

GROSSE POINTE FARMS - CITY
LITTLE LEAGUE 2019
RULES AND REGULATIONS

APPROVED
GPFCLL BOARD OF DIRECTORS
MARCH, 2017

INTRODUCTION

Little League Baseball, Inc. Official Regulations and Playing Rules for the then current year apply to play for the Major and Minor Leagues in the Grosse Pointe Farms/City Little League (GPFCLL). The purpose of the following "Local Rules" is to supplement the Little League Baseball, Inc. rules, not amend or replace them. In cases of conflict (inadvertent or otherwise), the Little League Baseball, Inc. rule shall take precedence.

While changes in local league regulations may sometimes be necessary, such changes should be undertaken with great caution. A thorough examination of each change must be made to avoid conflicts with other rules and the creation of situations in which adults can inappropriately influence a situation at the expense of the children.

These rules may be modified from time to time pursuant to a majority vote of the GPFCLL Board of Directors.

1.0 GENERAL RULES

1.1 FIELD DECORUM

Any player suspended by the umpire during a game is automatically suspended for the remainder of the game and for his/her team's next scheduled game. Any player so suspended must be reported within **24 hours** to the Player Agent. The Player Agent and League Director may, by mutual consent, impose additional penalties if warranted. If the Player Agent and League Director cannot agree, the Player Agent will call a special meeting of the Executive Board. A final decision will be made by a quorum majority of the Executive Board.

1.2 OFFICIAL SCORER

The home team's scorer is the Official Scorer for each game.

1.3 GAME REPORTS

If the manager of the winning team so chooses, they are responsible for submitting a "Game Highlight Reporting Form" to the appropriate League Director within **24 hours** after completion of a playing week (by Sunday, 6 p.m).

1.4 SEASON

A season begins upon completion of the draft for each league and extends through the last game in which an individual player's team participates which is to include the games of any GPFCLL Tournament team to which the player is named.

1.4.1 Teams may begin practice at approved facilities listed in Rule 1.4.2 any time after the League draft when weather and field conditions permit.

1.4.2 Team practices are held only at Maire, Kerby, Elworthy, and Brownell fields, or any other Grosse Pointe Public School playfield or gymnasium. ¹**Teams may not make arrangements for practice at any other facilities.** Managers in violation of this rule are subject to disciplinary action, up to and including, suspension by the League Board.

1.4.3 No team is scheduled in the regular season to play more than three (3) games in a calendar week (Sunday through Saturday). Note: Rain-outs could result in scheduling changes.

1.5 TEAM UNIFORMS AND EQUIPMENT

The League shall provide all necessary uniforms and equipment.

1.5.1 No accessories (jackets, caps, etc.), or individually bought equipment shall be utilized during the season without Board approval at its regularly scheduled meeting.

1.5.2 The only exception to the above rule is that matching under jerseys may be purchased without Board approval.

1.5.3 All practice and game baseballs are played with a regulation Little League baseball approved and provided by the GPFCLL Board.

1.5.4 During practices, scrimmages, and/or games all players while at bat, occupying a base, or positioned in the coaching box is required to wear a helmet with an attached face guard.

1.6 DECISIONS OF THE BOARD OF DIRECTORS

The Board of Directors may delegate decision making authority to expedite decisions in situations which occur between regularly scheduled Board meetings and which must be acted upon before the next scheduled meeting.

¹ GPPS gymnasiums are "rented" at the manager/coaches expense.

The individual(s) so empowered by majority vote of the Board may call a special meeting if desired. The specific situation(s) and the individual(s) so empowered to make decisions shall be reviewed and approved by the Board by the March meeting each year. A summary of these decisions will be presented at scheduled Board meetings.

1.7 GAME FORFEITS

The Board of Directors makes decisions on forfeits. As a matter of policy, the Board will uphold declared forfeits unless the manager of the forfeiting team can demonstrate extraordinary circumstances which affected the ability of the team to field nine players for the game in question.

1.8 PLAYOFFS FOR “MAJORS” AND “AAA” LEAGUES

The number of teams involved and the format of the playoffs will be reviewed, and modified if deemed necessary by a majority vote of the Board of Directors no later than the April meeting each season.

1.8.1 Majors and AAA League playoffs shall follow a double elimination or round robin format.

1.8.2 All teams in the league shall be eligible for the playoffs.

1.8.3 A drawing will be held on or about June 1st of each season to determine the play-off position of each team.

1.8.4 On an annual basis, the GPFCLL Board of Directors will decide the appropriate playoff format for each division. Playoff formats, dates, and brackets will be distributed to the managers/coaches by the league director at the appropriate time.

1.9 PLAYOFFS FOR “AA” AND “A” LEAGUES

1.9.1 The Board will decide the playoff format for the AA and A League based on the number of teams in the respective leagues during that season.

1.9.2 If the Board decides to use a double elimination format the playoffs will follow rules 1.8.2 through 1.8.4 inclusive.

