



Local Ground Rules

www.unionlittleleaguebaseball.com



Union Little League

San Jose, California

For use in the following divisions:

- Tee Ball
- Minors (Single A, Double AA, Triple AAA)
- Little League (Majors)
- Juniors

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Union Little League

The League hereby establishes these local rules. In no way should these rules conflict with the rules of Little League Baseball, Inc.

* Approved by the Board of Directors – February 11th, 2019

1. Sign up of Players

- a. The league will use an online registration system to permit children between the League ages of 4 and 14 years of age to play in the League.
- b. During all evaluation sessions, there shall be a table set up for the purpose of accepting late sign-ups. These late sign-ups will be required to register online after the evaluation.
- c. The league will hold multiple verification nights to verify that a new registrant's address is within the boundaries of the League or have a waiver to play in the League.
- d. The size of team rosters and the number of teams in each division shall be determined based on the number of players registered and shall be determined by a vote of the board of Directors.

2. Division Age

- a. Junior League ----- 13 – 14 years old
- b. Little League (Majors) Div. ----- 9 – 12 years old
 - i. Parents may request, at sign-ups or evaluations, that a 9 or 10 year-old not be drafted into the Majors Division.
 - ii. All 12 year olds shall be drafted to a Majors Division team unless granted a "Safety" Waiver by the District 12 Administrator
- c. Minors Divisions (AAA, AA, A) ----- 6 – 11 years old
 - i. Players are assigned by the Player Agent to A, AA, and AAA based on the Player Agent's evaluation of their ability. This evaluation takes into account the player's performance at evaluation as well as past history at Union Little League (if applicable).
 - AAA Division ----- 9 – 11 years old
 - a. This division is intended to be for skilled baseball players. Games are predominantly played under Green Book Majors Division rules (see Division Rules for specifics).
 - AA Division ----- 8-10 year old
 - a. This division is more of an instructional league with emphasis placed on skill improvement. This division will be the first time players are allowed to pitch. Although scores and standings are kept, the intension is for players to gain exposure to all positions on the field so as to prepare them for the more competitive AAA and Majors Divisions.

- A Division ----- 6 – 8 year old
 - a. This division is intended to an instructional league with emphasis placed on skill improvement. This division is entirely coach pitch.
 - b. League Age 6 years old may play in this division pending space availability (preference will be given to 7 and 8 year old players with similar skill sets)
- d. T-Ball ----- 4 – 6 year old

3. Evaluation Criteria

- a. There shall be evaluation sessions held for all players ages 6-12. T-Ball players do not need to be evaluated. These sessions will evaluate each player in multiple skill areas and be computed to create a rating system that will be utilized during the drafting of teams. The Player Agent and the Division Rep's will schedule and conduct all evaluation sessions. All registered players are to be notified in advance. All Major and Minor Division Managers and Coaches should attend.

4. Draft Procedure

- a. Major Division teams are drafted first, followed by AAA, AA, and A in that order.
- b. Each spring season the League will draft new teams in all divisions.
- c. Prior to the draft, the Player Agent, President, Vice President, and Division Rep's shall meet to determine the desired number of players per team in each division.
- d. At the conclusion of the Evaluation sessions, each player will have a point total assigned to him/her. The point total will be the basis for conducting the drafting of Manager's sons or daughters and siblings. Each player will be ranked in ascending order based on their point total. The Manager's son/daughter will be drafted in the round that their point total dictates. For example, if there are 6 teams and a Manager's son/daughter is ranked with the 10th highest point total, that child will be drafted in the second round. Majors draft will be conducted by Green Book Rules (pg. 169).
- e. Prior to the start of the draft, all Managers in a specific division will place their name onto a folder piece of paper that will be placed into a hat. The Division Rep will draw the names out of the hat. The first name drawn will have the first pick in the first round of the draft. The last name drawn will have the last pick in the first round of the draft.
- f. The second round of the draft will follow a reverse order from the first round (i.e. the manager who picked last in the first round will pick first in the second round). This snake system will continue until the conclusion of the last full round of the draft.
- g. In the event that there will be an unequal number of players on each team (i.e. 5 teams with 12 players, 3 teams with 13), the following procedure shall be followed for selecting the players in the final round.
 - i. Each manager will place their name on a folder piece of paper that will be placed into a hat. The Division Rep will draw the names out of the hat. The first name selected will have the first pick in that final round. The second name

selected will have the next pick. This process will continue until all players have been selected.

- h. Under no circumstances will any allowance be made to “lock” players so that a manager will be able to ensure that they can coach with a certain player’s parent. This is done to ensure the greatest amount of parity within each division.
- i. Sibling Option – if (2) or more siblings are trying out for the same team in the same Division, and the parents have requested that they be placed on the same team, then any team drafting one of the siblings must draft the other sibling in the next round.

5. Umpires

- a. Two umpires will be scheduled for every game in the Major and AAA Divisions. One umpire will be scheduled for every game in the AA and A Divisions. Scheduling of umpires is the responsibility of the Umpire in Chief and this Board will contract with the umpire association and/or approved volunteer umpires to provide umpires. In the Majors and AAA Division’s, a League umpire must be at least 15 years of age and carried on a roster maintained by the Umpire in Chief. In the AA and A Division’s, a League umpire must be at least “league age 11” and carried on a roster maintained by the Umpire in Chief.
- b. Umpires must wear an umpire’s shirt and hat (hat will be provided by the League). In addition, the home plate umpire must wear a chest protector and shin guards, both of which will be provided by the League.
- c. An umpire must have a copy of the Little League Regulations on his/her possession during a game and have access to a copy of the Little League Rules (Green Book), a copy of which must be in possession of each Team Manager during a game. The Home Team Manager will provide the home plate umpire with the official time of sunset that day and the umpire will ensure than an inning does not begin after such time.

