

ARLINGTON LITTLE LEAGUE BYLAWS & GROUND RULES – 2018

The objective of Arlington Little League (“ALL”) is to implant firmly in the children of the community the ideal of good sportsmanship, honesty, loyalty, courage, and respect for authority, so that they may be well adjusted, strong, and happy children and who will grow to be good, decent, healthy trustworthy citizens.

These ground rules are intended to be in complete accord with the Little League Player Rules. Should it be determined that these rules in any way conflict with the official Playing Rules, the 2018 Official regulations and playing rules will take precedence.

Team managers, coaches, players, umpires, league members, parents and spectators who knowingly violate these ground rules of the ALL Code of Conduct, are subject to appropriate discipline by the league president, officers and/or Board of Directors (“Board”). Such discipline may include probation, suspension, removal from team, loss of team, additional work assignments, or any other penalty deemed appropriate by the Board of Directors.

Revisions to these Ground Rules will be posted at www.arlingtonlittleleague.com following approval by the Board.

Article I. General

Section 1.01 Safety

Player safety is the principal concern of Arlington Little League

1. A protective cup must be worn by all male players to every practice and game.
2. Managers are responsible for assigning an adult coach to supervise the players in the dugout. At least one adult coach must remain in the dugout at all times.
3. All players must stand away from the dugout opening when in the dugout during games.
4. All “warm up” catchers must wear a catcher’s mask with a throat guard in the bullpen or on the field.
5. Adults are not permitted to play over hand catch with any player at any time during practice, before games, or during games. Managers and coaches are not permitted to catch for a pitcher.
6. When a coach is hitting balls to players during practice or warm ups, if a player is catching balls for that coach, then that player must wear a catcher’s mask with a throat guard.
7. Smoking and all other forms of tobacco products are prohibited.

Section 1.02 The Official Incident Reporting Book

1. The Official Incident Reporting Book (“Incident Book”) will be maintained in the snack bar and available at all times for league officials, managers, umpires and official scorekeepers.
2. No person other than a member of the Board may remove the Incident Book from the immediate snack bar area.

3. All entries MUST be countersigned
 - a. Incident Report entries must be signed and dated by the Board Member on Duty AND a manager, umpire, or Board member. Additional signers may add additional information to the report but may not alter information entered by others.

4. Injury Reporting Forms
 - a. In the event of an injury to any Little League participant, a manager, or other league official shall complete an Injury Report.
 - i. Blank Injury Forms can also be found on the website at www.arlingtonlittleleague.com
 - ii. Completed forms shall be maintained in the complete folder with the Incident Book.
 - iii. A league official or manager who completes the form must notify the safety officer immediately.

Section 1.03 Participant Responsibilities

1. Field Decorum
 - a. Any manager, coach, umpire, spectator, league representative or player who is involved in a verbal or physical altercation or any incident of unsportsmanlike conduct before, during, or after any game or practice, or at any other Little League event, is subject to disciplinary action by the Board.
 - b. Disciplinary action by the Board by include: probation, suspension, or removal from the league.
 - c. If any league representative determines that an altercation or other incident poses a threat to the safety of any Little League participant, the representative should immediately contact the Riverside Police Department at (951) 354-2007 (non-emergency) or 911 (emergency)

- d. Any such incident should be documented via an Incident Report
- 2. Removal of a Spectator
 - a. Every Board member is vested with the authority to remove a spectator (non-game participant) for just cause. In the event of a removal of a spectator due to conduct, the Board Member shall document the circumstances in the Incident Book.

Section 1.04 Game Preparation

1. The Home Team will reside in the 3rd base dugout
2. Each team will present a Little League approved game ball to the umpire at the start of each game.
3. Line up cards (2) shall be presented to the umpire as directed at the manager meeting which should occur 15 minutes prior to the start of the game.
4. Pitching Eligibility Logs must be presented to the Official Score Keeper as directed by the umpire.
 - a. In the event that a manager fails to present a complete and accurate pitching log, the manager shall be ejected from the game and subject to discipline under rule 4.07 of the Official Rule book
 - i. In the event of a missing Pitching Log, the score keeper shall make an effort to verify pitcher eligibility via the pitch count logs on GameChanger. Pitchers eligibility for the current game will be based upon the actual pitches thrown in the previous game (threshold allowances will not be considered unless it can conclusively be determined that the pitcher reached the threshold during the final batter faced)

- ii. If the number of pitches cannot be confirmed, any players who pitched in the previous game will not be eligible to pitch.

