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# League Rules & Operating Procedures / Bylaws

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Updated 2/06/2019

## GENERAL RULES (ALL DIVISIONS)

**\*\*For any discrepancies whereas Lubbock Cooper Little League (LCLL) Rules & Operating Procedures / Bylaws are in conflict with Little League International Inc. rules, LCLL will revert to the Little League International Inc. rule book\*\***

**League Age & Eligibility** – League age is that age attained based upon Little League International’s Age Chart. On an annual basis, the league will confirm with Little League International each age division’s birth date and implement those restrictions for Lubbock Cooper Little League (LCLL). Only players who reside within the League boundaries (as defined and on file with Little League International) of LCLL are eligible for participation in LCLL except as allowed by Little League Baseball International Official Rules. Additionally, LCLL Board of Directors has the discretion to approve / decline any player for scholarship on an annual basis.

**Coaches on Field:** Coaches must have the permission of the umpire to be on the field at any time during play. Failure to do so may result in disciplinary action and possible ejection from the game. In the case of an injury to a player, time must be called. No coach will charge out of the dugout when questioning an umpire’s decision. If a manager or coach wishes to consult with an umpire, they must be granted “time” by the umpire before proceeding onto the field to discuss an umpire’s call or ruling. Harassing of umpires, opposing players, opposing coaches, their own child or teammates will not be tolerated for any reason. Coaches will also be responsible for the actions of their parents and fans.

No team shall station a coach, player or parents down the opposite baseline off the field of play or behind the backstop.

Failure to comply with these rules may result in the ejection of the coach and/or parent from the game.

**Ejection/Disciplinary Procedures:** All managers/coaches who are ejected from a ballgame will incur an automatic one game suspension, by LCLL, from the next regularly scheduled game. Upon ejection from a game, the coach must leave the premises\* of LCLL or other ballpark immediately. Failure to do so will result in further disciplinary action up to and including the permanent suspension of the manager/coach from LCLL.

All parents who are ejected from a game must leave the premises\* immediately, along with the manager of that team. The manager/coaches of the parent ejected is expected to see that the parent leaves the premises\*. Failure of the parent to leave the premises\* may result in the suspension of the ejected parent’s child from participating in LCLL.

**\*PREMISE\* is defined by LCLL as the playing field (including outside of the outfield fence) area, shared area between fields, and parking lot where the game is being played.**

NOTE: The suspension of any coach may be appealed to the local league President and/or Board of Directors, but the suspension will only be reversed in the event of rare or extreme circumstances and only in accordance with the Official Playing Rules and Regulations of Little League Baseball, Inc. If unsportsmanlike conduct jeopardizes any player's safety or is particularly offensive such as the physical contact with an umpire, opposing coach, parent, fan, player, Board Member or if improper language is used (and continues to be used) in the presence of any child, this action will be deemed severe and disciplinary actions may call for the permanent suspension of the Manager or Coach from LCLL.

**Extra Innings:** Except as provided herein, if a game is tied at the end of regulation play (time limit or innings played), extra innings will be played to determine the winner. In the Modified T-Ball (MTB), Coach Pitch (CP) and Farm Divisions, if a game is tied at the end of regulation play (time limit or innings played), one (1) more inning will be played to determine the winner. If the game remains tied at the conclusion of that one (1) extra inning, the game will be considered a tie in the league standings. The exception to the rule is Majors division whereas, games are limited to 105 minutes. *SEE tournament rule 14*

**Game Time:** Maximum game times are established for each division; however, no new inning may be started after 10:00pm.

**League Age Determination:** The age a player has attained based upon Little League International's Age Chart (for the current year) will determine a participant's league age. Unless approved by the Board, no player will be allowed to "play up" or "play down" from their respective age division.

**Official Games:** If the game is called due to weather, the game will count as an official game if four (4) innings have been completed or 3 ½ innings if the home team is ahead. Games that are called due to weather that have not completed the required number of innings shall be rescheduled. The game will be continued at the point it was stopped. If less than one (1) complete inning has been played, the game will be started over from the beginning during the next rescheduled game.

**Posting of Scores:** The winning Team's Manager/head coach will be responsible for informing the league of the game's outcome and/or entering the data on the LCLL website. During the annual coaches meeting, the Board will inform all Team Managers the electronic method to notify the league of the game's outcome. Minimum information required when notifying the league of each game's outcome is:

1. Date of game played
2. League division of game
3. Two (2) teams playing
4. Score of each team in the contest

All scores should be entered on the LCLL website within twenty-four (24) hours after the conclusion of each game, either by the winning team or the designated League official.