6. Equipment

- a. The equipment Director will furnish the Division Rep’s with sufficient equipment for each team in that Division prior to the start of the season, to include the following items:
 - i. (1) First Aid Kit
 - ii. (2) catchers shin guards, (2) catcher’s masks, (1) catcher glove, (1) catcher chest protector
 - iii. (1) Bat
 - iv. (2) helmets
 - v. (12) new practice grade baseballs
 - vi. (12) new game balls
 - vii. (1) binder of the Union Little League Local Ground Rules
 - viii. (1) copy of the Little League Green Book
 - ix. (1) equipment bag

- b. The Equipment Director will be given a budget at the beginning of the year, as approved by the Board of Directors to purchase equipment listed above as necessary.
- c. The manager of each team is responsible for the proper care and inventory of equipment. Items (i), (ii), (iii), (iv), (viii), and (ix) must be returned to the Division Rep at the conclusion of the season.

7. Uniforms

a. Spring Season

- i. The Division Rep of each division will issue uniforms to each manager in that division.
- ii. The League will provide the following for each team:
 - (1) hat
 - (1) game jersey
 - (1) practice jersey
 - (1) Little League patch to be ironed on per Little League guidelines
- iii. Parents are required to purchase pants.

b. Fall Season

- i. The Fall Ball Coordinator will issue uniforms to each manager.
- ii. The League will provide the following to each team:
 - (1) hat
 - (1) jersey
- iii. Parents are required to purchase pants.

8. General Player and Manager/Coach Regulations

- a. All Managers and Coaches will be required to sign and agree to the Union Little League "Code of Conduct". It will be the Manager's responsibility to have all players (except T-Ball) and parents (including T-Ball parents) sign and agree to the "Participant's Code" and the "Parent's Code" and have them at all times in their team binder.
- b. No team shall practice until February 1.
- c. No child is ever to be left unattended after a practice, game, or after the last game of a particular day. This includes children not on your team.
- d. Any adult assisting in practice must have a complete and approved Volunteer Application for the current season. Managers and coaches are responsible for the safe conduct of players after any practice or games.
- e. Tobacco products are not permitted on the field or in the dugout.
- f. Swearing on the field, dugout, or stands will be considered as grounds for ejection by an umpire and/or censure by the Board.
- g. The manager will maintain a player roster and have it available at all times.
- h. Only uniformed players on the same team may "warm-up" a pitcher and a mask and cup must be worn when doing so during pre-game, bullpen and games.
- i. The manager must inform the Player Agent at least 24 hours in advance of any intent to bench a player for disciplinary reasons.

- j. All base runners, players acting as base coaches, catchers, and batters shall wear approved NCOSAE helmets at all times.
- k. No bat donuts are allowed in the league. First infraction is confiscation with a warning. On the second infraction the player or team manager of the team that violates this policy will be automatically suspended for one game. A third infraction will result in dismissal from the league for the remainder of the season.

9. Field Preparation & Equipment Storage Responsibilities

- a. Weeknight games:
 - i. The Home Team is responsible for setting up the field, including
 - Watering/dragging the infield
 - Raking the pitcher's mound
 - Raking and filling the batter's box
 - Chalking the base paths and batter's box
 - Installing the bases
 - Sweeping the dugouts and removing the trash from the dugouts
 - Setting out the trash cans
 - ii. The Visiting Team is responsible for tearing down the field after the game, including:
 - Dragging the infield
 - Watering the infield dirt
 - Putting the bases away
 - Cleaning the dugouts
 - Emptying the trash cans
 - Locking the dugout gates
 - Locking the storage facility gates/doors
- b. Weekend games:
 - i. Prior to the first game, the Home Team shall have all of the responsibilities of a typical Weeknight game.
 - ii. If a subsequent game is to be played;
 - The Visiting Team from the previous game shall be responsible for the following:
 - a. Watering/dragging the infield
 - b. Sweeping the dugouts and removing the trash from the dugouts
 - The Home Team for the next game shall be responsible for the following:
 - a. Raking the pitcher's mound
 - b. Raking and filling the batter's box
 - c. Chalking the base paths and batter's box
 - iii. After the last game is played, the Visiting Team shall have all of the responsibilities of a typical Weeknight game.

10. Pre-Game Warm Up

- a. Each team will be allowed an opportunity to warm up their defense prior to the start of the game.
 - i. The Home Team shall go first. They will get a maximum of 5 minutes, starting 15 minutes before the start of the game.
 - ii. The Visiting Team shall go last. They will get a maximum of 5 minutes, starting 10 minutes before the start of the game.
 - iii. Five minutes before the start of the game, the Managers and Umpires will meet to review the game particulars and exchange line-ups (AA, AAA, Majors).

11. Home Team Responsibilities

- a. The Home Team shall provide (2) new game balls for each game. These shall be provided to the Home Plate Umpire at the start of each game.
- b. The Home Team will be the official scorekeeper and official pitch counter.

