5 year olds cannot (under any circumstances) play above Tee Ball and 6 year olds cannot (under any circumstances) play above the Single A Division. 7 year olds must be assigned to Single A Division unless the Player Agent determines that special circumstances warrant placement in a different division.

#### E. CONDITIONS FOR TRANSFER

1. Any player selected to play on a team must remain on that team and may not play for another team unless the player's parents can show to the satisfaction of the Player Agent that it would be detrimental to the player to remain with the original team. Conflicts which cannot be resolved by the Player Agent shall be referred to the Board of Directors for action. The MBLL President, with the concurrence of the Player Agent, may remove a player from a team and assign such player to another team if, in their judgment, the transfer is in the best interests of the league and the players involved.

2. No player may be dropped from a team and the league except as a necessary disciplinary action or because of a player's parent(s) refusal to work snack stand duty without buying out, and then only with the approval of the Board of Directors. Appeal of such an action may be made by the parents of the player involved to the Elected Directors (Board of Directors) per the By Laws of MBL.

F. REPLACEMENTS

1. Within 10 calendar days of a roster vacancy, a manager shall notify the Player Agent of the vacancy. The manager shall then be assigned a replacement player from a list of eligible players maintained by the Player Agent. The replacement player shall be the first player on the list deemed by the Player Agent to be the best match in order to maintain the competitive balance of the team.

2. In the event that a player declines an opportunity to be drafted as a replacement player, he shall be dropped from the eligibility lists for the remainder of the season.

3. It is the responsibility of the manager to inform the Player Agent of the roster vacancy, and not the responsibility of the Player Agent to discover the vacancy. In any event, the 10 calendar days time shall be counted from the actual time of the vacancy, and not from the date on which the Player Agent was informed.

4. After the 10-day calendar time, the applicable team shall forfeit all scheduled games in which it does not have sufficient players pursuant to Section VIII(F) below until a replacement player is obtained, unless in a particular circumstance the Player Agent or Vice President determines that this rule should be waived.

5. A roster vacancy exists when:

a. A player misses two consecutive games without approval of the manager. After the first absence, the manager shall inform the player of this rule.

b. A player informs the manager or Player Agent of intent to quit.

c. The Board of Directors removes a player for disciplinary reasons.

d. The Player Agent determines that it is detrimental to the player to continue on the applicable level of play.

e. A player is ill or injured. In this case the Manager has a 20-day grace period before the start of the 10-day period in which he must obtain a replacement.

6. Injured players, when recovered, shall return to the same team. Replacement players also stay with that team.

7. For players removed from a team, the Player Agent may, at his discretion, place the player on a team of lower level, or on a waiting list for a lower level.

8. With five or fewer games left in the season, a team may elect not to obtain a replacement player. However, the five game limit starts with the beginning and not the end of the 10-day replacement period.
9. After the start of the last two weeks of the regular season, a team may only obtain a replacement if such a replacement is necessary to bring the active roster to nine players.
10. All cases of players replaced shall be reported to the Board of Directors by the Player Agent for review.

G. TEMPORARY REPLACEMENTS (CALL-UPS)

1. If a Majors, AAA or AA team expects to have 9 (10 for AA) or fewer players for a particular game, the Manager may call up players from the lower Division immediately below the Division in which the team is playing, subject to the following guidelines and rules. Teams in the 50/70 division may call up/down players from Majors/Juniors teams. The limits on a 50/70 team calling up/down players are that the player must be in the age range 11-13, the player must be a player on a Majors or Juniors team and the number of players in attendance must not be greater than the number of players officially registered for that team.
2. Any kid pitch baseball team with only 8 players must take an automatic out when (each time) the 9<sup>th</sup> spot comes up in the order. As with all rules, the Managers do not have the authority to waive this rule. Unless it is a practice game, a team may not borrow an outfielder from the other team.
3. For Majors and below, temporary Replacement players may be called up, but they must come from the division below your division. If a Majors Manager is calling up players, he must call up from the AAA Division and not from a Majors team that happens to have no game scheduled at that time. Likewise, AAA must call up from AA and AA must call up from Single A. Intermediate 50/70 teams may call up or down from the Majors and Juniors divisions.
4. Temporary replacement players may not pitch for the team in the upper division that has recruited them pursuant to this rule, except that replacement players for the 50/70 Intermediate division may pitch, however, a 50/70 Intermediate replacement player pitching must be approved before the game by the player's primary team from the Majors or Juniors division. Additionally, all coaches involved in the decision allowing a 50/70 Intermediate replacement player to pitch must adhere to the Little League pitch count days rest rules.
5. The players and their parents should know that this is a one-game opportunity. The players are not being moved to a higher division permanently. After the game, they will return to their original team.
6. If the player's original team is playing at the same time, they cannot miss that game to be a temporary replacement player on a team in a higher division.
7. In Majors and below, the Manager must call up from the team(s) with which it has been paired from the division below ("Sister Team"). The Player Agent will provide these pairings. This will reduce the temptation to go after the

best player in the lower division and provide opportunities for more children. The Manager must arrange for this call up through the Manager of the Sister Team, copying the Player Agent and Commissioner(s) of their Division on any e-mails. The only exception to this rule is when the Sister Team has no players available to provide to the requesting team. In this case, with the prior consent of the Player Agent, the requesting team may call up a player from another team in the division below it. Call ups/down for the 50/70 Intermediate division, may be made from any team in the Majors or Juniors divisions, but must be approved before the game by both the 50/70 Commissioner(s) and the replacement player's primary Majors or Juniors team.

8. A Manager looking for a temporary replacement player must first approach the Manager from Sister Team in the lower division. That Manager will provide the names of the players that are most physically and emotionally ready to play in a higher division. Managers cannot go directly to the parents of a player in the lower division. They must get the approval of the player's Manager first. They must also obtain the approval of a parent of the player. If the Sister Team cannot provide the needed player(s) then the Manager must go to the Player Agent to arrange for players to call up. Note that for 50/70 replacement players, any Majors or Juniors team qualifies as a sister team for all 50/70 teams.

9. The Player Agent and Vice President are to be informed prior to the game of the intent to use a temporary replacement player and the Player Agent may void the move if he or she believes it will impact the competitive balance of the teams or for safety reasons.

10. Temporary replacement players may not be used in playoff games under any circumstances in any division. Use of any replacement player in a playoff game shall result in a forfeit by the team using the player.

#### **IV. MANAGERS AND COACHES**

##### **A. SELECTION AND NUMBER**

1. All managers and coaches shall be approved by the Board of Directors pursuant to the MBLL By-Laws. A separate Manager Selection Committee may be formed by the Board to make recommendations on the selection of managers and coaches, but the Board of Directors must make all final decisions regarding these selections.

2. Major and AAA Division teams shall have one manager and one coach at the time of the draft. Additional coaches may be added after the draft, as long as the number of additional coaches is consistent with other MBLL rules and guidelines on the number of permitted coaches. If approved by the Board of Directors, teams may have two co-managers and one game coach, however only two of combination manager/coach may be present for the drafts, and only 2 slots allowed for coach's child on their particular team. Practice coaches are permitted, but practice coaches must be approved by the Board.

3. AA, single A and Tee Ball Division teams shall have no more than one manager and three game coaches, or if approved by the Board of Directors, two co-managers and two game coaches. Practice coaches are permitted, but must be approved by the Board. Practice coaches for Tee Ball teams may be approved by the Tee Ball Commissioner(s) if such authority is delegated to the Commissioner(s) by the Board.

4. All managers and coaches, including practice coaches, must complete the volunteer form provided by Little League International and must submit to a background check by MBLI. Failure or unwillingness to do so will render the person ineligible to manage or coach a team.