5. Scorekeeping

- a. Home team shall provide an Official Scorekeeper. For Minors and Majors, the Official Scorekeeping will be done via GameChanger. For the Farm division, scorekeeping will be done via scorebook. There is no scorekeeping in Tball. The official scorekeeper may not keep score in the dugout.
- b. Conclusion of the game, scorekeepers shall:
 - i. Verify pitch eligibility logs are accurately completed and signed by the umpire and both managers. (no alterations to pitcher eligibility log may be done after the signatures have been completed)
 - ii. Secure a signature on the paper scorebook (Farm only) by umpire
- c. If the Home team is unable to provide a scorekeeper, then they will revert to the visiting team.

Section 1.05 Dugouts

1. Closed Dugout

- a. No person other than registered players, approved coaches, managers, umpires or Board Members are allowed in the dugouts before, during or after the game.
- b. Players in the offensive dugouts will be completely in the dugout unless he/she is batting, in the bullpen, or in the restroom (with adult supervision). The gates are to remain closed during play.
- c. At the discretion of the umpire, exceptions may be granted in the event that a player is removed due to an injury to

- allow one (1) additional adult in the dugout until the player returns to the game or leaves the site
- i. Once a player leaves the site, they are ineligible to return to the game
 - d. The manager must receive approval from the umpire prior to any player leaving the dugout, including to use the restroom or to go to the drinking fountain. Upon being granted permission to use the restroom, the player must be accompanied by an adult until they return to the dugout.

Section 1.06 Uniforms

1. Players shall wear the playing jerseys and hats provided by the league during all scheduled league games.
2. Players shall wear pants, socks and belt, provided at their own expense, of a color prescribed by the team manager.
3. Players may, at their own expense, acquire sleeves to be worn under their playing jerseys. The exposed portion of the sleeve shall be of a uniform color, excluding white or grey.
4. Offense players may wear jackets while running bases. Jackets must remain buttoned or zipped at all times.
5. Batters and defensive players may not wear jackets.
6. Sweatshirts may be worn provided they match the jersey color and have the players uniform number printed on the back.
7. Players may not alter the uniform in any way.

Section 1.07 Food & Drink

1. Each manager shall establish their own rules for allowable food and drink in the dugout
2. Glass containers are not allowed at any time
3. No food or drink is allowed within the playing field
4. Each team is responsible for removing all trash and debris from the dugout at the conclusion of each game.

Section 1.08 Ejection

1. Little League Rule 4.07 establishes the rule and procedure for ejections of players, managers, coaches or spectators and will be strictly adhered
 - a. The umpire has sole discretion for declaring an ejection
2. The Board has no authority to waive or override a suspension by an umpire and the automatic minimum required 1 game suspension at the next physically played game
3. The Board, at its discretion, may impose additional penalties deemed warranted by the severity of the incident or repeated offense
 - a. Additional penalties imposed by the Board include but are not limited to:
 - i. Additional game suspension
 - ii. Removal from team
 - iii. Removal from league

Section 1.09 Protests

1. Protests shall be made in accordance with Little League Rule 4.19
2. Upon receiving notice of a protest, the umpire shall cause the exact game situation at the time of the declared protest to be noted in the Incident Reporting Book.
3. The umpire will make the notation in the Incident Book explaining the circumstances surrounding the protest and the umpire's ruling
4. The protesting manager shall write the cause and supporting information for their protest in the Incident Reporting Book
 - a. The write up shall contain the specific situation where the manager believes a rule interpretation is in question, including reference to specific rules from the Little League Rule Book or ALL Ground Rules
5. The protesting manager must complete the Incident Report and notify the League President within 24 hours of the protest
6. Protest notifications received greater than 24 hours following the incident will be automatically declared void
7. The President shall be notified of the protest by the protesting manager via email

Section 1.10 Additional Playing Rules For All Divisions

1. All games will be played in accordance with the "Official Little League Playing Rules" and these "Bylaws & Ground Rules".

Managers are prohibited from substituting any other rules via mutual agreement.

2. Pitcher Eligibility – the use of pitchers in all pitching division shall be managed in strict adherence to Regulation VI of the Official Rule book as it pertains to pitcher eligibility, pitches thrown and required period of rest days
3. In the event a team does not have 9 players for a particular game, the manager may ask a player from another team in the same division, if he/she can play for his team for one game. That borrowed player must only play in the outfield and must bat last in the batting order. The game played with the borrowed player will count as a regular season game.
4. If a team fails to field nine players after 15 minutes past the scheduled start time:
 - a. Each manager shall make a notation in the Incident Reporting Book. Unless there are significant extenuating circumstances, the game will be declared a forfeit in favor of the team that was prepared to field a team of at least 9 players.
 - b. The Board, upon reviewing the incident report, will determine whether the game is a forfeit or a “no game”, subject to make-up (see Section 1.11)
5. If a game is not played due to inclement weather or other field conditions:
 - a. In the event of a game cancelation by the umpire due to field conditions, the umpire shall complete an Incident Report detailing the decision to cancel the scheduled game(s)