12. General Rules and Responsibilities

- a. All batting and infield practice shall cease five minutes prior to game time.
- b. Only the team players, three adults (manager and coaches) will be in the dugout during a game. You must have an adult in the dugout at all times. Only adults with approved volunteer forms can coach the bases, or be in the dugout at any time. No exceptions.
- c. The Division Rep's of a particular Division may not coach or manage a team in such Division and may not be in a dugout during a game.
- d. Members of the teams (Players and coaches) involved in a game should not be in the spectator stands or behind the backstop during a game.
- e. Games postponed, incomplete (non-legal) or canceled should be made up through arrangements with the Division Rep. It is the Division Rep's responsibility to reschedule. If Interlock play is involved, the Division Rep should be asked for assistance in rescheduling. The President of the League shall be advised if a team from another league is refusing to adhere to this regulation.
- f. An equal number of players must be maintained at all times in the Little League Major Division. Any manager or coach who is made aware that a player has quit (i.e. two unexcused absences from games, and/or notification from a player or parent, shall immediately notify the Player Agent. The Player Agent will then confirm with the player's parents if he/she has quit the team. The manager shall have 3 games from being notified by either the player, parent, or Player Agent within which to replace the player, unless other arrangements are made with the approval of the League President. It is the responsibility of the Player Agent to fill such vacancy after obtaining a list of replacement candidate's from the Manger of the tam that requires an additional player once the season has begun. If a player is asked to join a Major Division team and declines, that player is ineligible to be brought up to the Major Division for the remainder of that season.

- g. Rain Outs:
 - i. You will be notified as soon as possible by a Board Member if a game is cancelled due to rain or if the field has been determined to be unplayable.
 - ii. All rained-out games will be made up on the first available date.
- h. No inning shall start within 15 minutes of the official time of sunset for the day posted on the ULL website. Such time will be reviewed by the umpires and managers prior to the start of a game.
- i. Game rules for playoffs will be the same as the regular season.
- j. Sportsmanship – laughing at an improperly made play will not be tolerated.
- k. Foul or abusive language from players, managers, coaches, or parents will not be tolerated.

13. Game Time Durations

- a. The following are the time limits from which a new inning can be started:
 - i. T-Ball -----1 hour 15 minutes (from start of game)
 - ii. A -----1 hour 30 minutes (from start of game)
 - iii. AA -----1 hour 45 minutes (from start of game)
 - iv. AAA -----2 hours (from start of game)
 - v. Majors-----No time limit

14. Pitch Counts and Rest Days

- a. Pitch Counts – Pitch counts and rest days stated below must be observed by all divisions.
 - i. League Age
 - 7-8 – 50 pitches per day
 - 9-10 – 75 pitches per day
 - 11-12 – 85 pitches per day
 - 13-16 – 95 pitches per day
- b. Rest Days – Pitchers 14 years and under must adhere to the following requirements
 - i. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
 - ii. If a player pitches 21-35 pitches in a day, one (1) calendar day of rest is required.
 - iii. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest is required.
 - iv. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest is required.
 - v. If a player pitches 66 or more pitches in a day, four (4) calendar day of rest is required.

15. Player Pool

- a. A Pool of eligible players will be formed for each division, and are intended to be replacement players for teams within the same division in case a team is not able to field enough players to play a game.
 - i. Each team will supply 4 pool players to the division rep. Once a pool player has played a game, he must be put at the bottom of the list and can only play if all other players have been contacted.
 - ii. Managers must give 24-hours notice to the Division rep if a pool player is needed, failure to do so may lead to a team not having access to a pool player.
 - iii. Pool players must play in the outfield only, and must bat last in the order.

16. Division Rules

- a. All rules governing all Divisions will follow Williamsport Rule Book, except as noted below for the appropriate Division:
- b. **Juniors Division**
 - i. Per the Williamsport Rule Book and the District 12 Interlock Rules. Voted on by all of the leagues in the Interlock. Rules will be given out prior to start of play.
- c. **Little League (Majors) Division**
 - i. Interlock Play: In the event of Interlock Play, ULL will play by our Local Ground Rules when playing on our home fields and will play by the Local Ground Rules of the opposing League's while playing away.
 - ii. Mandatory Minimum Play: Minimum Play is three defensive innings (9 outs) and one plate appearance through the regular season and two defensive innings (6 outs) and one plate appearance through the post season.
 - iii. Batting Order: A continuous batting order will be used for all games played prior to Spring Break. After Spring Break, only the 9 players in the line-up will bat. Additionally, after Spring Break player substitutions will need to be made as per Green Book rules (i.e. "a player is tied to his/her substitute").
 - iv. Pitching: Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.
 - Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.
 - A pitcher once removed from the mound cannot return as a pitcher.
 - v. Pitch Count: The Official Pitch Count will be recorded by the Official Scorekeeper. Manager's shall not question the official count.
 - The pitch count must provide the current pitch count for any pitcher when requested by either manager or umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
 - The Official Scorekeeper should inform the Umpire-In-Chief when a pitcher has delivered his/her maximum limit of pitches for the game.