1.9.3 If the Board decides to use a format other than the double elimination format, the playoffs will follow rules 1.8.2, 1.8.3, 1.8.4, and any other playoff rules approved by the Board for that season.

RAINED OUT AND TIED GAMES (see also 1.18)

1.10.1 Rained out games shall mean any game unable to be played due to weather or field conditions.

1.10.2 Rained out and tied games must be played or completed at the first open date. Failure to do so may result in a forfeit. **The Director of Scheduling is responsible for rescheduling rained out and tied games.**

1.10.3 The priority in scheduling rained out and tied games shall be:

- Major League
- AAA League
- AA League
- A League

1.11 RESCHEDULING OF SCHEDULED GAMES

Rescheduling of any scheduled game for reasons other than weather is done only under extremely unusual circumstances, and at the discretion of the GPFCLL Board or Director of Scheduling.

1.12 GAME PROTESTS

The President shall appoint a Protest Committee consisting of three members of the Board by April 1st of each year. This Committee will rule on all protests made under Little League Baseball, Inc. Rule 4.19.

1.13 MANAGER MEETINGS

Manager meetings may occur during the season as requested by each League Director. All teams must be represented and the representative must bring the official team scorebook and pitch count binder, upon request. Teams not represented are subject to the same sanctions as outlined in 1.3.1.

1.14 THIRD BASE DUGOUT

The home team will occupy the third base dugout in all games.

1.15 TIME LIMIT

There is a **2 hour and 15 minute** time limit in all games. Time will begin upon delivery of the first pitch. Any inning started before the expiration of the time limit shall be completed. The status of games called after the expiration of the time limit will be determined by Little League Baseball, Inc. Official Regulations and Playing Rules. This rule does not apply to playoff games.

1.16 GAME START TIME

Weekday games shall start by 6:15 p.m.

1.17 OFFICIAL REGULATIONS AND PLAYING RULES

All managers and/or designated coaches are required to read and be familiar with the current Grosse Pointe Farms-City Little League Rules and Regulations as well as Little League Baseball, Inc.

1.17.1 If any manager and/or designated coach violate Rule 1.17, the Board of Directors will impose the appropriate penalty. This may include suspension or removal.

1.18 GAMES ENDING IN A TIE

1.18.1 Regular Season Tied Games: Regular Season games which end in a tie after the sixth (6th) inning and have not exceeded the 2 hour 15 minute time limit will follow the following guidelines:

- A. Majors, AAA, AA and A Divisions – all games will continue until either a winner has been determined or the 2 hour 15 minute time limit has been reached.
- B. If the top half of the inning has been started and the time limit has been reached, the home team must be allowed to finish their final at bat.
- C. The umpire in charge will make the final decision regarding darkness or unsafe weather conditions during extra innings.

1.18.2 Tied Playoff Games: All playoff games for Majors, AAA, AA and A Divisions may not end in a tie. If darkness or inclement weather conditions occur, the umpire in charge will make the final decision. The game will be resumed at the earliest and most possible date as agreed upon by the Director of Scheduling, the League Director and managers involved.

1.19 There is no balk rule in Little League. A pitcher may start, interrupt, or cease delivery at any time.

1.20 MINIMUM PLAYING TIME FOR A, AA AND AAA

The GPFCLL Board of Directors requires that every player sit out one defensive inning per game before any player sits out a second inning, consecutive or not.

The exception to this rule is if the starting pitcher remains in the game. Once the pitcher is removed, the above rule must be followed.

MINIMUM PLAYING TIME FOR MAJORS SEE RULE 2.10

1.21 MANAGER PUNISHMENT FOR ALL RULES VIOLATIONS

1st Offense – Warning from league director

2nd Offense – One game suspension pending board review

“MAJOR” LEAGUE

2.0 “MAJOR” LEAGUE DIRECTOR

The responsibilities of the Major League Director are:

- A. Insure league compliance with Little League Baseball, Inc. Official Regulations and Rules;
Conduct the Major League draft using the procedures set forth in Section 2.3 (Draft)
- B. Coordinate annual try-outs with other League Directors;
- C. Insure league compliance with the GPFCLL local rules as defined in Section 1.0 (General Rules) and Section 2.0 (Major League).
- D. Conduct regular manager meetings, collect game summaries and umpire reports on a weekly basis.

2.2 THE TEAMS

2.2.1 Each Major League team shall consist of 12 players, league age 10-12.

2.2.2 The number of teams is determined by the number of eligible 12 year old players divided by eight (maximum number of 12 year olds per team allowed).

2.2.3 In the event that expansion or reduction of the number of teams in the Major League is necessary, the Board of Directors shall choose by majority vote a suitable procedure as outlined in the current Little League Baseball, Inc. Operations Manual.

2.2.4 The parent(s) of a league age 10 year old may petition to have their child considered for the Major League draft. The GPFCLL Board of Directors must receive notification at the time of registration from the player’s parent(s) requesting a try-out for the Major League division.