## B. RESPONSIBILITIES, CONDUCT AND DISCIPLINE

1. Managers and coaches shall control the game conduct of players and parents, and above all, shall conduct themselves in a responsible, courteous manner consistent with positive coaching principles and serve as an example of good sportsmanship expected of Little League players. Managers and coaches will be reminded they are representative of the MLI.

2. Managers and coaches shall not, while on the playing field or engaged in any official Little League game, event or activity: (a) use any alcoholic beverages, tobacco, or illegal drugs; (b) be under the influence of alcohol or non-prescription drugs; (c) use foul or abusive language; (d) engage in repeated infractions of these rules and regulations; (e) protest judgment calls by the umpire or argue with the umpire; (f) engage in flagrant unsportsmanlike conduct; or (g) engage in other breaches of decorum. Managers and coaches may be ejected from the playing field by an umpire, the President, Vice President, Player Agent or division Commissioner, and will be subject to appropriate disciplinary action by the MBLI Board for engaging in any of the above prohibited behaviors. Little League International Regulation XIV(e) prohibits alcohol at any Little League game site.

3. Managers and coaches shall not argue with an umpire or otherwise demonstrate obvious disapproval of an umpire's decision.

4. Managers and coaches shall not agree to change any MBLI regulations or playing rules without the prior approval of the Board of Directors. Repeated violations of this rule may subject the manager or coach to disciplinary proceedings before the Board. Written recommendations for rule changes may be submitted to the Board for consideration at any time. All changes to the regulations or playing rules must be approved by the Board.

5. Managers and coaches shall not use cellular phones or other electronic communication devices on the field or in the dugout during games except in the case of an emergency or urgent matter relating to the game. Cell phones or other electronic devices are allowed for the purpose of keeping score via GameChanger or a similar program.

6. The MBLI's Board of Directors shall have the authority and power to initiate disciplinary proceedings and take such action regarding managers and

coaches that it deems to be in the best interests of the league for any violations of these rules or rules of decorum, to the extent such action is consistent with MBLL's By-Laws, and the Official Regulations and Rules of Little League International.

7. When a manager, coach or player is ejected from a game, he or she is subject to, among other appropriate discipline, Rule 4.07 of the Official Rules and Regulations of Little League International which requires any such manager, coach or player to be immediately removed from the playing area and to be automatically suspended for the team's next played game, and precludes the individual from attending, or being at the site of, the next game. Any refusal to comply with, or violation of, Rule 4.07 shall result in an automatic forfeiture of the applicable game. Each of the two managers must report to the Division Commissioner when an ejection takes place in a game.

8. In the event a player, manager or parent is found by the umpire to have committed an egregious act of unsportsmanlike behavior, the umpire has the authority to expel that person from the game and field area, and the matter will be referred to the Player Agent, Vice President and President for any further disciplinary action.

9. In Seniors, Juniors, 50/70, Majors, AAA and AA, both team's managers are responsible for reporting the final game score and the number of pitches thrown by each pitcher. For Seniors, Juniors, 50/70, Majors and AAA, managers must also indicate the pitch count range reached by each batter on the first pitch to the last batter faced. For AAA and AA, both managers must also certify that no pitcher has exceeded the maximum number of innings pitched. All divisions' managers must also certify compliance with pitcher-catcher and catcher-pitcher rules. Both teams' managers must enter this information by 11:59pm of the day following the day the game was played. Failure to do so will result in the manager receiving a warning for the first offense, and being suspended one game for each additional offense. The home team's score report will be considered the official score and will be used to maintain league standings.

## **V. DECORUM AND SANCTIONS FOR VIOLATIONS OF DECORUM**

### **A. PHILOSOPHY**

1. The primary goal of our Little League program is to teach good sportsmanship and respect among its participants while enjoying the game of baseball. This goal is much more important than winning. The players should be taught that the enjoyment of the game and competition is first and foremost, and winning is secondary. They are to be taught that umpires are fallible, and that their right to err, without challenge, is absolute.

2. Managers and coaches are to instill values and foster the league philosophy by example during all MBLL games and events.

## B. PLAYERS

1. Players shall not engage in unsafe practices which include, but are not limited to the follow:
  - a. Willfully or carelessly throwing a bat or other baseball equipment
  - b. One-handed completion of a batting swing.
  - c. A runner willfully colliding with a fielder.
  - d. A fielder willfully obstructing a runner.
2. Chatter and cheering shall be positive in tone and content and shall not be derogatory toward the opposing team or its players. Derogatory or inflammatory dugout chatter directed to defensive players in the field is not allowed. The catcher may not talk to the batter for purposes of distracting or disrupting the batter during his or her at-bat. Defensive players may not talk to base runners for such purposes. Social interaction among players is not intended to be prohibited by this rule.
3. Unsportsmanlike Behavior: Players, managers and coaches shall not engage in disruptive or unsportsmanlike behavior including, but not limited to the following:
  - a. Display of temper, making threats or verbal or physical abuse of anyone associated with the game or MBL.
  - b. Use of abusive language and/or personal comments directed at an opposing player. This includes yelling, “swing” at the batter.
  - c. Unnecessarily loud cheering or chanting which serves to distract either the batter or the pitcher.
  - d. Arguing with an umpire or showing obvious disapproval of an umpire’s call. This is not intended to preclude a calm discussion of an umpire’s call or the applicable rule.
  - e. Intentionally delaying the Game. Managers, coaches and players shall not intentionally delay the game in order to take advantage, or attempt to take advantage, of the Length of Game or Time Limit rules contained herein.
4. These rules of decorum for players, managers and coaches shall apply at all times relevant to the game whether on or off the field.
5. Violations of these standards before or during a game shall draw a warning from the umpire. Flagrant or repeated violations shall be grounds for ejection from the game without warning.
6. Any combination of any 3 player ejections and warnings to players on the same team by an umpire shall cause forfeiture of the game, which shall be announced to the official scorekeeper by the Plate Umpire.
7. Violations of these standards occurring before, during or after completion of the game shall be called to the attention of the Board of Directors, and may be the subject of disciplinary proceedings.

## **VI. TEAM PRACTICES**

- A. In the Majors, AAA, and AA Divisions, players may not be required to attend more than three practices and/or practice games per week before the season begins. After the season begins no more than three team events (games and/or practices, excluding batting cage practice time scheduled through MBL) are allowed per week.
- B. In the California Division players may not be required to attend more than two practices and/or practice games per week before the season begins. After the season begins no more than three team events (games and/or practices) are allowed per week unless the playoff schedule dictates a need for an extra game in a week.
- C. In the Tee Ball Division a single 1-hour practice session is allowed each week.

## **VII. GAME PREPARATION, UNIFORMS, EQUIPMENT AND CLEAN UP**

### **A. FIELD PREPARATION, PRE-GAME WARM-UPS AND CLEAN UP**

#### **1. Field Preparation**

a. Both teams are encouraged to participate in preparing the field for play, however it is the primary responsibility of the home team to get the field ready. This includes watering down the infield, putting out the bases and pitching rubber and lining the field. For weeknight games and the first game on weekend days, and to the extent feasible during the course of multiple games played on the same field on the same day, this is to be completed at least 30 minutes before game time. If it is not feasible to complete the field preparation 30 minutes before game time due to the scheduled use of the field for a game or practice preceding the game time, it is to be completed as soon as possible before game time. Pre-game warm ups must be dispensed with if time does not permit such warm-ups.