- b. Cancellations prior to umpire and teams taking the field will be made at the sole discretion of the Board, or as noted below (c)
 - c. Field closures by the City shall immediately cause all scheduled games to be cancelled.
6. Division specific ground rules can be found at the section of this document under “Article VI”

Section 1.11 Make-up & Protested Games

1. Make-up games and rescheduled protest games will generally be scheduled for next available make-up game slot that is at least 8 days from the originally scheduled game.
2. Pending make-up games may be cancelled by the Board should it be deemed infeasible to schedule games, except to ensure that teams achieve the minimum number of games as prescribed by the Little League Rule Book
3. Make-up games will not be scheduled due to a team’s inability to field nine players, or pitcher eligibility concerns, except in the event of a circumstance that has a broad impact across the league or division (for example: school science camp)

Section 1.12 Roster Vacancies

1. Managers must notify the Player Agent within 24 hours of a roster vacancy
2. A “roster vacancy” is defined by the Little League Operating Manual. However, for reporting purposes, a manager should report a vacancy in the event of:

- a. A player reports that he/she will miss three consecutive games; or
 - b. A player misses three consecutive games
3. The Player Agent and Board will determine on a case by case basis if a replacement player is elevated from a lower division.
 - a. The final decision on the replacement player shall be made by the Player Agent, in consultation with the affected team manager.
4. The refusal of an eligible player to be elevated to a higher division:
 - a. If a player refuses (Player A) to be elevated to a higher division, the Player Agent will request that another eligible player (Player B) be elevated to fill the roster vacancy instead. Once Player B is elevated to a higher division, Player A will then replace Player B on the team in which he/she has now left a roster vacancy. Player A will be ineligible to be elevated to a higher division for the remainder of the season. If Player A refuses to replace Player B, Player A will forfeit the remainder of his/her season.
5. Roster moves (players being elevated to a higher division) in the second half of the season are not mandatory.

Section 1.13 Manager Selection

1. Individuals interested in managing an ALL baseball team must notify the league President of his/her desire to manage a team
2. Each manager candidate shall be interviewed by the Board

and must be receive 2/3rds of the Board vote in order to be assigned a team.

3. Manager positions are for one-year only. Having previously been a manager or coach at ALL is not a guarantee of a managing position in any subsequent season.

ARTICLE II Board of Directors

Section 2.01 Meetings

1. Regular meetings of the Board of Directors shall be held on the second Thursday of each month
2. The President or the Secretary may, whenever they deem it advisable, issue a call for a Special Board Meeting. In the case of a Special Board Meeting, such notice shall include the purpose of the meeting and no matters not so stated may be acted upon at the meeting
3. Notice of each Board Meeting shall be given by the Secretary personally or electronically to each Director at least one day before the time appointed for the meeting
4. A majority of the Board of Directors shall constitute a quorum for the transaction of business. If a quorum is not present, no business shall be conducted.
5. Only members of the Board of Directors may make motions and vote at meetings of the Board of Directors. However, the Board of Directors may invite, admit, and recognize guests for presentations or comments during Board meetings.
6. Should an emergency Board Meeting be deemed necessary by the President, he/she shall be empowered to call one. The Secretary shall notify each Board Member personally, electronically, or by phone. No vote shall be valid at such meeting without 2/3

majority of the Board being in attendance. No business except that for which the meeting is called, shall be transacted at an emergency Board Meeting.

7. Should an emergency exist, but time prohibits the convening of an in-person Board Meeting, the President shall be empowered to conduct a telephone or email survey of the Board Members. Every Board Member should participate in such a vote. However, should contact of all Board Members be impossible, in no case shall vote be valid unless 2/3rd of the Board has participated. The individual voting record of each Board member participating in such a vote shall be announced at the next regularly scheduled Board Meeting.
8. Meetings will not be open to members of the General Public unless they have been placed on the agenda prior to the meeting. If a non Board member wishes to be placed on the agenda, he/she must notify the President at least one day prior to the scheduled meeting.
9. If a non Board member wishes to address the Board, they shall do so at the start of the meeting. After his/her matter has been discussed, he/she will be asked to leave so the Board can finish their Board business.
10. Auxiliary Members may be voted on by the Board. Auxiliary members will not have voting rights.

Section 2.02 Budgets

1. All expenditures must be approved via Board vote. No budget item or expenditure will be approved without a vote which includes 2/3rd Board participation
2. Any approved expenditure over the amount of \$500 must be cleared by the Treasurer prior to making payment.