2.2.5 The GPFCLL Board of Directors will review the player’s previous season manager/coach evaluations to confirm the potential eligibility and consideration for the Major League draft. The Major League Director will notify the parent(s) of the Board’s decision.

At the **designated** try-out, the player is evaluated by an independent committee along with the Major Managers. This designated group will make a recommendation that confirms whether the player’s skill level will allow him/her to have success at the major league level.

Upon approval for the Major League draft, the identified player(s) must be drafted no later than the third round of the 11 year old level.

2.2.6 Only one league age 10 year old player is allowed per major league team.

2.2.7 GPFCLL has elected to use Little League Baseball, Inc. rule 6.05 (b). Players may advance on a third strike that is not caught in flight by the catcher.

2.3 THE MANAGER

2.3.1 All Major Managers are selected annually by a vote of the GPFCLL Board of Directors at a regularly scheduled meeting prior to the start of the upcoming season.

2.3.2 Any Regular Member, in good standing, is required to submit their application for managing at this level to the GPFCLL Board by a predetermined date selected on an annual basis by the GPFCLL Board of Directors.

This date and the appropriate application are located on the GPFCLL website. All applications are considered.

2.3.3 Parents may not specify the manager and/or team they wish their child(ren) to play for.

2.3.4 A parent of a major league 10 year old is eligible to manage upon board approval.

2.4 THE DRAFT

The Little League Draft System Plan A will be used with the following exceptions/changes:

- A. No bonus picks or over-drafting.
- B. No "Team registration and release of players".
- C. All players of league age 11 or 12 who try out are eligible for the Major League Draft.

2.5 DRAFT PROCEDURES

- A. The initial order of player selection is determined by lottery, and thereafter the order of selection in each succeeding round is reversed.

- B. The names of the players who are eligible for the draft must be read and/or presented in writing to each manager before the start of the draft.
- C. The number of eligible players drafted by each team is announced at the start of the draft.
- D. Each team is represented by the manager or a designee. No coaches or other representatives may be present.
- E. The Major League draft is considered closed at the start of the AAA draft.
- F. If a child drafted by a Major League team refuses to play for the team that drafted him/her, and a trade cannot be arranged, the player will be added on an AAA division team for the season.
- G. Major League managers may fill roster vacancies with eligible players from the AAA draft pool. An eligible player is any 11-12 year old who tried for the Major division. Vacancies which remain or occur within 24 hours of the beginning of the AAA draft must be filled subject to the conditions of Section 2.4 and not through trades.
- H. The undrafted child of the manager of each team in the Majors shall be drafted in the round that corresponds to the rank recommended by the managers with final approval by the Major League Director.

2.6 DRAFTING AAA LEAGUE PLAYERS

2.6.1 A Major League team may draft a player from an AAA team only when the team's roster falls below or never reaches the minimum roster of 12 players. If a Major League team is required to draft a player from an AAA team, the following rules apply:

- A. A player from each AAA team must be drafted before a second player from any given AAA team may be drafted.
- B. No player may be drafted from an AAA team if the loss of the player will cause the team to fall below a minimum of 12 players unless all other AAA teams are at the minimum number of players.

2.6.2 The following procedure must be adhered to and failure in this regard will nullify any draft. The Major League manager must notify the Player Agent of the reason for the draft, provide the name of the player leaving the Major League team, the name of the AAA team from which the player is to be drafted and the name of the AAA player.

The Player Agent will conduct **ALL** communication with the parent(s) involved and notify the manager of the outcome.

2.6.3 Any AAA player drafted pursuant to Rule 2.5 et seq. must report to the Major League team unless his/her parents present a written statement indicating that they do not desire their child to play on a Major League team to the Player Agent within 48 hours of the time that the player's family is notified that he/she has been drafted. A player, whose parents object, may not be subsequently drafted into the Major League that year.

2.7 TRADES

2.7.1 GENERAL RULES

2.7.2 Major League managers may negotiate and complete any trade for any reason with any opposing manager in his/her league subject to the terms and conditions below. Failure by the manager to comply with these provisions will nullify the trade for that season.

2.7.3 The trading deadline is at the end of the Major League draft. Once managers leave the Major League draft location only Rule 2.7.4 is considered for the remainder of that season.

2.7.4 In the event that a parent(s) objects to having their child(ren) return to a team with a particular manager, the League Director, Player Agent and manager will make every effort to negotiate a trade.

If a trade is not possible, the player's parents, League Director, and Player Agent will make every effort to resolve the situation and place that child on a team. If the child cannot be traded or placed on another team, the GPFCLL Board of Directors Executive Committee will meet to decide on an amicable outcome for all parties which may include placing that player on an AAA team for that season.

2.8 CONDITIONS, TERMS AND PROCEDURES FOR TRADES

All contact with families involved in trades will be made by the Player Agent (Vice President) after having been notified by the managers involved that negotiations are complete and that an agreement to trade has been reached.