**Forfeits:** For any game ending in a forfeit by the opposing team, the team forfeiting will incur the loss for the regular season standings (pending the game was between two (2) LCLL teams) and will have seven (7) runs added to the forfeiting team's "runs against" total.

**Protest of a Game: *Managers are responsible for notifying the home plate umpire before the next pitch***

any game being played or finished under protest. Judgment calls are not subject to a protest. The LCLL Board of Directors will establish a protest committee on an annual basis to consist of no more than three (3) members of the Board. The manager protesting the game must notify the President within twenty-four (24) hours after the game in question has gone final.

**Rescheduling / Make-up Games:** All make-up games or games rescheduled for any other reason will be scheduled on the next available day and time slot. Rescheduled games will be scheduled in the same order as they were cancelled. Games will be played with no more than four (4) games in a seven (7) day period and no more than three (3) consecutive days. The Scheduling Coordinator (or President of the league if no Scheduling Coordinator) will be responsible for the rescheduling of the game and will post update to the LCLL website. Neither the Scheduling Coordinator nor the President will consult with the respective Managers prior to scheduling the game. It is the responsibility of the "Home Team" Manager to notify the scheduling coordinator/President about the need to reschedule a game due to weather.

In the event it becomes necessary to cancel a game, the Home Team Manager should notify the scheduling coordinator/League President. Notifications should be made as early as possible.

**Safety:** The following are the safety equipment requirements and prohibited batting actions for the various divisions:

**PW, MTB, CP Divisions:**

1. Pitchers must wear a helmet **WITH** a face guard attached. **\*\*NEW FOR2019\*\***

**PW, MTB, CP, Farm, Minor, Major Divisions:**

1. Catchers must wear complete catcher's gear including a protective cup. The catcher's helmet must be equipped with a dangling throat guard.
2. All batters and base runners must wear a full batters helmet.
3. **Slash Bunts:** A slash bunt is defined to where a batter, before the pitcher is ready to make a delivery (pitch) towards home plate, sets up in a bunting position. As the pitcher is delivering the pitch to the batter, the batter then pulls the bat back and attempts a swing at the pitched ball.

**It is LCLL policy that there are no slash bunts allowed in any game.**

- a. **Penalty: The player attempting a slash bunt will be called out immediately and the Manager/Head Coach will be ejected from the game with another automatic 1 game suspension. There will be no ability to appeal this suspension.**

**Tie-Breaker Procedures:** At the conclusion of the season, all ties (to determine final standing and seeding in the City Tournament) will be handled in the following manner:

1. Two-Team Tie (based upon Winning Percentage, PCT, regardless of the number of games played by each team):
  - a. Head to head competition between the two teams tied
  - b. Lowest Average Runs Against (RA) versus all LCLL teams
  - c. Lowest Runs Against (RA) versus the two (2) teams tied in the head to head competition
2. Three (or more) Team Tie (once the tie has been reduced to two (2) teams, the two-team tie-breaker format will be used)
  - a. Head to head competition between the three teams tied
  - b. Lowest Average Runs Against (RA) versus all LCLL teams
  - c. Lowest Runs Against (RA) versus the three (3) teams tied in the head to head competition

If the teams in the Majors and or Minors, Farm, CP, or MTB leagues are playing teams from outside LCLL during the year, final standings and seeding for the City Tournament will be determined based on only those games between the teams in LCLL, unless a majority of the managers in the particular league agree otherwise prior to the season beginning and prior to the schedules being issued.

**Time-outs:** All time-outs (either for pitcher's discussion, team meeting or pitcher change) called within five (5) minutes or less on the game clock will result in the game clock being stopped during the duration of the time-out. This rule only applies to games between LCLL teams.

**Weather Cancellations:** No game will be allowed to start or continue if the 40/40/40 rule is invoked unless both of the managers of the teams involved otherwise agree to continue the game. The 40/40/40 rule stipulates that if the temperature is less than 40 degrees OR the sustained wind speed (not wind gusts) exceeds 40 mph OR the wind chill drops below 40 degrees, the game is subject to delay, postponement and/or cancellation. Prior to the game beginning, the President of the league will make the final decision as to whether the game will be delayed and/or cancelled. If a game has started, the umpire will make the decision as to whether the game will be delayed and/or postponed.