#### **2. Pre-Game Warm-ups**

a. Players are not to be on the infield until commencing infield warm-ups 25 minutes before game time. Prior to this time, players may warm up on the grass in the outfield and pitchers may warm up adjacent to the outfield. Please respect the rights of the team practicing before your game and remain off the field until their practice is complete.

b. To the extent feasible, the Visiting Team takes the infield for warm ups 25 minutes before game time, followed by the Home Team. Each team gets 10 minutes of infield before the game.

c. If players are not sufficiently warmed up for the game, all Division except for Majors, may follow the pre-game warm up rule below for the lower minor divisions (AA and single A Division).

d. To the extent players have sufficient time to warm up, the following pre-game rules shall be followed:

1. Major Baseball: The opposing team is not to be on the field while a team takes infield. Pitchers may warm up in foul territory along the fence line.

2. AAA: Teams in these divisions are encouraged to follow the Major Division rule above, but may follow the following rules for the lower minor divisions.

3. Lower Minors (AA and Single A): During infield warm-ups by one team, the opposing team may use the outfield area nearest its dugout for warm-ups. When doing so, players must be positioned such that balls are thrown parallel to the homerun fence, or if there is no fence, the area in which a fence would be located, and the players must be at least half way between the edge of the outfield grass on the outer rim of the infield and the home run fence or area. A coach must be positioned between the players warming up in the outfield and the infield when the opposing team is taking its pre-game infield warm-ups.

4. For Tee Ball games only, the opposing team may warm up in the outfield when the other team takes infield practice before the game.

e. No batting practice is allowed before games either on the field or in an adjacent batting cage. Soft toss with whiffle balls or similar training tools is permitted. At no time should baseballs be used for soft toss drills or hit into a fence.

f. Five minutes before game time both teams line up on the first base and third base line and recite the Little League Pledge (optional).

g. Immediately upon the conclusion of the pledge(s) the managers are to meet with the umpire at home plate. In the Single A and Tee Ball Divisions, the managers meet among themselves.

### 3. Post-Game Clean Up

a. Both teams are encouraged to participate in post game clean-up, however it is the primary responsibility of the visiting team to put the bases and field equipment in the sheds after the game, to replace the base plugs at each base, and lock the sheds where applicable.

b. Both teams are responsible for repairing holes in the pitching mound, particularly in front of the pitching rubber and in the location of the “plant foot” at the base of the mound.

c. Both teams are responsible for cleaning the dugouts, fields and stands after the game. The managers, coaches or team parents of both teams should also rake, water and repair the field after all games.

d. On weekend days when there are multiple games on the same field, managers and coaches are to be considerate of the teams preparing for the next

game and quickly vacate the field and dugouts. Post-game meetings should be held in areas adjacent to the field once the dugout is cleaned and cleared.

4. The local Manhattan Beach Little League team which is hosting a visiting team from a different league or city shall assume both the field prep and post game clean up duties entirely.

B. FIELD INSPECTION

1. Both managers shall inspect the field before the game time to determine the safety of the playing field (i.e. pot holes, excess water, articles on the field, etc.).

2. The two managers shall determine if the field is playable. If they disagree, the decision shall be made by a consensus of Board Members present. Once a game is started the umpire has the sole decision whether play should be halted or continued, the umpire may consult both managers prior to making a decision.

C. SCOREKEEPER

1. The home team must provide one adult who will be the official scorekeeper of the game. The game shall not start until the scorekeeper is present. There is no scorekeeper in Tee Ball or Challenger Divisions.

2. The umpire (Seniors, Juniors, 50/70, Majors, AAA, AA) shall declare the home team to have forfeited if no scorekeeper is present (whether from the home team or visiting team) within 10 minutes after the official starting time.

D. LINEUP CARD OR SHEET

1. The batting order shall include all eligible team members arranged in any player sequence by the manager. Player names with corresponding jersey number will be listed.

2. Managers shall provide copies of the game's batting order to the scorekeeper and to the opposing manager not later than 5 minutes before game time. Roster players not playing shall also be listed, and the reason for not playing shall be provided.

3. Players not playing for disciplinary reasons require the concurrence of the League Representative who shall notify the opposing manager before game time. Violation of this rule is an automatic forfeit.

E. UNIFORMS

1. Players may normally appear only in the regular team uniform bearing the same number as listed in published rosters. However, exceptions in uniforms and numbers shall be allowed as long as specific player identification is possible, and the opposing manager and scorekeeper are notified.

2. All baseball players shall wear a team cap on the playing field.

3. Jewelry of any type is not permitted to be worn during the game. Medical alert bracelets or necklaces may be worn but, to the extent feasible, should be placed under the uniform.

4. Players shall not add any name or non-Little League insignia to uniforms or caps. Uniforms shall have only team name, player number, MBLL and Little League patch.

F. EQUIPMENT

1. All equipment, whether League provided or personal, must be Little League Approved.

2. Bats used in games played must meet standards set forth by Little League; International.

Managers are encouraged to maintain a copy of the current approved bat list in their equipment bag at all times to be able to resolve any questions concerning whether or not a bat is approved for Little League play. Repeated violations of this illegal bat rule will result in a suspension of future games for the manager.

3. The Tee Ball Division shall only use Tee Balls. The Single A Division shall only use “RIF” (Reduced Injury Factor) baseballs. AA through Senior Baseball Divisions shall only use regulation hard balls as described in LLI rule 1.09.

4. The catcher shall wear full equipment at all times when behind the plate, even during the warm-up of the pitcher. The catcher’s mask shall be of the proper size to prevent a glancing blow to the head by a thrown ball or foul tip, and shall have a dangling throat guard and otherwise conform to LLI Rule 1.17. Catchers shall use a catcher’s mitt.

5. Protective cups are mandatory for male catchers and recommended for female catchers.

## VIII. PLAYING THE GAME

A. GAME DECORUM AND DUGOUT RULES

1. Unless a player is playing in the field, batting, on the bases, or coaching a base in those divisions in which player base coaches are allowed, all players are to be **in the dugout** during the game. There are no on-deck batters except in the 50/70, Junior and Senior Leagues.

2. No children or parents other than managers, coaches and the players are allowed in the dugouts or on the field during games. No children other than players and assistants who are older than the players of the game are to be on the field during warm-ups.

3. At the Marine Complex and Live Oak, dugout doors are to remain closed during infield warm ups and when the ball is in play.
4. At all fields, the Home Team shall occupy the third base dugout and the Visiting Team shall occupy the first base dugout.
5. The Away Team has first choice to assign a volunteer to control the electronic scoreboard and/or PA system, followed by the Home Team. There is no requirement for either team to assign these duties.

#### B. WARM-UPS DURING THE GAME

1. Once the game commences, managers and coaches may warm up their team's pitchers on the field or along the fence line beyond the infield. Players warming up along fence line shall be protected from errant throws or batted balls. The protection shall be a "sentry" player or coach, with a glove and helmet, and positioned as a shield.
2. Only the first batter of the new offensive inning shall be allowed near the plate (out of the dugout) while the pitcher warms up. All other offensive players (except base coaches) and all defensive subs shall remain within the dugout and out of the doorway.
3. All offensive players out of the dugout shall wear a batting helmet.
4. With the exception of 50/70, Junior and Senior Divisions, no "On Deck" batter is allowed outside the dugout in any situation. The next batter up must be in the dugout and is not allowed to swing a bat in any manner while in the dugout or near other players.

#### C. MANAGERS AND COACHES DURING THE GAME

1. The only non-players allowed in the dugout are the manager and game coaches. Three game coaches are allowed in AA, Single A, and Tee Ball.
2. Base coaches shall remain within the coach's box when the ball is in play. Tee Ball may use 1 adult outfield coach, one home plate coach and one infield coach. Single A Division may utilize 2 adult outfield coaches while on defense. In Single A and Tee Ball Divisions one coach from the defensive team may retrieve balls while standing near the backstop behind the catcher.
3. AA, single A, and Tee Ball Divisions may use 2 adult base coaches. No players, children or unapproved coaches may serve as base coaches.
4. Major and International Divisions may utilize players as base coaches pursuant to Little League International Rule 4.05 regarding base coaches.