2.9 GAME END TIME

A game shall end after four and one-half innings of play if the home team has already scored ten or more runs than the visiting team. A game shall end after five innings of play if the visiting team has already scored ten or more runs than the home team. This rule supersedes Little League Baseball, Inc. playing rules 4.10(e) as allowed by 4.10(e), last sentence.

2.10 MINIMUM PLAYING TIME

Each player must play a minimum of three (3) innings defensively and complete one at bat, at least once per game. We will have unlimited substitutions defensively. The batting order will consist of 10 players, each player must bat a “complete game” in 40% of the games attended.

2.10.1 All Major League managers MUST submit a complete list of innings played per rostered player to the League Director and the Player Agent via email or facsimile at the end of the playing week of league play and before the commencement of the following week.

This data shall also include number of pitches by all pitchers according to Little League Baseball, Inc. Official Regulations and Playing Rules.

2.10.2 Any Major League manager who fails to submit a complete detail of their innings played per player at the end of the regular season and before their first playoff game shall be suspended for at least one (1) play-off game, subject to a special meeting of the GPFCLL Executive Committee.

2.10.3 No defensive switches are allowed within an inning, unless the player is injured, leaves the game, or is part of a pitching change.

2.10.4 No player may be removed from the field during an inning except for reason of injury or a pitching change.

2.10.5 A player who has three (3) unexcused absences for league scheduled practices or games, is not eligible to play in the next scheduled game.

Excused absences include: illness, school and/or religious functions, and family functions during spring break.

Excused absences require parental notification to the manager prior to the scheduled practice or game.

3.0 “AAA” LEAGUE

3.1 “AAA” LEAGUE DIRECTOR

The responsibilities of the AAA League Director are:

- A. Insure league compliance with Little League Baseball, Inc. Official Regulations and Playing Rules;
- B. Conduct the AAA League draft using the procedures set forth in Section 3.3 (Draft);
- C. Coordinate annual try-outs with other League Directors;
- D. Insure league compliance with the GPFCLL local rules as defined in Section 1.0 (General Rules) and Section 3.0 (AAA League).
- E. Conduct regular manager meetings, collect game summaries and umpire reports on a weekly basis.

3.2 THE TEAMS

3.2.1 Each AAA team shall consist of no more than 13 players of league age 10-11.

3.2.2 In the event that an AAA team loses a player for the season due to injury, a player moving or a player quitting, the team shall have 72 hours to fill the vacancy by selecting a player who is 10 years of age from an AA League team using the procedures set forth in Section

3.4.1. AAA League managers must also notify the AAA League Director if a player misses or will miss three consecutive games, regardless of the reason.

3.2.3 Parents may not specify the manager and/or team they wish their child(ren) to play for.

3.3 THE DRAFT

3.3.1 All players of league age 10-11 who were not drafted to a Major League team or who chose not to play in the Major League during the current season, is placed into the pool from which the AAA teams are drafted.

All players of league age 10 and 11 who are in the AAA draft pool must be selected to an AAA team.

3.3.2 The initial order of player selection is determined by lottery, and thereafter the order of selection in each succeeding round is reversed.

3.3.3 MANAGER'S OPTION

The child of the manager of each team in AAA shall be drafted in the round that corresponds to the rank recommended by the managers with final approval by the AAA League Director.

3.3.4 COACH'S OPTION

No later than one week before the day which has been announced for the drafting of players, each manager may report to the League Director the name of one person who shall be the coach of the team.

The child of the coach of each team in AAA shall be drafted in the round that corresponds to the rank recommended by the managers with final approval of the AAA League Director.

3.3.5 SIBLING OPTION

When the first child of a family is chosen, any sibling(s) is (are) to be drafted by the same team in the next succeeding round(s) unless the parents of the children express their objection prior to the start of the draft. Siblings must be of league age 10-12 to be eligible for the Sibling Option.

3.4 DRAFTING AA LEAGUE PLAYERS

3.4.1 With prior approval from the GPFCLL Board of Directors, an AAA team may draft a league age 10 player from an AA team when the team's roster falls below or never reaches the minimum roster number of players as established by the Board of Directors. If an AAA team is required to draft a player from an AA team, the following rules apply:

- A. A player from each AA team must be drafted before a second player from any given AA team may be drafted.
- B. No player may be drafted from an AA team if the loss of the player will cause the team to fall below a minimum of 12 players unless all other AA teams are at the minimum number of players.

3.4.2 The AAA manager must notify the Player Agent of the reason for the draft, provide the name of the player leaving the AAA team, the name of the AA team from which the player is to be drafted and the name of the AA player. The Player Agent will

conduct all communication with the parent(s) involved and notify the manager of the outcome.

3.4.3 Any player so drafted must report to the AAA team unless his/her parents present a written statement to the Player Agent within 48 hours of the time that the players' family is notified of the draft, indicating that they do not desire their child to play on a AAA team. A player whose parents object to the draft may not be subsequently drafted into the AAA that year.

3.5 OTHER RULES

3.5.1 There is a "Bat all Players" batting order for each game during the regular season and play-offs. The line-up may be re-set for each game played. All players present for the game must be in the batting order.