Note: Regular Members of the League automatically include all current Managers, Coaches, Volunteer Umpires, Board Members, Officers of the Board, and any other person who is recognized by the Board as a Volunteer in the Local League, including those volunteers with the following titles (examples: Team Parent, Field Maintenance, etc.)

3. (C) Honorary Members (Optional). Any person may be elected as Honorary Member by the unanimous vote of all Directors present at any duly held meeting of the Board of Directors, but shall have no rights, duties or obligations in the management or in the property of the Local League.
4. (D) Sustaining Members (Optional). Any person not a Regular Member who makes financial or other contribution to the Local League may by a majority vote of the Board of Directors become a Sustaining Member, but such person shall have no rights, duties or obligations in the management or in the property of the Local League.
5. (E) As used hereinafter, the word "Member" shall mean a Regular Member, unless otherwise stated.

Section 3 - Other Affiliations

1. (A) Members, whether Regular or Player, shall not be required to be affiliated with another organization or group to qualify as members of the Local League.
2. (B) Regular Members should not be actively engaged in the promotion and/or operation of any other baseball/softball program.

Section 4 - Suspension or Termination

Membership may be terminated by resignation or action of the Board of Directors as follows:

1. (A) The Board of Directors, by a two-thirds vote of those present at any duly constituted Board Meeting, shall have the

authority to discipline or suspend or terminate the membership of any Member of any class, including Managers and Coaches, when the conduct of such person is considered detrimental to the best interests of the Local League and/or Little League Baseball. The Member involved shall be given at least seventy-two (72) hours notice, and informed of the general nature of the charges, and given an opportunity to appear at the meeting to answer such charges.

2. (B) The Board of Directors shall, in the case of a Player Member, give notice to the Manager of the team for which the player is a Player Member. Said Manager shall appear, in the capacity of an advisor, with the player before the Board of Directors or a duly appointed committee of the Board of Directors. The player's parents or legal guardians may also be present. The Board of Directors shall have full power to suspend or revoke such player's right to future participation by two-thirds vote of those present at any duly constituted meeting (quorum is required).

ARTICLE IV – DUES FOR REGULAR MEMBERS (NOT PLAYERS)

Section 1

Dues for regular Members may be fixed at such amounts as the Board of Directors shall determine for a particular fiscal year.

Note: Dues for Regular Members are separate from registration fees for Player Members, which are determined annually by the Board of Directors in accordance with Regulation XIII (c). If no dues for Regular Membership are collected, Section 2 below does not apply.

Section 2

Regular Members who fail to pay their fixed dues within ten (10) days of application to become a Member may, by majority vote of the Board present at a Board meeting, be dropped from the rolls and shall forfeit all rights and privileges of membership.

ARTICLE V – GENERAL MEMBERSHIP MEETINGS

Section 1 - Definition

A General Membership Meeting is any meeting of the membership of the league (including Special General Membership meetings, Section 7). A minimum of one per year (Annual Meeting, see Section 6) is required.

Section 2 - Notice of Meeting

Notice of each general Membership Meeting shall be delivered personally, electronically, or by mail to each Member at the last recorded address at least: seven (7) days in advance of the meeting, setting forth the place, time and purpose of the meeting. In lieu of the above methods, notice may be given in such form as may be authorized by the Members, from time to time, at a regularly convened General Membership Meeting.

Section 3 - Quorum

At any General Membership Meeting, the presence in person or representation by Absentee Ballot of: one-fifth (20%) of the members shall be necessary to constitute a quorum. If a quorum is not present, no business shall be conducted.

Section 4 - Voting

Only Regular Members shall be entitled to make motions and vote at General Membership meetings. However, the Board of Directors may

invite, admit and recognize guests for presentations or comments during General Membership Meetings.

Section 5 - Absentee Ballot

For the expressed purpose of accommodating a Regular Member in good standing who cannot be in attendance at the Annual Meeting, or any General Membership Meeting at which new Board Members will be elected, an absentee ballot may be requested and obtained from the Secretary of the League. The absentee ballot shall be properly completed, signed and returned in a sealed envelope to the Secretary prior to the date of the election. The Secretary shall present all absentee ballots to the Election Chairman (appointed at the meeting) on the date of the meeting, prior to the voting portion of the election process.

Section 6 - Annual Meeting of the Members

The Annual Meeting of the Members of the Local League shall be held on the third Saturday in May each year for the purpose of electing new Members, electing the Board of Directors, receiving reports, reviewing the Constitution, appointing committees, and for the transaction of such business as may properly come before the meeting.