**LIGHTENING:** If in the event of lightening, the umpire will rely on the lightening detector at the ballpark or an accredited "smart phone app" (weatherbug or KCBD app is the preferred app). Any LCLL Board member, Officer, Official or Manager may delay a game if lightening is detected. The following guidelines for lightening will be observed by LCLL:

1. Lightening detected at ten (10) miles away will activate an automatic fifteen (15) minute delay
2. Lightening detected at seven (7) miles away will activate an automatic twenty (30) minute delay.
  - a. Any reoccurrence of a lightning strike/detection during the delayed period will automatically re-set the time delay period

Safety is paramount and any potential risk to a player, coach, or any other spectator should warrant the delay and/or cancellation of a ball game.

## PEE WEE TEE BALL (PW) AND MODIFIED TEE BALL (MTB) DIVISION RULES

The Official Little League Rule Book shall govern play except as modified below:

**League Age Eligibility:** PW participants must be 4 years old. MTB participants must be 5 or 6 years old. All participants will be subject to the Little League International age chart published on an annual basis

### **Coaches:**

- All coaches or anyone on the field and dugout, MUST have a background check completed.
- Each team will have one (1) manager/head coach and three (3) coaches officially BUT are only allowed 3 player freezes.
- There shall be a coach designated as the “pitcher”, two (2) coaches in the designated coach’s box along 1<sup>st</sup> and 3<sup>rd</sup> baselines, and one (1) dugout coach. Additionally, the opposing team will have a coach behind the catcher to help with missed balls by the opposing team’s catcher.
- MTB coaches will be allowed on the field while their team is on defense for the first half of the season only, PW coaches are allowed for the whole season. Each coach must make every effort not to be involved during the ordinary play of the game, however, to supervise the actions of his/her players during the game and offer instruction after “time” has been called for the previous play.
- MTB only: At the start of the 2<sup>nd</sup> half of the regular season, all defensive coaches must return to and remain in their dugout (coach behind the catcher is the only exception allowed. The coach pitching to the batter will remain at the same distance (twenty-five (25) feet).

**Minimum Number of Players:** A team must have nine (9) players present within fifteen (15) minutes after the scheduled starting time to play the game. Failure to do so may result in forfeiture of the game subject to the review of the leagues President and/or Board of Directors. However, if one team does not have the minimum of nine (9) players AND both coaches agree to play the game, then this exception is allowed. The minimum number of players for both coaches to agree upon to play an official game will not fall below eight (8) players. If both coaches agree to play with the minimum number of players (8), then the game will be considered an official game and the final score will be reported and counted towards each coach’s standings within the league. All players attending the game will be on the lineup card and each team will bat the lineup and will place all players in the field accordingly. There will not be more than six (6) players at a designated infield position and the rest of the players will be in the outfield.

**Substitutions:** Substitutions are allowed in this league, however minimized to only the number of substitutions needed to fill nine (9) positions within the roster. The substitute(s) will bat at the bottom of the batting line up and will play in the outfield. There will be no exceptions to this substitution rule. Additionally, should a team need any more than three (3) substitutes for any one (1) game, then the substitution rule is no longer in effect and the team without the proper number of players to start a game (9) will forfeit the game in question. Substitutions must be from the LCLL PW or MTB (respectively) division only; there will be no exceptions granted for a substitution to “play up” or “play down”.

**Batting Order:** The batting order shall be through the entire roster of players. The batting order would only change if a player was not able to take his/her turn, for instance due to an injury or illness. There will be no recorded out for this. If a player arrives after the rosters are exchanged by the coaches, then his or her name would be added at the bottom of the roster/batting order.

**Fielder's Positions:** The pitcher must begin play with one (1) foot inside the pitcher's circle when the pitching coach is pitching the ball to the batter. If/when the batting tee is brought out for the batter to hit off of; the pitcher must have both feet on the pitching rubber. Infielders must be on the infield dirt in their regular positions and outfielders must be on the outfield grass when the batter is in the batter's box and the ball is ready for play

**Penalty:** If the batter hits the ball and advances along with any base runner safely, the play stands: otherwise, the ball is dead and the batter and all base runners advance one (1) base.

NOTE: In the event of the grass portion of the infield being eroded away, best judgment should be used to delineate the separation from the infield grass and dirt.

**Start of Play/Pitching:** Each batter will have the opportunity to swing/hit three (3) pitches from his/her coach that is positioned twenty-five (25) feet from the back of home plate (a line will be chalked indicating the pitches position). Should the third pitch be fouled, there will be no more pitches from the coach and a batting tee will be brought out. When the batting tee is brought out, the batter will wait for the umpire to declare "Play Ball" before the batter may hit the ball.