#### D. UMPIRES AND UMPIRING

1. Seniors, Juniors, 50/70, Majors Baseball, AAA and AA Divisions: For scheduled "kid pitch" games in the above divisions (practice and regular season),

if the paid umpire is not present at the schedule game time, the game shall be played, and the following procedures shall be followed:

a. The start of the game will be delayed for 10 minutes in an effort to allow the umpire the opportunity to show up and begin the game.

b. If, after the 10 minute waiting period, the umpire has not arrived each team shall provide one volunteer to act as an umpire. Managers may not be one of the volunteers. A coach may act as a volunteer only if no other parent or team supporter will agree to umpire. Should a team not be able to generate a volunteer from parents, supporters, or coaches, then that team shall be deemed to have forfeited the game. If both teams cannot obtain a volunteer, then both teams shall be charged with a forfeit.

c. The two volunteer umpires will flip a coin to determine which one will act as the home plate umpire and which one will umpire in the field. The home plate umpire will stand behind the pitcher and not umpire from the traditional position behind the catcher. As quickly as possible the two volunteer umpires will take their positions and begin the game.

d. If, at some point during the game, the paid umpire shows up he shall dismiss the volunteers, take his position, and the game will go on. The portion of the game played with volunteer umpires will be counted as official. No “restarts” or “start overs” will be allowed.

2. Single A Division: The Visitor team provides a parent volunteer to umpire, which may be a coach.

3. Tee Ball Division: Each team provides their own umpire.

4. The plate or base umpire shall be the umpire in chief for the game and determined before the game.

5. Umpire authority shall be as defined in Section 9 of the Little League Playing Rules, and as further guided by the Little League Umpire Manual.

6. The umpire in chief has the authority to eject any player, coach, or manager for rule infractions or indecorum. Ejected players shall remain in the dugout, while ejected managers or coaches shall leave the playing field. The Chief umpire shall inform the Player Agent or other Board member of the circumstances of the ejection within 3 days. Instances of ejected persons shall be reviewed by the Board of Directors for possible further disciplinary action.

7. An umpire does not have authority to take action against a spectator, but shall report any instance of indecorum to any member of the Board of Directors, and may suspend the game if spectator indecorum interferes with normal play.

8. The umpire shall remove any pitcher, as a pitcher, who is in the judgment of the umpire endangering batters for any reason. Excessive wildness qualifies as a valid reason for the umpire to remove the pitcher. In AA, AAA, and Major Baseball Divisions, any pitcher that hits 3 batters in the same game is to be considered excessively wild for purposes of this rule. See Rule VII.I.1.i., below, for additional rules and warnings to be issued to wild baseball pitchers. A pitcher

may be removed under this rule notwithstanding the fact that the pitcher has not hit 3 batters, if in the judgment of the umpire he is endangering batters.

E. LENGTH OF GAME

1. These following time limits apply to all regular season games, are absolute and not subject to change. If the start of a game is delayed, managers and umpires are encouraged to speed play, especially by limiting between inning activities, to meet these time limits.

2. Major Division games at Premier Field end when called for darkness by the plate umpire, not by City time limits.

3. Play shall cease whenever stopped by the umpire due to darkness, rain, or any other reason. See Little League International Rule 4.10(c) regarding what constitutes a regulation game when a game is stopped, as opposed to merely delayed, due to weather or unforeseen events.

4. For the AA, AAA, and Major Divisions, the official start time of the game shall be declared by the umpire as play begins, and that start time as spoken by the umpire shall be noted by both managers and both teams' respective scorekeepers. The term "start time" is used to mean that the umpire shall announce the time of day at the start of play (e.g., "5:32pm"), and not simply indicate that the start time is "now."

5. For the AA, AAA, and Major Divisions no inning shall start after 1 hour and 50 minutes from the official start time of the game, unless in the judgment of the umpire an additional inning will be completed before the expiration of the 2 hours and 15 minutes allowed to complete the game. The start of an inning is the time at which the last out was made in the prior inning. During the regular season, the game will be ended exactly 2 hours and 15 minutes from the official start time of the game.

6. During playoffs, if in the umpire's judgment a manager, coach or player intentionally delays the game, the umpire may extend the time limits referenced above if necessary to allow the opposing team an opportunity to play another half or full inning, if such an extension is desired by the opposing team. Also in the playoffs, so long as there is not a conflict with another user of the field, every effort should be made to complete the current inning. Regardless, there is no drop dead time in the playoffs. If the field becomes unavailable, the game will be completed at a different time. In the play-offs for Majors and AAA, all games must go at least six innings to be official.

6. Single A Division games are 90 minutes long. If the game is not going to go 6 innings due to time or darkness then the managers shall agree which inning is to be the last inning, and the no limit on runs rule will apply to that last inning for Single A Division games. If the managers agree to declare an inning the last inning they may not play another inning beyond that regardless of score or time availability.

7. Tee Ball game times are one hour or up to three innings, whichever occurs first. Tee Ball games must end on time.

F. FEWER THAN 9 PLAYERS

1. All Seniors, Juniors, 50/70 Intermediate, Majors, AAA and AA division games must start with a minimum of 9 players present (in the field or in the dugout), whether from that team's roster or a "call-up" from the division below. If a team drops to 8 players during a game, this fact will be acknowledged by both Managers, and the game will count in the standings subject to change by the Board. If circumstances warrant, the Board shall review independent accounts of the game from each Manager at the subsequent board meeting and determine whether it will count in the standings. When a team has only 8 players, the spot in the batting order of the last player to leave shall constitute an automatic out each time that spot comes up during the game.
2. In the event that a baseball team has fewer than the minimum of 9 players at the game's designated start time, they shall be allowed 10 minutes beyond the scheduled starting time to obtain the minimum of 9. After that, the umpire shall declare the game a forfeit.
3. Single A and Tee Ball teams are allowed to play with fewer than 8 players, and player absences shall not result in an automatic out.

G. TIE GAMES

1. Tie games shall be continued until conclusion unless:
  - a. Darkness, or other events, that causes the umpire to stop, as opposed to merely delay, the game.
  - b. There is a following game or scheduled practice on the field in which case the "Game Over" time limit shall be observed. This exception (b) does not apply to playoff games.
2. Tie games ended because of darkness, other events or time limits will be completed at a later date only if the result affects the league awards.
3. Pitcher eligibility for tie games completed at a later date pursuant to subsection 2 above shall be that at the time the game is stopped by the umpire. Also, pitching in postponed innings played pursuant to this rule shall count against pitching eligibility for the later week.

H. REVERTED INNINGS

1. During the regular season only, in a game called other than at the end of an inning, the incomplete inning shall not count in the scoring unless the Home team has taken the lead in the bottom of that inning. The game score shall be that score at the end of the last completed inning. Exceptions to this rule are defined in Section E below. There are no reverted innings in the Playoffs.

## **IX. PLAYING RULES FOR ALL MBLG GAMES (EXCEPT AS NOTED)**

### **A. FIELD GROUND RULES**

1. A fly ball striking the scoreboard at Premier/Martyrs/Live Oak is a home run. A ball that bounces off the ground and then against the scoreboard is a ground rule double.
2. At Live Oak, a ball rolling between the center field fences is a ground rule double.
3. At Premier Field, if a non-lodged ball that stays on the ledge in front of the field backstop the ball shall be declared dead and one base shall be allowed from the time of pitch or throw. Note however, that in AA, a runner may not advance home on a passed ball or wild pitch in this situation.