- Failure by the Official Scorekeeper to notify the Umpire-In-Chief, and/or the failure of the Umpire-In-Chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- For all Interlock Games, Union teams must still log pitch counts.
- vi. Dropped Third Strike: Players may advance on a third strike that is not caught in flight by the catcher, provided:
 - First base is unoccupied
 - First base is occupied with two outs

Note: a batter forfeits his/her opportunity to advance to first base when he/she enters the dugout or other dead ball area.
- vii. Regulation Game: It is a regulation game if the Home Team has scored more runs in 5.5 innings than the Visiting Team has scored in 6 complete innings, or after a team is ahead after the completion of 6 or more innings.
- viii. Number of Players: A game may not be started with less than 9 players on either side.
- ix. Game Duration: No inning shall start after 15 minutes prior to sunset. Sunset time shall be determined at Manager/Umpire meeting prior to start of game.
 - If the game ends in a tie, that game continues the next time the teams play each other or when there is an opening in the schedule. If they play the next time they meet, they finish the first game first and then start that day's game.
 - Length of game on Saturday –there is no time limit to a (6) inning game. The (6) innings will be completed regardless of the time it takes to complete them.
- x. Number of Coaches: No more than (1) manager and (2) coaches may be in the dugout at one time.
- xi. Dugout: Coaches must remain in the dugout (with the gate closed) while the game is in play.

d. **Minors (AAA) Division**

- i. Interlock Play: In the event of Interlock Play, ULL will play by our Local Ground Rules when playing on our home fields and will play by the Local Ground Rules of the opposing League's while playing away.
- ii. Mandatory Minimum Play: Minimum Play is three defensive innings (9 outs) and one plate appearance through the regular season and two defensive innings (6 outs) and one plate appearance through the post season.
 - No child shall sit more than 2 consecutive innings.
 - Substitutions shall be done freely, with players able to exit and re-enter thru-out the entire game.
- iii. Batting Order: The batting order shall be continuous.

- iv. Stealing Home: Prior to Spring Break stealing home will not be allowed on a wild pitch. After Spring Break stealing home will be allowed.
- v. Substitute Runner: The following are instances when a substitute runner may be used;
 - A batter is struck by a pitch and cannot run, the player that made the last out in the previous inning shall run for the batter struck by the pitch
 - A player that is injured while running the bases can be pinch run for with the player making the last out in the previous inning
- vi. Injured Player: An injured player is simply skipped in the lineup and if they become healthy enough to play may return to that spot in the lineup. If a player gets hurt while at bat (not struck by the ball), the next batter in the order takes his/her place and assumes the count and the game continues.
- vii. Pitching: Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.
 - Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.
 - A pitcher once removed from the mound cannot return as a pitcher.
- viii. Pitch Count: The Official Pitch Count will be recorded by the Official Scorekeeper. Managers shall not question the official count.
 - The pitch count must provide the current pitch count for any pitcher when requested by either manager or umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
 - The Official Scorekeeper should inform the Umpire-In-Chief when a pitcher has delivered his/her maximum limit of pitches for the game.
 - Failure by the Official Scorekeeper to notify the Umpire-In-Chief, and/or the failure of the Umpire-In-Chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
 - For all Interlock Games, Union teams must still log pitch counts.
- ix. Regulation Game: It is a regulation game if either of the following occur:
 - If the Home Team has scored more runs in 3.5 innings than the Visiting Team has scored in 4 complete half innings.
 - If the Visiting Team is ahead by 10 or more runs after 4 complete innings.
 - If the Home Team is ahead by 10 or more runs after 3.5 innings.
- x. Runs per Inning Limit: No matter how many outs there are, once five runs have been scored that half of the inning is complete.
 - There shall be no five run limit imposed during the 6th inning.
 - The 5th inning is not the final inning of any game, regardless of circumstances.
 - If, in the last inning, the trailing team comes back and ties the score the game goes to extra innings.

- The extra innings remain open and there shall be no limit to the number of runs that may score.
- Five runs scored, inning ends. There is no “play in progress” allowance, although it is recommended that the play be completed in case a run is disallowed.
- xi. Number of Players: A game may not be started with less than 9 players on either side.
- xii. Game Duration: Except for playoffs, games shall be allowed to end in a tie.
 - No new inning shall start more than 2 hours after the start of the game.
 - No inning shall start after 15 minutes prior to sunset. Sunset time shall be determined at Manager/Umpire meeting prior to start of game.
- xiii. Number of Coaches: No more than (1) manager and (2) coaches may be in the dugout at one time.
- xiv. Dugout: Coaches must remain in the dugout (with the gate closed) while the game is in play.

e. **Minors (AA) Division**

- i. Interlock Play: In the event of Interlock Play, ULL will play by our Local Ground Rules when playing on our home fields and will play by the Local Ground Rules of the opposing League’s while playing away.
- ii. Mandatory Minimum Play:
 - Playing Time: Minimum of 4 defensive innings per game required. A player cannot be on the bench twice before all players have been on bench once.
 - Position Play: Every player needs 2 or more innings playing in the infield. All kids must play at least one inning in the outfield. No player can play more than two innings at any one position. Each player should play all positions throughout the year. The exception being a player that is a safety risk at first base.
 - a. If a game runs shorter than 6 innings, it can be tough to meet the minimum infield time requirements. Plan accordingly and all players should play a minimum of one inning in the infield in the first 3 innings.
- iii. Batting Order: The batting order shall be continuous.
- iv. Substitute Runner: The following are instances when a substitute runner may be used;
 - A batter is struck by a pitch and cannot run, the player that made the last out in the previous inning shall run for the batter struck by the pitch
 - A player that is injured while running the bases can be pinch run for with the player making the last out in the previous inning
- v. Injured Player: An injured player is simply skipped in the lineup and if they become healthy enough to play may return to that spot in the lineup. If a player

gets hurt while at bat (not struck by the ball), the next better in the order takes his/her place and assumes the count and the game continues.