3.5.2 When a player arrives after the 1st pitch to begin a game, their name is slotted at the end of the batting order.

3.5.3 When a player no longer is available to participate in a game, their time at bat is passed over and not considered an out.

3.5.4 In the regular season a team's time at bat will terminate prior to the third out under the following conditions:

- A. Immediately upon scoring of the fifth run for the team that is ahead or tied at the start of that half-inning.
- B. When a team begins an at bat behind in the score, the at bat will end when that team has tied the score and has gone ahead by five runs.
- C. The official scorer (home team) is responsible for calling this mercy rule.
This is the only mercy rule used in the regular season.

3.5.6 Violation of these rules is grounds for protest.

3.6 MINIMUM PLAYING TIME

3.6.1 The GPFCLL Board of Directors requires that every player sit out one defensive inning per game before any player can sit out a second inning, consecutive or not.

The only exception to this rule occurs when the starting pitcher remains in the game. Once the pitcher is removed, rule 3.6.1 must be followed.

In the event of a rain shortened or mercy ending game, those players who did not play at least three (3) innings during that game MUST start the next game and complete their minimum play before substituted, without exception.

3.6.2 Until June 1st, each player must play at least one (1) inning at one of the following positions: first base, second base, shortstop, third base, pitcher, or catcher.

After June 1st, players are not required to play an infield position.

3.6.3 All AAA managers MUST submit a complete list of innings played per rostered player to the League Director and the Player Agent via email or facsimile at the end of the playing week of league play and before the commencement of the following week.

This data shall also include the number of pitches by all pitchers according to Little League Baseball, Inc. Official Regulations and Playing Rules.

3.6.4 Any AAA manager who fails to submit a complete detail of their innings played per player at the end of the regular season and before their first playoff game shall be suspended for at least one (1) playoff game subject to a special meeting of the GPFCLL Executive Committee.

3.7 UNLIMITED DEFENSIVE SUBSTITUTION

Managers at the AAA level are encouraged and allowed to use the “unlimited” *defensive* substitution system for all players on an AAA roster. This rule is only for *defensive* purposes and not for substitution of batters, etc.

All Little League Baseball, Inc. and local rules regarding batting orders, lineup changes, etc. must be adhered to for all AAA games during the regular season and playoffs.

However, Rule 3.7 herein is to allow managers the opportunity to freely substitute players on the defensive front, and is not intended to take the place of or supersede Rule 3.6 et al.

3.7.1 No player may be removed from the field during an inning except for reason of injury or a pitching change.

3.7.2 No defensive switches are allowed within an inning, unless the player is injured, leaves the game, or is part of pitching change.

3.8 PLAYOFFS

3.8.1 Playoff seeds determined by regular season standings

3.8.2 GAME TIME END

A game shall end after four and one-half innings of play if the home team has already scored ten or more runs than the visiting team. A game shall end after five innings of play if the visiting team has already scored ten or more runs than the home team. This rule supersedes Little League Baseball, Inc. playing rules 4.10(e) as allowed by 4.10(e), last sentence.

4.0 “AA” LEAGUE

4.1 “AA” LEAGUE DIRECTOR

The responsibilities of the AA League Director are:

- A. Insure league compliance with Little League Baseball, Inc. Official Regulations and Playing Rules;
- B. Conduct the AA League draft using the procedures set forth in Section 4.3 (Draft);
- C. Coordinate annual try-outs with other League Directors;
- D. Insure league compliance with the GPFCLL local rules as defined in Section 1.0 (General Rules) and Section 4.0 (AA League).
- E. Conduct regular manager meetings, collect game summaries and umpire reports on a weekly basis.

4.2 THE TEAMS

4.2.1 Each AA team shall consist of players of league age 9. League age 10 years old players are considered with approval from the GPFCLL Board of Directors.

4.2.2 The parent(s) of a league age 8 year old may petition to have their child considered for the AA draft. The GPFCLL Board of Directors must receive notification at the time of registration from the player parent(s) requesting a try-out for the AA division. Only one league age 8 year old per team will be allowed.

4.2.3 The GPFCLL Board of Directors will review the player’s previous season manager/coach evaluations to confirm the potential eligibility and consideration for the AA draft. The AA League Director will notify the parent(s) of the Board’s decision.

At the **designated** try-out, the player is evaluated by an independent committee along with the AA Managers. This designated group will make a recommendation that confirms whether the player’s skill level will allow him/her to have success at the AA level.

Upon approval for the AA draft, the identified player(s) must be drafted no later than the fifth round.

If the player is not drafted by the end of the fifth round, he/she will return to play in the A division.

4.2.4 Only one league age 8 year old player is allowed per AA league team.

4.2.5 Parents may not specify the manager and/or team they wish their child(ren) to play for.

4.2.6 A parent of an AA league drafted 8 year is not eligible to be the Manager of their child's team, unless an older sibling is already playing in the AA league.