### **B. BAT AROUND**

1. All players bat around throughout the regular season and playoffs in all divisions.

### **C. INJURED BATTER**

1. An injured batter who cannot continue shall be replaced immediately by the next scheduled batter, who shall assume the ball-strike count of the injured batter.
2. There shall be no delay of the game or forced participation of the injured batter. When, in the opinion of the plate umpire or the player's manager, the injury deserves more than a two minute rest, the umpire shall direct the batter to return to the dugout, and shall direct the next batter to take his/her place at the plate.
3. When an injured batter is fully recovered, he/she may resume the normal position in the batting order.

### **D. RUN LIMIT**

1. See specific rules for each division regarding run limits.
2. There is no "Slaughter Rule" or "Mercy Rule" for Manhattan Beach Little League baseball games.

### **E. BASERUNNERS**

1. Injured Runner
  - a. An injured runner shall be replaced after allowance for continuation plays, by the last batter who failed to reach 1st base.
  - b. There shall be no delay of the game or forced participation of the injured runner. When, in the opinion of the plate umpire or the player's manager, the injured player deserves more than a 2 minute rest, the umpire shall direct the runner to return to the dugout, and shall direct the last batter who failed to reach 1st base to take his/her place at a base and continue as the runner.

c. When an injured runner is fully recovered, he/she may resume the normal position in the batting order after completion of the half inning.

d. This rule shall not be interpreted to allow a courtesy runner (see Little League Playing Rule 3.04) or special pinch runner (see Little League Playing Rule 7.14).

2. Base runners are not required to slide; **however**, they must either slide or attempt to get around a fielder who has the ball. If, in the umpire's judgment, the base runner does not either slide or attempt to get around a fielder who has the ball or is in the process of fielding a ball the runner may be called out.

F. COLLISION WITH FIELDER (See Little League Playing Rule 7.08a)

1. If time and space provides a runner the opportunity to avoid contact with a fielder, the runner must make an attempt to slide or attempt to get around a fielder who has the ball, is about to field or catch the ball. Note: so long as the runner avoids contact, the runner does not have to slide. The out call is a judgment call by the umpire making the call.

2. If the fielder does not yet have possession of the ball or have possession of the ball in a position to make a tag on the runner, the runner may run out of the base path, run around the fielder, to reach the next base. However, a defensive player without the ball or not fielding a batted ball who blocks the base or the base path may be guilty of obstruction and the runner may be ruled safe or allowed an extra base. See Little League Playing Rule 7.06.

3. A runner who willfully and/or dangerously collides with a fielder without a reasonable attempt to avoid the collision shall be ejected from the game.

4. Sliding pursuant to the rules into a base, and thereby touching a fielder, shall not count as a collision.

5. A fielder awaiting the ball shall allow an approaching runner access to at least 1/2 the base. Violation of this rule shall result in the runner being called safe.

G. STEALING

1. See specific rules for each division.

2. Illegal attempt to steal: If, as a result of an illegal attempt to steal, the runner is put out, the out shall stand. If an illegal attempt is successful, the runner shall return to the starting base.

H. SLIDING

1. HEAD FIRST SLIDING: No head first sliding is allowed in any division except when returning to a base already touched.

PITCHER

1. Pitching Limits:

a. See Little League International Regulation VI pertaining to Pitch Count Rule for all kid-pitch baseball divisions ("Regulation VI"). This regulation applies to pitchers in AA, AAA, Major, 50/70, Juniors and Seniors Baseball

divisions. In addition to these limitations imposed under Regulation VI, pitchers in AA Division (two innings) and AAA Division (four innings) are also limited by the number of innings pitched as set forth in the MBLB Playing Rules for those Baseball divisions. There are no limits on the number of innings a pitcher may pitch in the Major Baseball Division, as such pitchers are only limited by the restrictions set forth in the Regulation VI referenced above and the 40 Pitch Rule.

b. A baseball pitcher must be removed once he reaches the maximum number of pitches allowed for pitchers in his age group as set forth in Regulation VI, or upon pitching the maximum number of innings allowed for pitchers in his division or pitchers of his age under the applicable MBLB Playing Rule, whichever occurs first. See Playing Rules for AA and AAA Baseball Divisions under MBLB Baseball Playing Rules for specific rules regarding additional pitching limitations for baseball pitchers in those divisions.

c. For all kid-pitch baseball divisions, a designated game official or scorekeeper is responsible for maintaining a Game Pitch Log as well as recording total pitch counts for every pitcher used in a game on a Baseball Pitcher Eligibility Tracking Form signed by each team manager and the game official after completion of the game.

d. Any manager violating the rules regarding pitching will cause the game to be forfeited, and may be subject to suspension.

e. Throwing of a single pitch in an inning constitutes an inning pitched.

f. Pitching in a called inning constitutes an inning pitched.

j. A baseball pitcher shall be removed from the game if he hits three batters in the same game. After two batters are hit in the same game, the umpires shall warn the manager of the pitcher's team that one more hit batsman will result in the removal of the pitcher, as a pitcher, from the game for the remainder of the game. A player so removed may remain in the game in any position other than pitcher or, ~~in baseball only, catcher~~. Nothing in this rule is intended to limit an umpire's authority to remove a pitcher as provided in Rule VI.D.8., above, which may apply even if a pitcher has not hit 3 batters in the same game.

## 2. Conference Limit

a. The manager/coach must obtain the permission of an umpire for a pitcher conference with a manager or coach. The plate umpire may remove the manager or coach from the field for the remainder of the game for repeated violation of this rule.

Exception # 1: A manager or coach may attend to an obviously seriously injured player immediately without the formality of requesting a time out.

b. A manager may request time out for a conference with a pitcher a maximum of twice per inning in AA, and a maximum of once per inning for AAA and Majors. A third conference in AA, or a second conference in AAA or Majors,

in the same inning results in the removal of the player as pitcher. A replacement pitcher starts with new limits.

Exception # 1: Timeouts to attend to an injured player do not count against the 3-time or 2-time limit.

c. A new 3-timeout or 2-timeout limit applies to each pitcher who enters the game. A pitcher must be removed on the third visit in AA, and on the second visit in AAA and Majors, to confer with the same pitcher during the same inning. When a new pitcher enters, a new 3 visits (AA) or 2 visits (AAA or Majors) per pitcher, per inning rule applies.

d. Managers and players on the field, but not coaches, may request time to confer with an umpire.

## **X. PROTEST PROCEDURES**

A. Protests and the procedures and time limits for protests are governed by Rule 4.19 of Little League International's Playing Rules.

B. In the event of a protest, both managers shall confer together and with the plate umpire before continuing the game to attempt to resolve the situation causing the protest.

C. Protests shall not be allowed on judgment calls by the umpire.

D. No protests are permitted in the AA Division during the regular season. No protests are permitted in the Single A, or Tee Ball Divisions (Plate Umpire makes all final rulings regarding the game).

## **XI. GAME SCHEDULE**

### **A. THE LEAGUE SCHEDULES**

1. The official schedule for MBLL shall be presented to team managers on or before opening day. The official schedule shall be followed and there shall be no changes by manager agreement without prior Board approval.

### **B. PLAYOFF PROCEDURE (MAJOR, AAA AND AA DIVISIONS)**

#### **1. General format**

a. All teams shall participate in playoffs.

b. All playoffs will be scheduled using a double-elimination, seeded format.

c. Seeding shall be based on regular season winning percentage in regular season games against other MBLL teams. Tie games during the regular season shall count as a half-win and a half-loss for purposes of calculating winning percentage. In the event of an identical winning percentage between two or more teams at the end of the regular season, head-to-head records between those teams shall determine their seeding. In the event that head-to-head records fail to

break a tie, the Commissioner of the Division in question shall flip a coin to determine seeding among the tied teams.