- vi. Pitching: A combination of coach pitch and player pitching will be used.
 - Opening Day thru Spring Break:
 - a. Players will pitch the first 3 innings of all games. Coaches will pitch the remainder of the game.
 - b. On the first (2) walks (does not need to be consecutive) from a Player Pitcher in an inning the batter will take the base. When ball four is thrown on the third walk, the coach of the batting team will take over pitching to that batter. The strike count will remain, and a maximum of (5) pitches will be thrown to the batter. The umpire will not call strikes during this time. If no ball is put in play after the last pitch, the batter will be recorded as out.
 - i. A foul ball can't end the at bat.
 - ii. If a coach hits the batter, it shall not be counted in the (5) pitch allotment. A batter can't receive a base-on-balls from a coach pitcher.
 - c. If 4 walks by kid pitch are reached in an inning, then the coach pitches the remainder of the inning.
 - Spring Break thru the End of the Regular Season:
 - a. Players will pitch all innings in the game. Coaches will only be brought into pitch as noted below.
 - b. On the first walk from a Player Pitcher in an inning the batter will take the base. When ball four is thrown on the second walk, the coach of the batting team will take over pitching to that batter. The strike count will remain, and a maximum of four pitches will be thrown to the batter. The umpire will call strikes during this time. If no ball is put in play after the last pitch, the batter will be recorded as out.
 - i. A foul ball can't end the at bat.
 - ii. If a coach hits the batter, it shall not be counted in the (4) pitch allotment. A batter can't receive a base-on-balls from a coach pitcher.
 - Post Season Tournament:
 - a. Players will pitch all innings in the game. Coaches will not be pitching during the playoffs.
 - All pitching must occur from the pitching rubber. When a coach is pitching the defensive player pitcher must have one foot within the dirt circle.
 - Any player on a regular season team may pitch. There is no limit to the number of pitchers a team may use in a game.

- Any player who has played the position of catcher in four or more innings in a game is not eligible to pitch on that calendar day.
 - A pitcher once removed from the mound cannot return as a pitcher.
 - Hit By Pitch: Pitcher must be replaced after three HBP's have occurred. There is no inning limitations for a HBP. Example, Pitchers hits 2 batters in the 1st inning and another in the 2nd inning. Pitcher must then be removed.
- vii. Pitch Count: The Official Pitch Count will be recorded by the Official Scorekeeper. Managers shall not question the official count.
- The pitch count must provide the current pitch count for any pitcher when requested by either manager or umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
 - The Official Scorekeeper should inform the Umpire-In-Chief when a pitcher has delivered his/her maximum limit of pitches for the game.
 - Failure by the Official Scorekeeper to notify the Umpire-In-Chief, and/or the failure of the Umpire-In-Chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
 - For all Interlock Games, Union teams must still log pitch counts.
- viii. Number of Defensive Positions: There shall be (9) defensive players. The (3) outfielders must start each play 15 ft beyond the infield dirt. A white line will be placed on the field representing this dimension.
- ix. Outfield and First Base: No out can be recorded from an outfielder throwing the ball directly to 1st base.
- x. Bunting: There shall be no bunting in this Division.
- xi. Stealing: There shall be no stealing in this Division. Runners may only leave the base after the ball has been put into play.
- xii. Sliding: If the runner does not slide into 2nd base, 3rd base, or home plate, and interferes with the play than the runner will be called out.
- xiii. Defensive Control of the Ball: Base runners cannot advance once the ball is controlled in the infield. Control is defined by an infielder making a clean catch (from a bounce is acceptable) on a baseball while standing on the infield dirt/grass.
- If a runner is less than 75% to a base (marked by a line on the field) when the ball is controlled by the defense, he/she must return to the previous base after the play is completed.
 - If he/she is thrown out while attempting to get to the forward base, then he/she is out.
 - The purpose of this rule is to discourage base coaches from attempting to entice the infielders into making a throwing error by always sending their base runners.

- Note: An overthrow at 1B and 3B from the outfield is a live ball. The ball was never controlled in the infield, therefore it is live.
- xiv. Regulation Game: It is a regulation game if either of the following occur:
 - If the Home Team has scored more runs in 3.5 innings than the Visiting Team has scored in 4 complete half innings.
 - If the Visiting Team is ahead by 10 or more runs after 4 complete innings.
 - If the Home Team is ahead by 10 or more runs after 3.5 innings.
- xv. Runs per Inning Limit: No matter how many outs there are, once five runs have been scored that half of the inning is complete.
 - There shall be no five run limit imposed during the 6th inning.
 - The 5th inning is not the final inning of any game, regardless of circumstances.
 - If, in the last inning, the trailing team comes back and ties the score the game goes to extra innings.
 - The extra innings remain open and there shall be no limit to the number of runs that may score.
 - Five runs scored, inning ends. There is no "play in progress" allowance, although it is recommended that the play be completed in case a run is disallowed.
- xvi. Number of Players: A game may not be started with less than 9 players on either side.
- xvii. Game Duration: Except for playoffs, games shall be allowed to end in a tie.
 - No new inning shall start more than 1 hour 45 minutes after the start of the game.
 - No inning shall start after 15 minutes prior to sunset. Sunset time shall be determined at Manager/Umpire meeting prior to start of game.
- xviii. Number of Coaches: No more than (1) manager and (2) coaches may be in the dugout at one time.
- xix. Dugout: Coaches must remain in the dugout (with the gate closed) while the game is in play. One manager/coach may be outside the dugout, however they shall not be allowed to sit on buckets outside the dugout while the game is in play.
- xx. Standings: Standings for playoff seeding will be based on the last 10 games of the season only.

f. **Minors (A) Division**

- i. Mandatory Minimum Play: Minimum Play is three defensive innings (9 outs) and one plate appearance through the regular season and the post season.
 - No child shall sit more than 2 consecutive innings.
 - Substitutions shall be done freely, with players able to exit and re-enter thru-out the entire game.