4.3 THE DRAFT

4.3.1 All players of league age 9 will play in the AA League. Any exceptions to this requirement must receive approval from the GPFCLL Board of Directors.

4.3.2 All players of league age 9 (and league age 10 years old per Rule 4.2.1) who were not drafted on a AAA team will be placed into the pool from which the AA teams will be drafted.

4.3.3 The initial order of selection is determined by lottery and thereafter the order of selection in each succeeding round is reversed.

4.4 MANAGER'S OPTION

The child of the manager of each team in AA shall be drafted in the round that corresponds to the rank recommended by the managers with final approval by the AA League Director.

4.5 COACH'S OPTION

No later than one week before the day which has been announced for the drafting of players, each manager may report to the League Director the name of one person who shall be the coach of the team.

The child of the coach of each team in AA shall be drafted in the round that corresponds to the rank recommended by the managers with final approval of the AA League Director.

4.6 SIBLING OPTION

When the first child of a family is chosen, any sibling(s) is (are) drafted by the same team in the next succeeding round(s) unless the parents of the children express their objection prior to the start of the draft. Siblings must be of league age 9-10 to be eligible for the sibling option.

4.7 TRADES

4.7.1 Trades between AA teams are not permitted in the AA League.

4.8 PLAYING RULES

4.8.1 The AA League shall be governed by the Little League Baseball, Inc. Official Regulations and Playing Rules for Minor League and Tee Ball except as outlined below:

- A. The batting order must be provided to the League Director prior to the start of the first game of the season and again by June 1st, for all regular season games played on or after that date. A new batting order for the play-off games only may be submitted prior to the first game of the play-offs. Once presented these batting orders may not be changed. The batting order must indicate the player's name and jersey number. Players acquired after the order has been submitted must move to the last position in the order.
- B. The lead-off batter in each game shall be the batter following the batter who made the last out in the previous game. All players present at each game must bat in order through the roster before beginning with the first batter again.

Any AA team who faces a first round "bye team" in the second round of the playoffs may elect to "reset" their batting order to the beginning of their batting lineup for that game only.

- C. There is no balk rule. A pitcher may start, interrupt or cease delivery at any time.
- D. There may be unlimited defensive substitutions; however each player must play at least one (1) inning at one of the following positions: first base, second base, shortstop, third base, or pitcher and catcher.
- E. No player may be removed from the field during an inning except for reasons of injury or a pitching change.
- F. No defensive switched within an inning unless the player is injured, leaves the game, or part of a pitching change.
- G. Ten players, including four (4) outfielders, will play defense during an inning. All outfielders must play on the grass portion of the outfield or a similar distance behind the base paths.

- H. A team's time at bat will terminate prior to the third putout under the following conditions:
1. Immediately upon the scoring of the fifth run for the team that is ahead or tied at the start of that half-inning.
 2. When a team begins an at bat behind in the score, the at bat will end when that team has tied the score and has gone ahead by five runs.
 3. The official scorer (home team) is responsible for calling this mercy rule. **This is the only mercy rule used.**
- I. Once a runner occupies third base at the beginning of the play, he/she can only score on a batted ball or is forced in by a walk or hit batsman.
1. A runner may advance to 2nd or 3rd at their own risk, if a passed ball reaches the backstop, or an overthrow by the catcher on an attempted steal after a passed ball has reached the backstop. Runners may take the customary lead-off after the pitch crosses the plate per Little League Rules regardless of whether they steal 2nd or 3rd base.
 2. A base runner, who is occupying 3rd base before a pitch is delivered, may not advance home on an overthrow by the catcher to any base or for any other reason other than specified in Rule 4.8.11.
 3. If the runner attempts to advance to 2nd or 3rd base, and the ball does not reach the backstop, the runner must return to the base from which he/she came from at the risk of being tagged out.
- J. The AA League will use the customary 4 ball, 2 strike rules for the first half of the season.. Starting the week of May 19th The AA League will use the customary 4 ball | 3 strike rule for the remainder of the regular season and the playoffs.
- K. Violation of these rules is grounds for protest.

4.9 MINIMUM PLAYING TIME

4.9.1 The GPFCLL Board of Directors requires every player to sit out one defensiveinning per game before any player can sit out a second inning, consecutive or not.

The only exception to this rule occurs when the starting pitcher remains in the game. Once the pitcher is removed, the above rule must be followed.

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5.0 “A” LEAGUE

5.1 “A” LEAGUE DIRECTOR

The responsibilities of the “A” League Director are:

- A. Insure league compliance with Little League Baseball, Inc. Official Regulations and Playing Rules;
- B. Chair the Selection Committee using procedures set forth in Section 5.4 (Player Allocation);
- C. Coordinate annual try-outs with other League Directors;
- D. Insure league compliance with the GPFCLL local rules as defined in Section 1.0 (General Rules) and Section 5.0 (Class A);
- E. Conduct regular manager meetings, collect game summaries and umpire reports on a weekly basis.