**Hitting:** The ball must travel beyond the 5 foot circle around home plate, in the air, or it is considered a foul ball. The batter must take a full swing at the ball. Half swings or bunts are not permitted and will count as a strike. Batter boxes inside the circle will be utilized. Each batter will be allowed two (2) swings off the tee should he/she not hit off the coach pitching. If on the second swing the ball is not struck, the batter shall be called out. If on the second swing, the ball is fouled, the batter will be entitled to one (1) and only one (1) swing. If the batter misses or fouls on the additional swing, he or she will be declared out.

After a fair or foul ball, the batter must leave the bat in the circle. Any part of the bat touching the line defining the circle is considered in. A bat outside the circle is a dead ball and the batter will be declared out (this includes a bat rolling out of the circle).

**Dead Ball:** The ball is declared dead and the runners must return to the last legally touched base if the catcher has the ball and touches home plate or if the pitcher has the ball and touches home plate or the pitching rubber.

If a pitcher fields a ball on the rubber, he/she may in a reasonable amount of time (2-3 seconds) make an attempt to make a play or the umpire may declare the ball dead (This is a judgment call).

If a pitcher or catcher makes a force out at home, they must retouch home plate or the pitchers rubber to kill the play as described above.

**Maximum Runs Allowed per Inning:** Each team will be allowed a maximum of seven (7) cumulative runs per inning (i.e. if Team A scores 5 runs in the first inning, they will be allowed to extend their run total to 14 runs in the second inning).

**Game Time / Innings:** All MTB games shall be subject to a sixty (60) minute time limit or six (6) innings, whichever occurs first. If time expires in the top half of an inning, the home team will be allowed to complete their turn at bat. The umpire will notify both teams when game time has expired should the field clock be inoperable.

## COACH PITCH (CP) DIVISION RULES

The Official Little League Rule Book shall govern play except as modified below:

**League Age Eligibility:** CP participants must be age 7 or 8 and will be subject to the Little League International age chart published on an annual basis

### **Coaches:**

- All coaches or anyone on the field and dugout, MUST have a background check completed.
- Each team will have one (1) manager/head coach and three (3) coaches officially **BUT are only allowed 3 player freezes.** There shall be a coach designated as the “pitcher”, two (2) coaches in the designated coach’s box along 1<sup>st</sup> and 3<sup>rd</sup> baselines, and one (1) dugout coach.

**Minimum Number of Players:** A team must have nine (9) players present within fifteen (15) minutes after the scheduled starting time to play the game. Failure to do so may result in forfeiture of the game subject to the review of the leagues President and/or Board of Directors. However, if one team does not have the minimum of nine (9) players AND both coaches agree to play the game, then this exception is allowed. The minimum number of players for both coaches to agree upon to play an official game will not fall below eight (8) players. If both coaches agree to play with the minimum number of players (8), then the game will be considered an official game and the final score will be reported and counted towards each coach’s standings within the league. All players attending the game will be on the lineup card and each team will bat the lineup and will place all players in the field accordingly. There will not be more than six (6) players at a designated infield position and the rest of the players will be in the outfield.

Substitutions: Substitutions are allowed in this division, however minimized to only the number of substitutions needed to fill nine (9) positions within the roster. The substitute(s) will bat at the bottom of the batting line up and will play in the outfield. There will be no exceptions to this substitution rule. Additionally, should a team need any more than three (3) substitutes for any one (1) game, then the substitution rule is no longer in effect and the team without the proper number of players to start a game (9) will forfeit the game in question. Substitutions must be from the LCLL CP division only; there will be no exceptions granted for a substitution to “play up” or “play down”.

**Batting Order:** The batting order shall be through the entire roster of players. The batting order would only change if a player was not able to take his/her turn, for instance due to an injury or illness. There will be no recorded out for this. If a player arrives after the rosters are exchanged by the coaches, then his or her name would be added at the bottom of the roster/batting order.

**Fielder's Positions:** The pitcher must begin play with one (1) foot inside the Pitcher's Circle (5' radius). Infielders must be on the infield dirt in their regular positions and outfielders must be on the outfield grass when the batter is in the batter's box and the ball is put in play.