- ii. Batting Order: The batting order shall be continuous.
- iii. Substitute Runner: The following are instances when a substitute runner may be used;
 - A batter is struck by a pitch and cannot run, the player that made the last out in the previous inning shall run for the batter struck by the pitch
 - A player that is injured while running the bases can be pinch run for with the player making the last out in the previous inning
- iv. Injured Player: An injured player is simply skipped in the lineup and if they become healthy enough to play may return to that spot in the lineup. If a player gets hurt while at bat (not struck by the ball), the next better in the order takes his/her place and assumes the count and the game continues.
- v. Pitching: Coaches will pitch in all innings.
 - Coaches shall pitch from a standing position using an overhand motion
 - Coaches shall pitch with their back foot no closer than 10 feet from the pitching rubber (marked by a line on the field)
 - Coaches will pitch to their own team's batters.
 - A maximum of (6) pitches will be allowed.
 - No walks will be granted.
 - Strike outs will be recorded based on swinging strikes only.
- vi. Number of Defensive Positions: There shall be (9) defensive players. The (3) outfielders must start each play 15 ft beyond the infield dirt. A white line will be placed on the field representing this dimension.
- vii. Outfield and First Base: No out can be recorded from an outfielder throwing the ball directly to 1st base.
- viii. Bunting: There shall be no bunting in this Division.
- ix. Stealing: There shall be no stealing in this Division. Runners may only leave the base after the ball has been put into play.
- x. Sliding: If the runner does not slide into 2nd base, 3rd base, or home plate, and interferes with the play than the runner will be called out.
- xi. Defensive Control of the Ball: Base runners cannot advance once the ball is thrown into the infield and another player makes a "good attempt" to control the ball.
 - If a runner is less than 75% to a base (marked by a line on the field) when the ball is controlled by the defense, he/she must return to the previous base after the play is completed.
 - If he/she is thrown out while attempting to get to the forward base, then he/she is out.
 - The purpose of this rule is to discourage base coaches from attempting to entice the infielders into making a throwing error by always sending their base runners.
- xii. Regulation Game: It is a regulation game if either of the following occur:

- If the Home Team has scored more runs in 3.5 innings than the Visiting Team has scored in 4 complete half innings.
 - If the Visiting Team is ahead by 10 or more runs after 4 complete innings.
 - If the Home Team is ahead by 10 or more runs after 3.5 innings.
- xiii. Runs per Inning Limit: No matter how many outs there are, once five runs have been scored that half of the inning is complete.
- There shall be no five run limit imposed during the 6th inning.
 - The 5th inning is not the final inning of any game, regardless of circumstances.
 - If, in the last inning, the trailing team comes back and ties the score the game goes to extra innings.
 - The extra innings remain open and there shall be no limit to the number of runs that may score.
 - Five runs scored, inning ends. There is no "play in progress" allowance, although it is recommended that the play be completed in case a run is disallowed.
- xiv. Number of Players: A game may not be started with less than 8 players on either side.
- xv. Game Duration: Except for playoffs, games shall be allowed to end in a tie.
- No inning shall start after 15 minutes prior to sunset. Sunset time shall be determined at Manager/Umpire meeting prior to start of game.
 - No new inning should be started 1 hour and 30 minutes from the start of the game.
- xvi. Number of Coaches: No more than (1) manager and (2) coaches may be in the dugout at one time.
- xvii. Dugout: Coaches must remain in the dugout (with the gate closed) while the game is in play.
- xviii. Standings: Standings for playoff seeding will be based on the last 10 games of the season only.

g. **T-Ball Division**

- i. Mandatory Minimum Play:
 - No child shall sit more than 2 consecutive innings.
 - Substitutions shall be done freely, with players able to exit and re-enter thru-out the entire game.
- ii. Batting Order: The batting order shall be continuous. All players on a team shall bat once each inning, regardless of how many players each team has.
- iii. Substitute Runner:
 - Substitute runners shall be used freely under any circumstance. Any player is eligible to be a substitute runner.

- iv. Batting: There are no strike out or walks in this Division.
 - Opening Day thru Spring Break:
 - a. The tee will be used. A player will continue to swing until they make contact and put a ball in play. The ball must go more than 8 feet from the batter's box or it is deemed a foul ball. It is up to the offensive coach to determine if a batted ball is fair or foul.
 - Spring Break thru End of Season:
 - a. Coaches may pitch to their own players. Each batter is allowed a maximum of (5) pitches, regardless of whether the pitches balls are hittable or not. If after (5) pitches the batter has not put the ball in play, then the player will be given the opportunity to complete their at bat with the use of a tee.
 -
- v. Number of Defensive Positions: There shall be a maximum of (10) defensive players. The (4) outfielders must start each play 15 feet beyond the infield dirt.
- vi. Outfield and First Base: No out can be recorded from an outfielder throwing the ball directly to 1st base.
- vii. Bunting: There shall be no bunting in this Division.
- viii. Stealing: There shall be no stealing in this Division. Runners may only leave the base after the ball has been put into play.
- ix. Game Duration: It is up to the managers and coaches to keep the game moving. We do not keep score in t-ball.
 - No inning shall start after 15 minutes prior to sunset. Sunset time shall be determined at Manager/Umpire meeting prior to start of game.
 - No new inning should be started 1 hour and 15 minutes from the start of the game.
- x. Player Rotation: Fielders must be rotated every inning on defense. No player is to play the same position twice in a game. Every player must play at least 1 inning in the infield and 1 inning in the outfield in a game.
- xi. Defensive Coach Mentoring: Each team may have a maximum of (4) adult coaches on the field during play to help mentor and instruct players regarding baseballs rules, strategy, skills, and for the safety of the kids.