(A) The Membership shall receive at the Annual Meeting of the Members of the Local League a report, verified by the President and Treasurer, or by a majority of the Directors, showing:

1. The condition of the Local League, to be presented by the President or by his/her designates.
2. A general summary of the funds received and expended by the Local League for the previous year, the amount of funds currently in possession of the Local League, and the name of the financial institution in which such funds are maintained.

3. The whole amount of real and personal property owned by the Local League, where located, and where and how invested.
4. For the year immediately preceding, the amount and nature of the property acquired, with the date of the report and the manner of the acquisitions, the amount applied, appropriated or expended, and the purposes, objects or persons to or for which such applications, appropriations or expenditures have been made.
5. The names of the persons who have been admitted to regular membership in the Local League during such year. This report shall be filed with the records of the Local League and entered into the minutes of the proceedings of the Annual Meeting. A copy of such report shall be forwarded to Little League Headquarters.

(B) At the Annual Meeting, the Members shall determine the number of Directors to be elected for the ensuing year and shall elect such number of Directors. The number of Directors elected shall be not less than six (6).

(C) After the Board of Directors is elected, the Board shall meet to elect the officers. After election, the Board of Directors shall assume the performance of its duties on August 1. The Board's term of office shall continue until its successors are elected and qualified under this section.

(D) The Officers of the Board of Directors shall include, at a minimum, the President, one or more Vice-Presidents, Treasurer, Secretary, one or more Player Agents, and a Safety Officer. The Board shall also include a minimum of one Manager and one Volunteer Umpire. Only volunteer umpires may be elected to the Board.

Section 7 - Special General Membership Meetings

Special General Membership Meetings of the Members may be called by the Board of Directors or by the Secretary or President at their discretion. Upon written request of twenty (20) Members, the President or Secretary shall call a Special General Membership Meeting to consider the subject specified in the request. No business other than that specified in the notice of the Meeting shall be transacted at any Special General Membership Meeting. Such Special General Membership Meeting shall be scheduled to take place not less than thirty (30) days after the request is received by the President or Secretary.

Section 8 - Rules of Order for General Membership Meetings

Robert's Rules of Order shall govern the proceedings of all General Membership Meetings, except where the same conflicts with this Constitution of the Local League.

ARTICLE VI Division Rules

Section 6.01 Tball Division Ground Rules

1. Pre-season practices are limited to three (3) per week. Practices are to be a maximum of 1 1/2 hours in length.
2. The season will be divided into halves. The first half will be all off the batting tee. (no coach pitching during the first half) During the second half, the Manager/Coach from the offensive team will pitch overhand to their own team. The batter will have four (4) pitches to hit the ball. If the player fails to make contact, the ball will then be placed on a batting tee and the batter will continue until contact is made and the ball is put into play in fair territory. There will be no strikeouts. To speed up the game, it is permitted to limit the number of pitches to less than 4.

3. The player occupying the defensive position of catcher MUST wear full protective equipment, including a catcher's mask and helmet (with throat guard), shin guards, and long model chest protector. All players must wear a protective hard cup.
4. All players on the roster will be given a defensive position every inning. Only one (1) additional player may play in the infield besides the normal infield positions of 1st, 2nd, 3rd, shortstop, pitcher and catcher.
5. The offensive team will be retired once the entire line-up has batted.
6. The number of adults helping at practice/games will be left to the discretion of the Manager. All adults/team parents must have a completed background check and cleared with the Board of Directors prior to helping at any practice or game.
7. Game time will be a maximum of 1 hour and 15 minutes or after each line-up has had the opportunity to bat three (3) times, whichever comes first.
8. No bunting is allowed.
9. Player may advance only one base if ball is hit in the infield, regardless of an overthrow. If the ball is hit in the outfield then the player may advance to 2nd base at their own risk.
10. Scorekeeping is NOT ALLOWED per Official Little League Rules. Any violation will be severely dealt with and could result in suspension

from the league.

11. T-Ball players in the offensive dugout will be completely in the dugout at all times. Exception: Player is at bat, or using the restroom (with adult supervision).
12. Offensive players who are out at a base shall return to the dugout. If there is any doubt about the runner being out he/she shall be called safe.
13. Teams may not modify bases to less than or more than 60 feet.
14. No other rule modifications are permitted unless approved by the board, and will not go into effect until all teams have been properly notified.
15. Team Manager must remain on the field/in the dugout with the team at all times. In the event of an emergency, Manager will notify the umpire, Board member on duty, and his coaches prior to leaving the game.
16. All background checked and approved Tball volunteers (including coaches) must wear their Arlington Little League provided clearance badge in order to be on the field or in the dugout at any time. Failure to present this badge at the request of a Board member or parent will result in removal from the field until the badge can be provided/verified.