**Pitching:** A designated coach for each team will pitch when their team is at bat. The coach pitching to the batter must have one (1) foot inside the pitcher's circle when beginning his pitch. The pitch to the batter must be an over-hand pitch. Should a team desire to replace the coach pitching to his/her batters, then a change is only allowed after the end of an inning.

**Hitting:** Each batter will be allowed a maximum of five (5) pitches or three (3) swinging strikes. A batter cannot be called out swinging on a foul ball. No bunting is allowed.

**Dead Ball:** A batted ball that hits the coach pitching is declared a dead ball and the batter and all base runners advance one (1) base. A thrown ball that hits the pitching coach is considered a live ball and play shall continue until the umpire has declared "Time".

**Base Runners:**

- There is no base stealing; however, runners may advance on errant throws back to the pitcher from the catcher or other offensive players.
- When a pitched ball is being returned to the pitcher by the catcher, the catcher may come out to the delineated line (5 foot in front of home plate) to throw the ball and the pitcher may also come out to their delineated line (5 foot in front of the 5-foot circle) to catch the ball. All runners may advance if any part of the pitcher's foot steps over (on the mark is acceptable) the 5-foot mark in front of the pitcher's mound on a throwback from the catcher or if the catcher foot steps over (on the mark is acceptable) the 5-foot mark while throwing the ball back to the pitcher.
- Base runners are also allowed to advance if the ball hits the ground on the throwback from the catcher or the pitcher drops the ball while attempting to catch the throw back from the catcher.
- The lead runner will determine when the play is stopped, and the ball declared dead. If the lead runner is stopped by a defensive player and the lead runner is not initiating advancement toward the next base, the umpire shall call "time" and all base runners must return to their base. If the trailing runner is, in the opinion of the umpire,  $\frac{3}{4}$ 's of the way to the next base when "time" is called, the trailing runner will be allowed to have that base (This is a judgment call).
  - \*This rule is not intended to eliminate aggressive base running, however, once the lead runner has stopped their advancement toward the next base, they must return to the last base touched, unless the fielder makes an error which allows them to advance at their own risk.

- A force play at home, or any player touching home plate does not stop play. Again, it is the defense's responsibility to stop the lead runner and only then should the umpire declare "time".

**Maximum Runs Allowed per Inning:** Each team will be allowed a maximum of seven (7) cumulative runs per inning (i.e., if Team A scores 5 runs in the first inning, they will be allowed to extend their run total to 14 runs in the second inning).

**Game Time:** All CP games shall be subject to a ninety (75) minute time limit or 6 innings, whichever occurs first. If time expires in the top half of an inning, the home team will be allowed to complete their turn at bat. The umpire will notify both teams when game time has expired should the field clock not be working order.

## FARM, MINOR, MAJOR DIVISION RULES

**League Age Eligibility:** Unless otherwise approved by a majority vote of the Board of directors, Farm Division participants must be age 9 or 10 while Minor/Major Division participants must be age 11 or 12 within their respective Divisions. The Little League International age chart will be used on an annual basis for this determination.

### **Coaches:**

- All coaches or anyone on the field and dugout, MUST have a background check completed.
- Each team will consist of one (1) Manager and three (3) coaches BUT are only allowed 3 player freezes.
- There will be only three (3) coaches in the dugout at any given time. It is recommended that the fourth coach be in charge of the pitch count for accuracy and discussion with the Manager during game times.

**Minimum Number of Players:** A team must have nine (9) players present within fifteen (15) minutes after the scheduled starting time to play the game. Failure to do so may result in forfeiture of the game subject to the review of the league's President and/or Board of Directors. However, if one team does not have the minimum of nine (9) players AND both coaches agree to play the game, then this exception is allowed. The minimum number of players for both coaches to agree upon to play an official game will not fall below eight (8) players. If both coaches agree to play with the minimum number of players (8), then the game will be considered an official game and the final score will be reported and counted towards each coach's standings within the league.

Substitutions: Substitutions are allowed in this league, however minimized to only the number of substitutions needed to fill nine (9) positions within the roster. The substitute(s) will bat at the bottom of the batting line up and will play in the outfield. There will be no exceptions to this substitution rule. Additionally, should a team need any more than two (2) substitutes for any one (1) game, then the substitution rule is no longer in effect and the team without the proper number of players to start a game (9) will forfeit the game in question. Substitutions must be from the respective league only; there will be no exceptions granted for a substitution to “play up” or “play down”.