17. Post-Season Tournament

- a. Little League (Majors) and Minors (AAA) Division:
 - i. At the conclusion of the regular season, each team will participate in a double elimination format tournament to determine the division champion and TOC

- representative. The teams will be seeded based on win-loss record against ULL teams. Teams may be required to play more than 2 games in a calendar week.
- ii. Regular Season Standing's: The following format will be used to break any ties in the final standings and to determine seeding placement:
 - Head to Head meetings
 - If the teams ended each with one victory and the 3rd game as a tie, then the run differential will be used. The Team with the higher run differential gets the lower seeding.
 - iii. In the case of a 3 team tie, if Team "A" has a record of 2-1 or better against both Team "B" and Team "C", Team "A" gets the higher seed. Then the two remaining teams will be based on head to head meeting (criteria #2). If Team "A" has a record of 2-1 (or better) against Team "B", Team "B" has a record of 2-1 against Team "C" and Team "C" has a record of 2-1 (or better) against Team "A", then we move to the next criteria.
 - If the run differential does not break the tie, then the team that gave up the least amount of runs for all games during the regular season wins the tiebreaker and receives the higher seed.
 - If there is still a tie, then we will go to a coin toss.
 - iv. Home Team is the higher seed for each game except for the Championship Games. Team from the winner's bracket will be the home team against the team from the loser's bracket.
 - For the "if necessary" Championship Game, home team will be decided by a coin toss.
- b. Minors (AA, A) Division:
 - i. At the conclusion of the regular season, each team will participate in a double elimination format tournament to determine the division champion. The teams will be seeded based on a blind draw. Teams may be required to play more than 2 games in a calendar week.
 - c. T-Ball Division:
 - i. There is no post-season tournament in this Division.

18. All-Star Team Selection

- a. Per the recommendations of Little League, players will vote for the first 6 players of each all-star team. Prior to the end of the season, the Player Agent and Division Rep will bring a list of eligible players in a specific age group to each team in that division. Top 6 vote getters will be on the All-Star Team.
 - i. Majors players will vote for the 10/11 and 11/12 teams.
 - ii. AAA players will vote for the 8/9 and 9/10 teams.
 - 10 year olds that make Majors will be placed on the 9/10 All-Star team

- b. The managers of each team in Majors and AAA will then vote for the remaining 6 players plus 2 alternates by secret ballot.
 - i. Majors managers will select for 10/11 and 11/12 teams
 - ii. AAA managers will select 8/9 and 9/10 teams
 - iii. Prior to voting, each manager will have an opportunity to nominate players from his or any team, and present justification for their selection including statistics, leadership, intangibles, etc.
- c. No voting totals will be shared with any membership, results to be recording and stored by the Player Agent until league tournament play is over. All player selection is subject to final Board approval.
- d. Players will be ranked individually by managers, then shared. Consensus by all manager will be reached for the remaining 6 players and alternates.
- e. All 10, 11 and 12 year old players who end the season in the Major Division and have played 60% of the season there (as calculated by the total number of games played, including post season tournaments) are eligible for the 10/11 or 11/12 teams.
- f. All 8, 9 and 10 year old players who end the season in the AAA Division and have played 60% of the season there (as calculated by the total number of games played, including post season tournaments) are eligible for the 8/9 or 9/10 teams.
- g. The manager and coaches, and all of the players must be available for practice and games from the end of the regular season through the end of tournament play.
- h. The names of the members of the tournament team will be released and posted by the Player Agent and not earlier than prescribed by Little League and District Rules and Regulations. Managers and coaches are not to disclose the names of the members of the team in advance of the prescribed date and, under no circumstances, may any type of practice be held before the names of the team members are posted. The Board has the authority to remove any player for cause.
- i. The 8/9 team will be made up of only 9 year olds unless there are not enough eligible 9 year olds to field a team, at which point the selection process will be open to 8 year olds.
- j. The 9/10 team will be made up of only 10 year olds unless there are not enough eligible 10 year olds to field a team, at which point the selection process will be open to 9 year olds.
- k. The 10/11 team will be made up of only 11 year olds unless there are not enough eligible 11 year olds to field a team, at which point the selection process will be open to 10 year olds.

19. All-Star Team Manager Selection

- a. Prerequisites - All candidates for manager or coach of record for an all-star team must meet the following requirements:
 - i. Successful background check
 - ii. No past or pending suspensions or expulsions

- iii. Not the current League President, District Administrator or District Staff member
 - iv. For Juniors: must have managed or coached a team in the Juniors division during regular season.
 - v. For Little League (11/12) all-stars: must have managed or coached a team in the Majors division during regular season.
 - vi. For 8/9, 9/10 and 10/11 all-stars: must have managed or coached a team in the Major or AAA division during regular season.
- b. Selection criteria - The following are criteria that may be considered by the committee in evaluating, or recruiting (if necessary) candidates for nomination:
- i. Coaching skill (acumen, ability to lead and motivate players)
 - ii. Managing/coaching experience
 - iii. Parent and/or player feedback
 - iv. Professionalism and sportsmanship
 - v. Ability to honor league objectives over personal goals or biases
 - vi. Commitment to league, including service and support
- c. Selection process
- i. Early May - President sends notice to all managers and coaches soliciting applications/nominations for all-star coach.
 - ii. Special Board meeting – Board of Directors meet to discuss candidates and select nominees for manager and coach in each all-star category.
 - iii. Special Board meeting (late May/early June): Nominees submitted to Board for approval. There should be 1-2 alternates in the case of a selected manager's child not making the all-star team and/or he or she declines the position.
 - iv. Days following Special Board meeting: President informs managers of their selection and debriefs them on upcoming timeline, procedures and requirements.
- d. The tournament manager has the discretion to choose his assistant coaches, subject to Board approval.