Section 6.02 Farm Division Ground Rules

1. The first 3 weeks of the Farm division will be machine pitch (see attached ground rules Section 6.05 for machine pitch games) The second half of the season will be all kid pitch. (No coach pitch except in the event of a walk. See rule 10)
2. Pre-season practices are limited to three (3) per week. Practices are to be a maximum of 2 hours in length.
3. Each game will consist of four (4) innings or 1 ½ -hours, whichever occurs first. If the bottom of the 4th inning occurs before the 1 ½ hour time limit has been reached, the home team will bat even if they are winning. However, three (3) completed innings will constitute a regulation game. There is no mercy rule in place in Farm.
4. No over hand catch is allowed between a coach or any adult and any Little League player.
5. During pre-game warmups, only players may catch for the coach. Said player must be wearing a catcher's helmet and mask. Coaches or any other adults may NOT catch for the coach warming the players up.
6. When playing on any field, the pitcher will pitch from the rubber on the designated pitching mound. Managers/Coaches will pitch from the rubber on the pitching mound. Player occupying the position of pitcher will remain reasonably close to the left or right of the manager or coach that is pitching.
7. Umpires will wait 15 minutes after scheduled game time before calling the game a forfeit. A team must have a minimum of 9

players in order to play a game.

8. The player occupying the defensive position of catcher MUST wear full protective equipment, including a catcher's mask and helmet (with throat guard), shin guards, long model chest protector, and catcher's glove. All male players must wear a protective hard cup.
9. The offensive team will be retired once the team has scored four (4) runs or three (3) outs. Unlimited runs are allowed in the last inning, with the last inning being the 4th inning.
10. There will be no walks. Once ball four (4) has been pitched to a batter, the Manager/Coach will resume the count (not to exceed 4 pitches). For example: The batter's count is 3 balls one strike, the batter has 2 swinging strikes remaining. A foul ball is considered a strike, with the exception of strike 3. A foul ball on the 3rd strike shall be treated as stated in the Rules and Regulations Hand Book. A foul ball on the 3rd swinging strike shall be treated as stated in the Rules and Regulations Hand Book. The Manager/Coach who pitches to the batter must do so from the rubber on the pitching mound.
11. Runners may advance only one base on an overthrown ball, at their own risk. This is per batted ball. No leading off. The defensive team may have ten (10) players on the field. The tenth player (rover) will play in the outfield grass area only. There will be free substitutions in the Farm Division with the exception of the position of pitcher.
12. Use of hitting sticks is prohibited during game time.
13. Stolen bases are not allowed with the exception of stealing

home. Steals are not allowed when the coach is pitching.

14. Batter must keep one foot in the batter's box at all times.
15. The Farm Division is allowed to have four (4) adults (Manager and 3 Coaches) in the dugout/field area during games. Only adults who are on the team roster and have cleared background checks and approved by the Board of Directors are allowed in the dugout/field area. One Manager/Coach must remain in the dugout at all times.
16. Each player must play a minimum of 1 inning in an infield position. Failure to play a player in the infield 1 inning will result in that player playing an infield position for the entire next scheduled game. After a second infraction, the Manager will be suspended one game. In the event the game lasts less than 4 defensive innings, rule is waived.
17. Each player must play a minimum of 1 inning in an outfield position. Failure to play a player in the outfield 1 inning will result in that player playing an outfield position for the entire next scheduled game. After a second infraction, the Manager will be suspended one game. In the event the game lasts less than 4 defensive innings, rule is waived.
18. Bunting is allowed only when an opposing pitcher throws the pitch. No bunting is allowed when a Manager/Coach is pitching.
19. One (1) Manager or Coach may be positioned in the outfield for defensive coaching. Offensively, two base coaches are allowed onto the field. One coach may be positioned outside the dugout while the team is on offense per the umpire's

discretion. (buckets are not allowed on the field at any time).

20. Farm Division will bat through the entire line up.
21. Every player must play, at minimum, 6 outs on defense.
22. Managers must report pitcher and catcher changes to the official scorekeeper.
23. Fly balls that land on the outfield grass area are considered live balls, and runners may advance to all bases at their own discretion and risk. Ground balls that touch the infield – the runners may advance at their own risk for a maximum of 2 bases.
24. Maximum pitch count for 7 & 8 year olds is 50 pitches. 6 year olds are NOT allowed to pitch. Please refer below for “days of rest” guidelines.
 - 1-20 pitches – No (0) calendar day of rest is required
 - 21-35 pitches – One (1) calendar days of rest must be observed
 - 36-50 pitches – Two (2) calendar days of rest must be observed
25. Team must provide the current pitching log to the scorekeeper at every game. Failure to provide the pitching log will result in Manager suspension for one game.
26. Team Manager must remain on the field/in the dugout with the team at all times. In the event of an emergency, Manager will notify the umpire, Board member on duty, and his coaches prior to leaving the game.