5.2 THE TEAMS

5.2.1 The number of teams in the “A” League shall be determined by the number of players available to play. If possible, all teams shall have the same number of players per team with a minimum of 12 and a maximum of 15.

5.2.2 Parents may not specify the manager and/or team they wish their child(ren) to play for.

5.3 GENERAL RULES

5.3.1 When a pitching machine is used the following rules apply:

- A. The speed set on the pitching machine is set prior to the start of each game. Only with approval during the course of the season by the League Director may the speed get adjusted. The adjustment whether an increase or decrease is for the entire league and not just on a team by team basis.

The speed used is labeled by the dial of the pitching machine.

- B. The placement on the pitcher's mound and adjustment of the pitching machine shall be made prior to the start of the game by the umpire and representatives of both teams. Further adjustments to the pitching machine shall be made only by the umpire.

- C. If the pitching machine is hit by a batted ball the play is declared “dead” and the batter shall advance to first base. Any other base runner may advance to the next base only if forced by the batter awarded first base.
- D. The home team will set up and take down the pitching machine.
- E. The pitcher shall be positioned even with the pitching machine and 3 to 4 feet to either the left or right of the machine until the ball is pitched.
- F. A ball in play is considered dead when a defensive player, in an attempt to return the ball to the infield, throws the ball beyond the edge of the outfield/infield grass. Runners who have not advanced more than half way to the next base must return to the base last occupied. Note: A runner past half way is advancing at their own risk and is eligible to be tagged out.
- G. A throw to first or third base from the **INFIELD** which goes beyond the dead ball area at either location is considered an overthrow resulting in a dead ball which allows base runners to automatically advance to the next base.
- H. All defensive players at infield positions, other than pitcher, shall be positioned at “**NORMAL**” infield depth until the pitch has been delivered.

5.3.2 In the event of pitching machine failure, it shall be removed, and the game continued under regular rules, except that the following will also apply:

- A. The manager or coach will pitch to his/her own team from a position within 5 feet of the pitching rubber.
- B. A defensive player will be positioned near the pitcher’s mound and play the position of pitcher.

5.4 THE DRAFT

5.4.1 Before the team selection process begins, the A League Director will obtain an evaluation of each returning A League player from the player's previous manager.

5.4.2 All players of league age 7 or 8 years old is eligible to play in A League.

5.4.3 Under certain circumstances, subject to approval from the GPFCLL Board of Directors, a player of league age 9 years old may play in A League. If the Board has approved a league age 9 years old player, the player is eligible for the draft pool.

5.4.4 The initial order of selection is determined by lottery and thereafter the order of selection in each succeeding round is reversed.

5.4.5 All players who register after the draft shall be placed on a team in the order his/her application is received by the Director of the A League. The responsible League representative shall place following priorities:

First: The team or teams with the fewest number of players from the player draft.

Second: Continuation of the player draft order.

5.5 MANAGER'S OPTION

The child of the manager of each team in A League shall be drafted in the round that corresponds to the rank recommended by the managers with final approval of the A League Director.

5.6 COACH'S OPTION

No later than one week before the day which has been announced for the drafting of players, each manager may report to the League Director the name of one person who shall be the Coach of the team. The child of the Coach of each team in A League shall be drafted in the round that corresponds to the rank recommended by the managers with final approval of the A League Director.

5.7 SIBLING OPTION

When the first child of a family is chosen, any sibling(s) is (are) to be drafted by the same team in the next succeeding round(s) unless the parents of the children express their objection prior to the start of the draft. Siblings must be of league age 7-8 to be eligible for the sibling option.

5.8 OTHER RULES

5.8.1 The batting order must be provided to the League Director prior to the start of the first game of the season and again by June 1st, for all regular season games to be played on or after that date. Once presented these batting orders may not be changed.

The batting order must indicate the player's name and jersey number. Players acquired after the order has been submitted must move to the last position in the order.

A new batting order for the play-off games only may be submitted prior to the first game of the play-offs.

5.8.2 The leadoff batter in each game shall be the batter following the batter whomade the last out in the previous game. All players present at each game must bat around in order through the roster before beginning with the first batter again.

Any team who faces a first round “bye team” in the second round of the playoffs may elect to “reset” their batting order to the beginning of their batting lineup for that game only.

5.8.3 The GPFCLL Board of Directors requires that every player sit out one defensive inning per game before any player can sit out a second inning, consecutive or not.

5.8.4 No player shall sit out two (2) consecutive innings except in the case of injury or illness.

5.8.5 During each turn at bat, the player will receive **seven (7) pitches**. If, after **seven (7) pitches**, the hitter has not hit the ball into fair territory, the hitter will be calledout. If the hitter fouls the **7th pitch**, further pitches will be delivered until the ball is not fouled.