2. Home/away determination
  - a. If at least one team is playing its first playoff game, the higher-seeded team shall have the option to be the home or away team.
  - b. In all playoff matchups except those mentioned in D.2.a, and except the final and possible “as-needed” games, the two teams shall conduct a coin toss prior to the start of the game. The home manager shall call the toss, and the winner of the toss has the option to be the home or away team.
  - c. In the final game, the team from the winner’s bracket shall have the option to be the home or away team.
  - d. In the event of an “as-needed” game, the team from the loser’s bracket shall have the option to be the home or away team.
3. Other playoff-specific rules
  - a. Please see other playoff-specific rules throughout this document.

C. TOURNAMENT PROCEDURE (MAJOR AND AAA DIVISIONS)

1. As set up by the current Board of Directors.

D. LEAGUE AWARDS

1. As set up by the current Board of Directors.
2. In no case shall one team be awarded more than one set of trophies.
3. No individual awards shall be made on the basis of comparable skills. Awards for effort or sportsmanship may not be displayed on the uniforms or any facsimile uniform.

**XII. ALL STAR TOURNAMENT TEAMS**

A. TEAM SELECTION

1. The 10/11 year old team shall be made up of only 10 and 11 year olds. The 9 and 10 year old team shall be made up of only 9 and 10 year olds. The Board may also decide to have a separate 10 year old team and 9 year old team.
2. The format and selection process for the baseball all star teams shall be determined by the Board of Directors.

B. ANNOUNCEMENT

1. The make up of the Baseball All Star Teams may not be announced before the date established by the District 36 Administrator and staff.

### **XIII. MBL PLAYING RULES FOR TEE BALL DIVISION**

(These rules are in addition to Little League Official Rules, and to the extent the following playing rules are inconsistent with the Little League Official Rules, these rules are controlling.)

#### **I. STANDINGS**

There are no division standings in Tee Ball. There is no division tournament in Tee Ball.

#### **II. TEE BALL DEFENSIVE RULES**

- A. All players in attendance at a game shall play during their defensive portion of each inning. All players shall play at least 1 inning of the game in the infield.
- B. Defensive infield shall consist of no more than 7 players: two pitchers, a first, second, and third baseman, a shortstop, and one player positioned on second base (the rover). The two pitchers must play no closer than the imaginary line drawn between first and third base. All infielders must be behind that imaginary line. No player can play more than one inning at pitcher or 1<sup>st</sup> base position.
- C. A ball will be considered foul if it does not travel more than 5 feet from home plate.
- D. Defensive playing positions must be held until the ball is hit.
  - 1. 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, shortstop, must start on the infield dirt.
  - 2. An assistant coach from the team at bat shall be positioned behind home plate to speed up play and to assist and instruct the batter as needed.
  - 3. One of the two pitchers should cover home plate for any plays at home. Coaches shall not serve as catchers on plays at home.
- E. The team in the field may record outs, but the base runners shall remain on the bases even if a runner is called out on a play made on the base runner. The inning ends only when all players have batted.
- F. No more than two defensive coaches shall be on the field at any time. All coaches (those on the field and in the dugout) must be approved by the Board as a Tee Ball coach and must have been the subject of a background check as required by Little League International rules.

#### **III. OFFENSIVE RULES**

- A. TEE BALL BATTER
  - 1. All players bat each inning and the side is only retired when all players have had a turn at bat regardless of the number of outs or runs.
  - 2. The ball must be hit from its stationary position on the tee, which is placed at home plate. The umpire must remove the tee if a play is being made at the plate. Every batter on the roster will bat off the tee in the first inning of the game.
  - 3. No more than one player shall be on the field with a bat at anytime.

4. Pitching will be allowed under the following conditions:
  - a. Pitching is not permitted in the 1<sup>st</sup> inning, but may begin in the 2<sup>nd</sup> inning. Every batter on the roster will bat off the tee in the first inning of every game. (This is to promote proper swing technique, create harder hits to the outfield and speed up the games so a third inning is possible, thereby providing the players with more playing exposure).
  - b. The pitching will be done by the manager or coach of the offensive team.
  - c. Only five pitches will be given to each batter, and if the batter does not put the ball in play with those five pitches he/she will utilize the batting Tee for up to three attempts (8 total). If unsuccessful in those 8 attempts the batter is given a walk. There are no strikeouts allowed.
  - d. Receiving pitches under this format is strictly voluntary and up to the manager's discretion. However, no child shall receive pitches if he/she objects.
5. A foul ball is identical to conventional baseball with three exceptions:
  - a. The ball is foul if it travels less than 5 feet in fair territory from home plate (counts as an attempt).
  - b. The ball is foul if the batter hits the tee with the bat causing the ball to fall from the tee (counts as an attempt if deemed to be an attempted swing).
  - c. The batter must not throw the bat after hitting the ball. If the bat is thrown in an unsafe manner, the manager will call a foul ball (regardless of the ball having been hit fairly).
6. Bunting, a deliberate half swing, or a swing bunt is not permitted. If, in the manager's judgment, the batter did not take a full swing, the batter may be called back and a foul called. If this occurs on the fourth foul, the batter shall take their base.

B. TEE BALL RUNNER

1. There is no base advancement on an overthrow.

C. TEE BALL COACHES

1. No more than two offensive coaches shall be on the field at any time. All coaches (those on the field and in the dugout) must be approved by the Board as a Tee Ball coach and must have been the subject of a background check as required by Little League International rules.

## **XIV. MBL PLAYING RULES FOR SINGLE A DIVISION**

(These rules are in addition to Little League Official Rules, and to the extent the following playing rules are inconsistent with the Little League Official Rules these rules are controlling.)

### **I. SINGLE A DIVISION STANDINGS**

The teams do not keep score other than to determine the number of runs scored in an inning (5-run limit) and there are no division standings in the Single A Division. There are no division tournaments in the Single A Division.

### **II. SINGLE A OFFENSIVE RULES**

#### **A. BATTER**

1. If available at a field and in the discretion of the batting team's manager, pitching machines shall be used. If machines are not available or the batting team's manager determines that, in the interest of safety and development, the machine should not be used for a particular player, an adult coach for the batting team shall pitch. The goal is for the batter to put the ball in play.
2. The batter shall be allowed up to five pitches from the machine. If the ball has not been put in play after the five pitches, then the batter will be allowed three pitches from an adult. If the ball is still not in play, then the batter shall be retired. If an adult is pitching, the batter shall be allowed eight pitches from the adult before being retired. Except:
  - a. A foul ball on the last pitch entitles the batter to an additional pitch. Additional pitches will be awarded if the batter continues to hit foul balls.
  - b. A throw which hits the batter or a batted ball that hits the adult pitcher shall be a "no pitch" and not count against the batter as one of the seven pitches.
3. Any ball hit in fair territory is a fair ball and in play, regardless of how far the ball is hit.
4. There shall be no called strikes and no walks.
5. Batters shall not bunt.

#### **SINGLE A RUN LIMIT**

1. The maximum allowable runs per team in any inning except the last inning is five. There is no limit on the number of runs that can be scored in the last inning (6<sup>th</sup> inning). If the game is not going to go 6 innings due to time or darkness then the managers and umpire shall agree which inning is to be the last inning, and the "no limit on runs" rule will apply to that inning. If the managers agree to declare an inning the last inning they may not play another inning beyond that regardless of score or time availability.
2. Before the game begins, managers may agree to extend the 5-run limit to the last inning in hopes of getting extra at-bats for players on each team and averting an incomplete final inning due to time running out. Also, if the score is

lopsided and the leading team is visitor, the managers should consider making the final inning a 5 run limit before start of such last inning.