Section 6.03 Minor Division Ground Rules

1. Practices are limited to two (2) hours maximum. There is no limit on how many days a team may practice.
2. Each game will consist of no more than six (6) innings OR 1 hour 45 minute, whichever occurs first. If a new inning is started prior to the 1 hour 45 minute mark the full inning must be completed, with the exception being if the home team were ahead, the bottom of that inning would not be played. There will be no extra innings in the event of a tie.
3. Four (4) completed innings will constitute a regulation game. The mercy rule will apply when the winning team is up by 10 runs or more and four (4) innings have been completed. If a game ends in a tie, the tie will stand.
4. No over hand catch is allowed between a coach or any adult and a Little League player.
5. During pre-game warmups, only players may catch for the coach. Said player must be wearing a catcher's helmet and mask. Coaches or any other adults may NOT catch for the coach warming the players up.
6. Umpires will wait 15 minutes after a scheduled game time before calling a forfeit. At that point it is highly encouraged to have a scrimmage game to allow the players at the field to play a game.
7. The player occupying the defensive position of catcher must wear full protective equipment, including a catcher's mask and protective helmet, shin guards, and a log model chest protector with throat

guard. All male players must wear a protective hard cup.

8. Teams must start with a minimum of 9 players or the game is considered a forfeit and reverts to a scrimmage game.
9. The Minor Division may only score 5 runs per inning. Unlimited runs may be scored in the last inning, with the last inning being the 6th inning.
10. The Minor Division is allowed to have three (3) adults in the dugout/field area during games. Adults allowed are one (1) Board approved/ Rostered Manager and two (2) Board approved/Rostered coaches. One (1) Manager/Coach must remain in the dugout area at all times.
11. One (1) Manager or Coach is allowed to stand on the field when their team is playing defense per umpire's discretion. Offensively, only base coaches are allowed on the field. (buckets are not allowed on the field at any time)
12. Minor division will bat through the entire line up. Every player must have six (6) defensive outs. (2 innings on defense)
13. All managers must report all changes to the scorekeeper.
14. If an umpire does not show up as scheduled, and 15 minutes has elapsed, home team will provide a volunteer parent umpire agreed upon by both managers.
15. Batter must keep one foot inside the batter's box at all times during his/her at bat.

16. A ball that bounces over the fence is a ground rule double and batter will be placed on second base.
17. Intentional walks are allowed. Manager of the team on defense must notify the umpire prior to the pitch to the batter he intends to walk. Four (4) pitches must be added to the pitch count for the pitcher on the mound at the time of the intentional walk. Baserunners may not steal during an intentional walk, only forced baserunners will advance during the intentional walk.
18. Maximum pitch count for 7-8 year olds is 50 pitches
Maximum pitch count for 9-10 year olds is 75 pitches
Maximum pitch count for 11-12 year olds is 85 pitches
 - a. Days of rest must be observed per Little League guidelines, which are listed below:

1 – 20 pitches	No (0) calendar days rest must be observed
21 – 35 pitches	One (1) calendar day of rest must be observed
36-50 pitches	Two (2) calendar days of rest must be observed
51-65 pitches	Three (3) calendar days of rest must be observed
66 or more	Four (4) calendar days of rest must be observed
19. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that game.
20. A player may not pitch in any game in which he or she has played the position of catcher more than 3 innings.
21. Team must provide the current pitching log to the scorekeeper at every game. Failure to provide the pitching log will

result in Manager suspension for one game.

22. The season will be divided into two halves. The winner of the first half of the season will play the winner of the second half of the season in a one game playoff to determine the team that goes to TOC. (In the event that there is a tie at the end of a half, a one game playoff will be played to determine the winner of that half.) If the same team wins both halves, no playoff is necessary, that team will be the TOC team.
23. Team Manager must remain on the field/in the dugout with the team at all times. In the event of an emergency, Manager will notify the umpire, Board member on duty, and his coaches prior to leaving the game.

Section 6.04 Major Division Ground Rules

1. Teams will be drafted with the supervision of the Player Agent and in accordance with the drafting rules indicated in the Little League Rule book.
2. Practices are limited to two (2) hours maximum.
3. Each game will consist of no more than six (6) innings or 2 hours, whichever occurs first. If a new inning is started prior to the 2-hour mark the full inning must be completed, with the exception being if the home team were leading, the bottom of the inning would not be played. There will be no extra innings in the event of a tie.
4. Four (4) completed innings will constitute a regulation game. The mercy rule will apply when the winning team is up by 10 runs or

more and four (4) innings have been completed. If the game ends in a tie the tie will stand.