Union Little League
“Code of Conduct”

Union Little League officials believe that all managers, coaches, administrators, parents and players who participate in our league should conduct themselves as responsible representatives of Little League Baseball. In order to assure the conduct of all participants, managers and administrators will enforce a “Code of Conduct.” Furthermore, members of a team who fail to abide by the “Code of Conduct” are subject to disciplinary action up to and including removal from the team. As recognized representatives of Union Little League, members are expected to exhibit appropriate behavior during all activities, **in or out of uniform.**

Union Little League has developed a minimum standard of conduct for all managers/coaches, administrators, players and parents to follow. The League will proceed with the maximum available penalties for any violation of this “Code of Conduct.”

Each Manager will sign an agreement prior to the beginning of the season which states that he/she agrees to read and distribute the “Code of Conduct” to all team members as well as staff. Every member of Union Little League, including players (except for Tee-Ball), parents, coaches, managers, umpires, and administrators, is required to have read, and signed the “Code of Conduct” before the beginning of the regular season.

**Union Little League
“Code of Conduct”**

Team Manager Agreement

Conduct of all players, coaches/managers, fans/parents, and administrators.

1. **Any player** ejected from any ULL competition because of misconduct or unsportsmanlike behavior will be suspended per Rule 4.07, 4.08, 9.01 (a,d), 9.05(c), Regulation XIV (a).
2. **Any Coach/Manager or Administrator** ejected from any ULL competition because of misconduct or unsportsmanlike behavior will be suspended per Rule 4.06.1, 4.06.2, 4.07, 9.01 (a, d), 9.05 (c), Regulation XIV (a).
3. **Any fans/parents** at any ULL competition may be asked to leave the field by the Team Manager because of misconduct. The Umpire in charge may suspend the game until such time as this fan/parent leaves the park. If the fan/parent refuses to leave then the Umpire in charge may end the game. Rule 4.15.5.

Team Managers are responsible for all other Coaches, Players, and Fans of his/her team. The Team Manager will be held accountable for his/her actions as well as those of his/her staff, participants and spectators. The Team Manager will be held responsible for all pregame, during game and post-game misconduct or unsportsmanlike conduct.

All umpires at the game must concur with the ejection and will automatically be required to submit a written report to the ULL Chief Umpire within 24 hours for review.

Both Team Managers of the game will automatically be required to submit a written report to the ULL Board of Directors within 24 hours for review.

Any ULL Board Member at the game will automatically be required to submit a written report to the ULL Board of Directors within 24 hours for review.

Team Managers must sign this form and by signing, assures ULL that he/she will distribute and review the “Code of Conduct” with their staff, players and parents.

Team Manager (print name) _____

Signature _____

Date _____

Team Name _____

Division _____

**Union Little League
"Code of Conduct"**

Participant's Code

I will:

- Emphasize the ideals of sportsmanship, ethical conduct and fair play
- Show courtesy to my opponents and umpires
- Give complete allegiance to my coaches who are the instructional authority for my team
- Discourage fans, fellow teammates and parents from undercutting my coaches' authority
- Do my best to attend all practices and games and understand that repeated unexcused absences may impact my playing time

I will not:

- Use profanity or talk "trash" before, during or after any game
- Use drugs, alcohol or tobacco
- Criticize my teammates
- Act in any way that may incite spectators in a negative way

Participant (print name) _____

Signature _____ Date _____

Parent's Code

I will:

- Support my child's team and teach the value of commitment to the team and emphasize the ideals of sportsmanship, ethical conduct and fair play
- Help my child and Union Little League make athletic contests a positive educational experience
- Show courtesy to opponents and umpires
- Direct constructive criticism of my child's ULL athletic experience to the Board of Directors and work toward a positive result for all concerned

I will not:

- Criticize umpires, direct abuse or profane language toward them, or otherwise subvert their authority
- Undermine, in word or deed, the authority of the manager/coach or administration
- Intrude onto the field or yell from the bleachers to the coaches, umpires or administration

Parent (s) or Legal Guardian (print) _____

Signature (s) _____ Date _____

_____ Date _____

**Union Little League
"Code of Conduct"**

Manager / Coach's Code

I will:

- Respect the integrity and judgment of the game umpires and work with them to promote positive experiences
- Establish and model fair play, sportsmanship, and proper conduct
- Hold in highest priority the establishment of the child's safety and well-being.
- Provide proper supervision of the players at all times
- Use discretion when providing constructive criticism and when reprimanding the athlete.
- Maintain consistency in requiring players to adhere to the established rules and standards of the game to be played
- Follow the Little League rules of behavior and the procedures for responsible crowd control
- Vigorously encourage and support players on all teams

I will not:

- Suggest, provide or encourage players to use non-prescriptive drugs or substances
- Promote acts that will in any way incite spectators in a negative manner

Team Name _____

Division _____

Team Manager (print) _____

Team Manager Signature _____

Date _____

Team Coach (print) _____

Team Coach Signature _____

Date _____

Team Coach (print) _____

Team Coach Signature _____

Date _____