### C. RUNNERS

1. On any infield overthrow of a base (but not on an overthrow of a base from the outfield), runners may only attempt to advance one additional base (at risk) regardless of further plays and regardless of where on the field the further plays take place. Successfully taking the one base stops play and the ball must then be returned to the adult pitcher. "Overthrow" means any throw that is not caught, whether due to a throwing error or a catching error.
2. Runners are not allowed to steal (including stealing or advancing on a throwback by the catcher toward the pitcher). Runners may not leave the base until the ball is hit.

### III. SINGLE A DEFENSIVE RULES

1. All players shall play at least two innings (assuming 6 inning game, if 5 or fewer innings, then 1 inning minimum) in an infield defensive position (i.e., catcher, pitcher, 1<sup>st</sup>, infield rover, 2<sup>nd</sup>, shortstop, or 3<sup>rd</sup>)
2. The pitcher may not position him/her self closer than 25' from the batter and shall begin each play with at least one foot on the pitcher's mound.
3. A player may not play more than one (1) inning at the pitcher position during a game.
4. The infield rover must play at a normal infield depth no closer than the base paths and shall be at least 10 feet to one side or the other of second base (not directly behind the base).
5. The first, second, and third basemen, the shortstop, and the "rover" must start each play on the infield dirt (not grass). On fields without infield grass, these players must start in the vicinity of the base path between 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> base and not in the vicinity of the pitcher's mound.
6. All others spread about the outfield. Outfielders must remain in a normal position on the outfield grass until the ball is hit, and may not make unassisted outs in the infield except by catching a fly ball.
7. Play is stopped when the ball is thrown to the adult pitcher or the player pitcher in the infield area or when the ball is thrown from the outfield to a base (whether or not the throw is caught). Any runner who is not beyond the halfway point to the next base at the time that the ball breaks the plane of the infield (i.e., the line between 1st and 2nd or 2nd and 3rd) shall return to the previous base. The adult pitcher should get any ball that is thrown in his direction if it appears that the defense is attempting to stop play by getting the ball to him. All decisions by the adult umpire concerning whether a runner should return to a base are final.

8. The adult pitcher must deliver an overhand pitch while standing from a distance of at least 25' from home plate, but no farther than the pitching rubber. The adult pitcher may deliver the pitch from a kneeling position.

9. The infield fly rule shall not be called.

10. Players may not catch pitches from a machine. If the pitching machine is in use, a player may play catcher for purposes of covering home plate, but must stand in a safe place off to the side of the batter's box and wear protective gear. Players may catch pitches from an adult pitcher.

## **XV. MBL PLAYING RULES FOR AA DIVISION**

(These rules are in addition to Little League Official Rules, and to the extent the following playing rules are inconsistent with the Little League Official Rules these rules are controlling.)

### **I.AA OFFENSIVE RULES**

#### **A. BATTER**

1. Four balls must be called before the batter is awarded a walk.
2. The strike zone is enlarged and shall be that space over home plate which is between the batter's shoulders to just below the knees when the batter assumes a normal stance. "Normal stance" is that stance of the batter as he/she swings at the ball.
3. Player(s) arriving after the start of the game will be added at the bottom of the batting order regardless of where the team currently is in the batting order.
4. Bunting is permitted.

#### **B. AA RUN LIMIT**

1. The maximum allowable runs per team in any inning except the last inning is five. There is no limit on the number of runs that can be scored in the last inning (6<sup>th</sup> inning). If the game is not going to go 6 innings due to time or darkness then the managers and umpire shall agree which inning is to be the last inning, and the "no limit on runs" rule will apply to that inning. This declaration of the last inning must occur before such inning begins. If the managers agree to declare an inning the last inning they may not play another inning beyond that regardless of score or time

#### **C. AA RUNNERS**

1. Runners may not leave their base until the ball is hit (leading off is not allowed). However, runners may attempt to steal or advance, at risk, one base on a wild pitch or passed ball that clearly gets behind the Catcher/Umpire area as defined by the umpire. If a runner attempts to steal a base but it is determined that the ball did not go behind the Catcher/Umpire area, the runner is permitted to

return to the starting base as if it were a dead ball (i.e., cannot be thrown or tagged out).

2. Runners may not steal home.
3. Runners may not advance on the catchers throw back to the pitcher.
4. After a batted ball, any overthrown ball that does not enter dead ball territory, all runners may attempt to advance any additional base or bases, at risk. The defense must stop the advancing runner.
5. Runner advancement may not be initiated after the pitcher has the ball, and is in the dirt area of the mound.
6. No pinch runners are allowed except for a player who reaches base on a hit by pitch and for the catcher in the next inning when there are two outs. The pinch runner must be the last player to record an out (whether batting or on the bases).

## II.AA DEFENSIVE RULES

### A. FIELDING

1. The infield fly rule shall not be applied.
2. 10 defensive players shall be used if at least 10 players are available for the game. If only 9 players are present a legal game may still be played. The 10<sup>th</sup> player is the “Rover”, and he shall play in a normal outfield position equidistant from home plate with the other outfielders (no closer than 20 feet from the infield dirt). If normal and accepted baseball strategy in a particular situation would necessitate playing all of the outfielders up closer than 20 feet from the infield dirt, the rover may do so as well.
3. An eligible player may be left out of the defensive lineup for a maximum of two non-consecutive innings during the first 6 innings of a game.
4. Players must play at least one complete inning in the infield (pitcher, catcher, first, second, third, or shortstop). This requirement must be achieved within the first four innings of the game or the game will be ruled a forfeit by the team violating this rule. Violations of this rule should be reported to a AA Commissioner within one day of such violation.

### B. AA PITCHING

1. All players are eligible to pitch, subject all pitching rules and limitations.
2. Illegal pitches shall not be called (instructional warnings only).
3. A player may pitch in a maximum of two innings in a AA game. One pitch in an inning constitutes an inning pitched.
4. See Hardball Pitching Rules on the last two pages of this rule book.

## **XVI. MBL PLAYING RULES FOR AAA AND MAJOR DIVISIONS**

(These rules are in addition to Little League Official Rules, and to the extent the following playing rules are inconsistent with the Little League Official Rules these rules are controlling.)

- I.AAA/MAJOR PLAYER SUBSTITUTIONS: Free substitution (defensive only) however an eligible player may be left out of the defensive lineup for a maximum of 2 innings, or any part of 2 innings during the first 6 innings of a game. It is suggested that all players play an inning in the outfield particularly in the pre-season games.
- II.LATE PLAYERS: Player(s) arriving after the start of the game will be added at the bottom of the batting order regardless of where the team currently is in the batting order.
- III.OFFENSIVE INJURY: Injured batter is replaced by next batter who assumes the count. An injured runner is replaced by the last batter who failed to reach first base. Injured player may resume play after completion of the half-inning.
- IV.RUN LIMIT (AAA only): In any time at bat, a team may score a maximum of six (6) runs. There is no run limit in the sixth and subsequent innings. There is no run limit on the last declared inning as designated by the umpire. In AAA, this declaration of the last inning must occur before such inning begins. There are no run limits in Major baseball.
- V.AAA/MAJOR STEALING AND PINCH RUNNING: A runner may not leave the base until the pitched ball crosses home plate. A steal may be initiated after the pitcher has the ball and before he/she is on the pitching rubber. When the pitcher is in contact the pitching rubber and in possession of the ball and the catcher is ready to receive the pitch, all runners must be on their respective base.
- No pinch runners are allowed except for a player who reaches base on a hit by pitch and for the catcher *in the next defensive inning (provided there will be one)* when there are two outs. The pinch runner must be the last player to record an out (whether batting or on the bases).