**Batting Roster:**

- Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time (commonly referred to as the 6-1 rule). There is no exception to this rule unless the game is shortened for any reason, at which time; the Board of Directors may elect not to impose a penalty on the manager.
- Furthermore, any player starting the game on the bench, no matter the outcome of the game, will be required to start in the lineup for the next game.

**Penalty:** Any manager found in violation of the 6-1 rule, or the rule regarding the play of substitutes, will be suspended for the next game and is not able to watch from the “stands”. They may drop off their child to the ball field and must return to the parking lot or off the premises.

**Pitching:** The following are pitching guidelines which govern Farm, Minor and Major League Division teams:

1. Any player may pitch and there is no limit to the number of pitchers a team may use in a game.
2. Once a pitcher has been removed from the mound, they may not return to the game as a pitcher, but may stay in the game at any other position (with the exception of catcher if said player threw more than 40 pitches during the game day)
3. A catcher may move to pitcher see LL rule for pitch count
4. 12 Year olds are eligible to pitch in the Minor League Division
5. Pitcher Appearances: The pitcher must be removed from the game when said pitcher reaches the limit for their age group as identified below, but may remain in the game at another position (except for catcher if said pitcher pitched more than 40 pitches)

<u>League Age</u>	<u>Maximum # of Pitches Per Day</u>
<u>13-16</u>	<u>95</u>
<u>11-12</u>	<u>85</u>
<u>9-10</u>	<u>75</u>
<u>7-8</u>	<u>50</u>

Exception: If a pitcher reaches the limit imposed specified above while facing a batter, the pitcher may continue to pitch until any one of the following occurs: (1) The batter reaches base; (2) The batter is put out; (3) The third out is made to complete the half-inning. Should the pitcher reach his/her limit during a batter, the manager/coach should call “time” prior to the next pitch being delivered, and communicate with the home plate umpire indicating that it is their wish to “finish the batter” along with an explanation.

**Pitchers must adhere to the rest requirements specified in the following table:**

<b><u># of Pitches per Day</u></b>	<b><u>Calendar Days Rest</u></b>
66 or more	Four (4) calendar days of rest
51 – 65 pitches	Three (3) calendar days of rest
36 – 50 pitches	Two (2) calendar days of rest
21 – 35 pitches	One (1) calendar day of rest
1 – 20 pitches	No (0) calendar days of rest

**Pitch Count Recorder:** Each team must designate a Pitch Count Recorder. The pitch count recorder will record all pitches thrown on a Pitching Log. The pitch Count Recorder must provide the current pitch count for any pitcher when requested by either manager or umpire; however, the manager is responsible for knowing when their pitcher must be removed.

The Pitch Count recorder should inform the umpire-in-chief when a pitcher has delivered their maximum limit of pitches for the game as noted above. The umpire-in-chief will inform the pitcher’s manager that the pitcher must be removed; however, the failure by the pitch count recorder to notify the umpire-in-chief, and/or failure of the umpire-in-chief to notify the manager, does not relieve the manager of their responsibility to remove a pitcher when that pitcher is no longer eligible. Violation of any section of this regulation can result in protest of the game in which it occurs and further disciplinary action by the Board of Directors (suspension of the manager/coach in question) may be warranted.

Each team’s pitch count recorder should reconcile and verify the number of pitches thrown every half-inning with the opposing teams pitch count recorder. All discrepancies should be worked out before play resumes; however, in the case of a dispute, the Home Team’s Pitch Count Recorder shall be the official record. The pitch count recorder will record the pitch count log in pen. No pencils are allowed.

**Pitcher's Eligibility:** Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days or rest.

**Example 1:** A league age 12 pitcher delivers 63 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the suspended game because he/she has observed the required three (3) days of rest.

**Example 2:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible base on his/her pitching record during the previous four (4) days.

**Pitcher Eligibility Tracking Form:** Each team Manager will be responsible for maintaining a Pitcher Eligibility Tracking Form. This form must be carried at all times and must be presented to the opposing Manager no later than fifteen (15) minutes after the start of game time. Failure to produce this record may result in a forfeit and the game may be played under protest (proper protest protocol must be adhered to). At the end of each game, each opposing Manager must complete and sign this form and return to the opposing Manager. The managers must sign the pitcher eligibility tracking form in pen. No pencil notations are allowed.

**Intentional Walk Rules:** The pitcher must physically deliver four (4) pitches. These pitches will count towards the pitcher's total pitch count.