5. No over hand catch is allowed between a coach or any adult and a Little League player.
6. During pre-game warmups, only players may catch for the coach. Said player must be wearing a catcher's helmet and mask. Coaches or any other adults may NOT catch for the coach warming the players up.
7. Umpires will wait 15 minutes after scheduled game time before calling a forfeit
8. All players must be listed on the official line up card and a properly registered player.
9. The Major Division is allowed to have three (3) adults in the dugout/field area during games. Adults allowed are one (1) Board approved/rostered Manager and two (2) Board approved/rostered Coaches. One (1) Manager/Coach must remain in the dugout area at all times.
10. One (1) Manager or Coach is allowed to stand on the field when their team is playing defense per umpire's discretion. Offensively, only base coaches are allowed onto the field. (buckets are not allowed on the field at any time)
11. If an umpire does not show up as scheduled, the game will be rescheduled if possible and/or necessary or each team may provide an umpire, but only if both teams are in agreement.

12. Major Division will have free substitution and bat 9 players. Each player, at minimum, must have 1 at bat and 6 outs on defense.
13. Intentional walks are allowed. Manager of the team on defense must notify the umpire prior to the pitch to the batter he intends to walk. Four (4) pitches must be added to the pitch count for the pitcher on the mound at the time of the intentional walk. Baserunners may not steal during an intentional walk. Only forced baserunners will advance during the intentional walk.
14. Major Division players may advance on a third strike that is not caught in flight by the catcher, unless 1st base is currently occupied, with the exception of it being two (2) outs.
15. A ball that bounces over the fence is a ground rule double and the batter will be placed on second base.
16. A ball that goes over the fence, or hits the fence and lands over the fence, is a homerun. A ball that hits the fence but lands inside the fence, is not a home run and the ball remains in play.
17. Batter must keep one foot inside the batter's box at all times during his/her at bat.
18. Maximum pitch count for 9-10 year olds is 75 pitches.
Maximum pitch count for 11-12 year olds is 85 pitches.
 - a. Days of rest must be observed per Little League guidelines, which are listed below:

1-20 pitches – No (0) calendar day of rest is required
21-35 pitches – One (1) calendar days of rest required
36-50 pitches – Two (2) calendar days of rest required

51-65 pitches – Three (3) calendar days of rest required
66 or more pitches – Four (4) calendar days of rest required

19. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
20. A player may not pitch in any game in which he or she has played the position of catcher more than 3 innings.
21. Team must provide the current pitching log to the scorekeeper at every game. Failure to provide the pitching log will result in Manager suspension for one game.
22. Team Manager must remain on the field/in the dugout with the team at all times. In the event of an emergency, Manager will notify the umpire, Board member on duty, and his coaches prior to leaving the game.

Section 6.05 Farm Pitching Machine Rules

1. The pitching machine speed will be set at 38 mph from a distance of 46ft from front of machine to back of plate.
2. A 14 ft circle (pitcher's circle) will be drawn around the pitching machine. The circle will be divided with a line even with the anchor bar of the pitching machine. The player pitcher may not cross this line until the ball has been released by the machine.
3. A play will be considered over when a player has control of the ball inside of the pitcher's circle. Runners may advance at their own risk until the ball is controlled within the pitcher's circle
4. The ball is dead if it strikes the pitching machine or a coach on the field, or if it comes to rest inside the pitcher's circle. In the event of a dead ball, the batter is awarded first base and all other base

- runners advance one base.
5. A coach from the hitting team will feed the pitching machine. Batters will not walk and will not be awarded first base if hit by a pitch.
 6. The placement and settings of the pitch machine shall be established prior to the start of the game by both managers and the Umpire. Once set, only minor adjustments may be made by the managers.
 7. If the Umpire determines a full reset is required, then the umpire will call both managers to the pitch machine to conduct the reset. The Umpire will determine when the machine is set to proceed
 8. In the event of a failure of the pitching machine, the Umpire may allow the game to continue with coach pitch.
 9. Each batter shall receive a maximum of five pitches, except as noted in the following
 - (i) No batting count will be kept, and there will be no walks. Each at bat will continue until the batter has three swinging strikes, puts the ball in play, or reaches the maximum number of pitches
 - (ii) If the batter hits a foul ball on the 5 pitch, the batter will receive another pitch until such time that the batter puts the ball in play or fails to hit a subsequent pitch
 - (iii) Home plate is CLOSED. A base runner may ONLY advance to home on a batted ball
 10. 4 run limit applies to each inning except the 4th inning where runs are unlimited.
 11. All other Farm Ground Rules apply