### **VII.AAA/MAJOR DEFENSIVE RULES**

- A. The infield fly will be called by the plate umpire only.

### **VIII. MAJORS**

- A. The “Dropped Third Strike Rule” will be enforced in all Majors games during the regular season (including practice games) and playoffs.

## **XVII. MBL PLAYING RULES FOR Intermediate (50/70), JUNIOR AND SENIOR BASEBALL DIVISIONS**

(These rules are in addition to Little League Official Rules, and to the extent the following playing rules are inconsistent with the Little League Official Rules these rules are controlling.)

#### I. TIME LIMIT

No inning shall start after 2 hours 10 minutes from the actual start of the game. The start of an inning is the time at which the last out was made in the prior inning. The game will be extended exactly 2 hours and 30 minutes from the actual start of the game if there is a game following where the warm-up or starting time for the following game will be affected. Otherwise, the inning being played shall be completed. Certain games may be shortened and have run limits, as determined by the Division Commissioner with advance notice.

### **XVIII. BASEBALL PITCHING RULES FOR AA, AAA, AND MAJOR DIVISIONS**

For a full list of pitching rules refer to Little League International Rule book.

#### **Limits on number of pitches per game by a pitcher**

- 11 & 12 year old Pitchers: No pitcher may pitch more than 85 pitches. If a pitcher reaches his 85 pitch limit while facing a batter, he may continue to pitch until that batter reaches base or is put out.
- 9 & 10 year old Pitchers: No pitcher may pitch more than 75 pitches. If a pitcher reaches his 75 pitch limit while facing a batter, he may continue to pitch until that batter reaches base or is put out.
- 7 & 8 year old Pitchers: No pitcher may pitch more than 50 pitches. If a pitcher reaches his 50 pitch limit while facing a batter, he may continue to pitch until that batter reaches base or is put out.

#### **Inning limits for pitchers**

Pitchers in AA Division (two innings) and AAA Division (four innings) are also limited by the number of innings pitched as set forth in the MBLL Playing Rules for those Baseball divisions. An inning pitched is defined as any inning in a game where a pitch is thrown by a player (i.e. one pitch constitutes one inning). There are no limits on the number of innings a pitcher may pitch in the Major division.

### **LIMITATIONS ON PITCHING AND CATCHING**

New for 2019 (as per LLI RuleBook):

**Synopsis:** Provides a threshold for pitchers moving to the catcher position.

**Regulation VI(a) [Regulation VI(b), (d) NOTE for Challenger]**

- (a) Any player on a regular season team may pitch. **Exception:** Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (**15- and 16-year-olds:** 31 pitches or more) in the same day, may not return to the catcher position on that calendar day. **EXCEPTION:** If the pitcher reaches the 20-pitch limit (**15- and 16-year-olds:** 30-pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

**League Age:**

- 13 -16            95 pitches per day
- 11-12            85 pitches per day
- 9-10             75 pitches per day
- 7-8              50 pitches per day

**EXCEPTION:** If a pitcher reaches the limit imposed in Regulation VI(c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base;
2. That batter is put out;
3. The third out is made to complete the half-inning or the game.

**NOTE:** If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed

**before delivering a pitch to another batter.** If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

(k) Pitching in more than one game in a day:

**Minor League, Little League (Majors), and Intermediate (50-70) Division** — A player may not pitch in more than one game in a day;

**Junior League and Senior League** — A player may be used as a pitcher in up to two games in a day. **NOTE:** If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day);

#### **Rule 4.12**

Tie games halted due to weather, curfew, or light failure shall be resumed from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams. A player may not pitch in more than one game in a day. **(EXCEPTION: Junior and Senior League:** If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day).

#### **Days Rest Requirement for Pitchers**

A calendar day is a day in calendar day in which a pitcher does not pitch, so if he pitches Wednesday and Saturday that is two days calendar rest, Thursday and Friday.

- If a pitcher delivers 1 – 20 pitches in a game, no calendar day rest is needed. If a pitcher reaches 20 pitches while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out, or an out is otherwise made and still only require zero calendar days rest.
- If a pitcher delivers 21 – 35 pitches in a game, one full calendar day rest is needed. If a pitcher reaches 35 pitches while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out, or an out is otherwise made and still only require one full calendar day rest.

- If a pitcher delivers 36 – 50 pitches in a game, two full calendar days rest are needed. If a pitcher reaches 50 pitches while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out, or an out is otherwise made and still only require two full calendar days rest.
- If a pitcher delivers 51 - 65 pitches in a game, three full calendar days rest are needed. If a pitcher reaches 65 pitches while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out, or an out is otherwise made and still only require three full calendar days rest.
- If a pitcher delivers 66 or more pitches in a game, four full calendar days rest is needed. If a pitcher reaches 66 pitches while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out, or an out is otherwise made and still only require four full calendar days rest.

In the event of a long at-bat when the “finish the batter” rule is in play, the first threshold reached shall apply. For example, if a pitcher begins a batter with his 50<sup>th</sup> pitch, and he does not retire that batter until his 66<sup>th</sup> pitch, the 36-50 pitch threshold shall apply, NOT the 51-65 pitch nor the 66 pitches or more threshold.

**In addition, pitchers who deliver 41 (36 in AA) or more pitches in a game must also have a game of rest, in addition to the number of days rest prescribed, i.e.** replace your pitcher at 40 pitches max. (or 35 pitches in AA), or he cannot pitch in the team’s next game. However, if a pitcher in the Major or AAA division reaches 40 pitches, or 35 for AA, while facing a batter, he may continue to pitch until that batter reaches base, is put out, or an out is otherwise made, and not be prevented from pitching in the team’s next game.

A player who plays the position of catcher in 4 innings (one pitch received constitutes an inning) cannot subsequently pitch in that game. For example, if a player plays the position of catcher in the 1<sup>st</sup>, 2<sup>nd</sup>, and 4<sup>th</sup> innings, and catches one pitch in the 5<sup>th</sup> inning, that player may not subsequently pitch in that game.

### **Additional Pitching Rules**

If a pitcher wishes to intentionally walk a batter, he/she must do so by pitching four pitches intentionally outside the strike zone that are not struck at by the batter, and are called “balls” by the umpire. All such pitches will count in determining that pitcher’s pitch count. There is a limit of two intentional walks per game. Intentional walks are not allowed in AA division except in the Playoffs.

In the AAA Division, 12 year olds may not pitch unless explicitly approved by the President or Vice-President.

Illegal Pitches: See Little League International rule book, Rule 8.05.

### **Pitching Conference Limits**

In AAA and Majors, a manager may request time out for a conference with a pitcher a maximum of once per inning without removing the pitcher. A second conference in the same inning results in the removal of the player as pitcher. A replacement pitcher starts with new limits.

Exception # 1: Timeouts to attend to an injured player do not count against the two-visit limit.

In AA, a three visit limit applies and the third conference in the same inning results in the removal of the player as pitcher.

### **Pitching Control and Safety**

The umpire shall remove any pitcher, as a pitcher, who is in the judgment of the umpire endangering batters for any reason. Excessive wildness qualifies as a valid reason for the umpire to remove the pitcher. In AA, AAA, and Major Baseball divisions, any pitcher that hits 3 batters in the same game is to be considered excessively wild for purposes of this rule. See Rule VII.I.1.i for additional rules and warnings to be issued to wild baseball pitchers. A pitcher may be removed under this rule notwithstanding the fact that the pitcher has not hit 3 batters, if in the judgment of the umpire he is endangering batters.