**Game Times:** Farm Division will be subject to 90 minute time limit or six (6) innings, whichever occurs first. Minor/Major Division will be subject to 105 minute time limit or six (6) innings, whichever occurs first. If time expires in the top half of an inning in these divisions, the home team will be allowed to complete their turn at bat. Additionally, all three (3) divisions are subject to a ten (10) run rule after the fourth inning. (LL rule 4.10)

## DRAFT RULES & PROCEDURES

### **Number of Teams / Players:**

- At the conclusion of the League Registration Period, the Board will determine the number of teams in each division. The number of teams will be determined by taking the number of kids enrolled in each league and dividing by the desired number of players per team.
- The desired number of players for each team is established at a minimum of 11 player and a maximum of 12 players with 12 being optimum. Major Teams must have 12 players during tournament play (LL rule 4.05b).

- The Board will strive for each team to have the optimum number of players per team; however, there may be rare instances when a team may exceed the maximum number of players due to their not being another Manager signed up to add another team, or the drafting of siblings.
- The League Registration Period will be defined as the official scheduled LCLL registration dates. While every attempt will be made to make room for those players who fail to register before the stated deadline on the website, these players are subject to being placed on a “waiting list”. The waiting list will be different for each division depending upon the number of managers available and the number of players already scheduled for each team.

**Draft procedures:** Each manager will draw a number to determine the order of the draft (1-10, assuming 10 teams). The draft will be conducted into two (2) parts:

- **Part 1 – Drafting of Older Age Group:** The draft will begin with Team #1 selecting the first draft choice, Team #2 selecting the second draft choice and so on, with the draft “snaking” through until there are not enough remaining players to complete another round.
- **Part 2 – Drafting of Younger Age Group:** After the completion of the draft for the older age group, the draft would begin again with the younger age group; however, Part 2 of the draft will begin in **reverse** order, regardless of who had the last pick in Part 1. The draft will continue to “snake” through until all teams have either drafted the established number of players per team or selected them through a hat pick process.
- **Freezes: MAXIMUM OF 3 FREEZES PER TEAM IN ALL DIVISIONS.**
  - Managers/Coaches kids will be frozen from the draft (i.e., will not be drafted). However, should a managers/coaches kid attend and physically participate in the drills during try-outs, then that child is no longer frozen and is eligible to be drafted during regular season draft.
  - **All manager/coaches kids that are frozen will be placed as the second draft pick and below during the draft, in the proper age group.** For example, a manager in the 9-10 division has his child and two (2) coaches kids that are deemed “frozen”. One of the kids is 9 years old and two are 10 years old. When drafting the 10 year old division first, the two 10 year olds will be frozen in round number two (2) and three (3). Furthermore, the 9 year old that is frozen, will be placed in the 2<sup>nd</sup> round within the 9 year old division (younger kids drafted last). **This allows all teams, no matter the division, the allotment of a first round draft pick.**

- **No-Shows at try-outs but registered players:**
  - Any child that does not attend try-outs but is already registered with the league will be automatically entered into the draft via hat pick; therefore, they will be selected by a blind draw.
  - **Additionally, after all players of a particular age group has been drawn and there are equal numbers of that age group on each team and there are not enough players of that age group to complete a full round, the remaining players in that age group will be considered hat picks.**
- **Drafting of Siblings:** Drafting of siblings will be considered picks in two (2) successive rounds; however, the pick will be slotted one (1) round lower if the manager already has a freeze slotted for the next designated round. For example, a manager selects one sibling as his first round pick in the 9 year old division. The same manager has two (2) 9 year olds frozen in round 2 and 3. Therefore, the sibling of the first round pick will automatically be slotted in the 4<sup>th</sup> round of the 9 year old division.
- **Trades:** All trades must be consummated the day of the draft and must be approved by the two coaches making the trade. If one manager/coach does not agree to the trade, then no trade has been consummated. No further trades are allowed after draft day.

**Late/wait listed Registrants:** All players who register late will be placed on a team in the following manner (if applicable):

- All teams who do not have the maximum number of players allowed will be placed in a blind draw. The Board will draw from a pool of all late registrants and then draw a team name. This process will be completed until all players have been placed on a team, up to the maximum number per team. Registrations will be closed three days before tryouts. No late registrants will be allowed admission to play after this date unless they are assigned/picked up by a team as outlined in the **“Player Replacements”** section.

**Player Replacements:** A team may request a replacement player when a player is lost to the team during the season for any of the following reasons:

1. He/She moves to another city or state to distant to commute for practice and play;
2. He/She is injured and will not be able to return to play within a reasonable period of time (local Board decision);
3. He/She has for personal reasons decided to terminate his/her association with the team;
4. Any other justifiable reason, reviewed and approved by the Board of Directors

The Manager of the team losing a player shall promptly advise the Board of such. If the loss of a player is approved, the President will send a letter of release to the player and the parents stating the player is released from the team and the league for a justifiable reason. This action creates a legal opening for a replacement player on the team roster. The manager shall review the available player list “waiting list” with the President and shall select a replacement. The replacement becomes a permanent member of the team.

NOTE: Failure by the manager to advise the Board of a player’s continued absence will result in disciplinary action against the Manager. This method is the only process where a late registrant may be added to a team after the Registration Closed Date (as defined under the “Late registrants” section). All replacements must be approved by the Board of Director’s. All replacements, whereby the Board or league officials determine to be an attempt to unfairly cause an imbalance in the league will be denied.

## SELECTION OF ALL-STAR TEAMS AND MANAGER

The following rules and procedures shall govern the selection of the League’s All-Star and All-Select teams:

**Number of Teams, All-Star:** LCLL shall designate three (3) **All-Star** teams as follows:

- a. One (1) 11-12 year old All-Star team comprised of players selected from the Major Division;
- b. One (1) 11 year old only All-Star team comprised of players selected from the Major division; and
- c. One (1) 9-10 year old All-Star team comprised of players participating in the Farm division

Each year the Board will designate the number of All-Select teams participating in the City Tournament. The number of teams will depend upon a variety of factors including number of players in each division, competitiveness of the league, and League funds available to pay tournament entry fees. As a general rule (unless changed by a majority vote of the Board of Directors), the number of **All-Select** teams will be outlined in the following table:

League /Division	All-Select
Farm	1
Coach Pitch	2
Modified Tee Ball	2

**Number and Selection of Players:** The exact number of players participating on each team will be determined by the Manager of the particular All-Star or All-Select team but must fall within the prescribed guidelines outlined in the following table:

League / Division	All-Star	All-Select
<b>Major</b>		
11-12 Year Old	12 – 15	
11 Year Old	12 – 15	
<b>Farm</b>	12 – 15	12 – 13
<b>Coach Pitch</b>		11 – 12
<b>Modified Tee Ball</b>		11 – 12

The All-Star and All-Select teams shall consist of 11-15 players as designated above, a manager, along with three (3) assistant coaches. After it is determined the exact number of players for the All-Star or All-Select teams, the Managers of the particular league shall make nominations of players who should be considered for selection onto the All-Star or All-Select team for that particular division. It will be the Manager of the All-Star and All-Select Team(s) that have the ultimate decision as to which child they pick up on their team from the list of nominees. However, the Manager of each All-Star / All Select team within their respective division will be limited to four (4) players off their regular season team. During any given year, there may be a case presented by the Manager to deviate from the limit of four (4) players from the Managers regular season team. If all the Manager's from the league agree, by vote (majority, 51% of the coaches that attend All Star / All Select voting) to increase the number of participants from the All-Star / All-Select Manager's regular season team, then a call to vote may be taken and subsequently approved or declined by all league Managers. Should there be a tie in Managers voting on this exception, the President of LCLL will have the tie-breaking vote.

**Selection of the Manager and Coach(s) for All-Star and All-Select:**

For all Leagues within LCLL, the Manager of the first place team (during regular season play) will have the option to be the All-Star / All-Select coach for that particular year, for their respective division. Additionally, the second place Manager will have the option to be the coach of the second participating team in the All-Star or All-Select within his/her division. Should the Manager of the first place team encounter a conflict in coaching the All-Star or All-Select team, then the next Manager in line, based upon the regular season standings, be offered to Manage the All-Star or All-Select team within their respective division. This process of All-Star and All-Select Manager selection will proceed via regular season standings until all team Manager vacancies have been filled. Upon filling the Manager position for each All-Star and All-Select team, the Manager may declare their three (3) coaches for tournament play. During any given point during the All-Star or All-Select tournament play or during practice times leading up to tournament play, should a Manager or Coach of any All-Star or All-Select team not conduct themselves within LCLL standards, be accused of a crime, or any other action that may jeopardize LCLL to fulfill its obligation to Little League International, the parents or children participating in LCLL, then the Board may call a special Board Meeting to remove a Manager or Coach of an All-Star Team or an All-Select Team with the approval of at least two-thirds (2/3) of the entire Board of Directors, not two-thirds (2/3) of the Directors present at the meeting.