5.5.6 There are no called balls or strikes.

5.8.7 On the last pitch to a batter, a foul tip will result in an out if the ball is caught by the catcher.

5.8.8 There is no base stealing. The runner must remain in contact with the base until the ball is hit.

5.8.9 Bunting is not allowed.

5.8.10 A ball hit in the infield, is dead (play is stopped) if it passes the dead ball area at either first or third base, touches an individual not in the game, touches equipment in or about the dugout, goes outside the sideline fences, or catches in the backstop or dugout screen beyond the dugout. A runner is entitled to advance to the next base.

5.8.11 There may be unlimited substitutions. Each player must play at least three (3) innings defensively including one (1) inning at one of the following positions: first base; second base; shortstop; third base or pitcher. No player may be removed from the field during an inning except for reason of injury.

5.8.12 No one player shall play more than three (3) innings combined at 1st, 2nd, shortstop and pitcher, (**power positions**). Until the 2nd Sunday in May, a player that plays three power positions must play catcher. At a minimum, all players must play one (1) defensive inning in the outfield. After the 2nd Sunday in May, the catcher position will also satisfy the (1) defensive inning in the outfield.

5.8.12p (playoff only) In the event that a team with 12 or more players plays a team with 11 or less players. No player may play 3B more than once on the team with 11 players or less.

5.8.13 No defensive switches within an inning unless the player is injured or leaves the game.

5.8.14 Play-offs only: when a game is tied at the end of regulation, teams may “reset” their defense positions as it applies in Rules 5.8.11 and 5.8.12.

5.8.15 Ten players, including four (4) outfielders, will play defense during an inning. All outfielders must play on the grass portion of the outfield or a similar distance behind the base paths.

5.8.16 A player positioned in the outfield during the inning, cannot play the infield at any time during play. All outfielders must remain on the grass in the “outfield” area for that inning and in their appropriate “baseball” positions and not stacked in front of another player or positioned in such a way to support or reinforce one area of the field of play.

5.8.17 A team's time at bat shall terminate prior to the third out under the following conditions:

A. Immediately upon scoring of the fifth run for the team that is ahead or tied at the start of that half-inning.

B. When a team begins an at bat behind in the score, the at bat will end when that team has tied the score and gone ahead by five runs.

C. The official scorer is responsible for calling this mercy rule. In addition, **Little League Baseball, Inc. Playing Rule 4.10E** may be applied.

5.8.18 During the regular season, one coach/manager from the defensive team shall be allowed to coach from the outfield while his/her team is in the field.

5.8.19 In the playoffs, if a team has 9 or less players, the 10th spot in the lineup will be an automatic out, and so forth.

Coaches/Managers will not be allowed to coach from any portion of the playing field during the play-offs.

6.0 “ROOKIE” LEAGUE

6.1 “ROOKIE” LEAGUE DIRECTOR

The responsibilities of the Rookie League Director are:

- A. Ensure league compliance with National Little League Rules and Regulations
- B. Ensure league compliance with GPFCLL local rules
- C. Assign players to the “Rookie” League teams
- D. Contact managers on a regular basis to monitor league’s progress, needs, etc.

6.2 THE TEAMS

6.2.1 The number of teams in the “Rookie” League is determined by the number of players available to play in proportion to availability of fields and opportunities to complete practices and games before 8:00 p.m. If possible, all teams shall have the same number of players per team with a minimum of 9 and a maximum of 10.

6.2.2 If possible, players will be assigned by school and/or address to their respective teams and by age to achieve a balance of 5 and 6 yr. olds on each team.

6.3 GENERAL RULES

6.3.1 Parents are required to stay at the games and practices for the duration of the game/practice.

6.3.2 An official score will be kept by either team but no official records will be kept and no standings will be posted.

6.3.3 Neither team will have to forfeit. In the event that one or both teams have an insufficient number of players to cover the field, both coaches should use all available players in the field and/or agree to exchange players in order to complete the game.

6.3.4 Every effort should be made to start the game at the scheduled time and to get 4 innings in for each game.

6.3.5 Games are scheduled in one hour increments.

6.3.6 A half-inning will end after three (3) runs or three (3) outs.

- 6.3.7** Managers/Coaches will pitch to their respective teams. Distance, velocity, and underhand/overhand motion is determined by the “pitcher” and can vary for each hitter.
- 6.3.8** During each turn at bat, the player will receive a **maximum** of five (5) pitches. After five (5) pitches a tee will be used.
- 6.3.9** If threatening weather or the fourth inning is started 45 minutes after the start of the game, each player will only receive three (3) pitches with the fourth being placed on a tee.
- 6.3.10** Teams shall use a continuous batting order for each game. The leadoff batter in each game shall be the batter following the batter who was the last batter in the previous game.
- 6.3.11** If an out is made in the field, the player is out and shall return to their bench.
- 6.3.12** Every attempt should be made to defensively position all players in the field for every inning unless injuries or other circumstances prevent a player from playing. No player should ever sit on the bench. All players should be placed in the field of play and/or take part in drills with the other players who may not be involved in the game during a particular inning.
- 6.3.13** Players should rotate in the field every inning. Players should have the opportunity to play every position they are **capable** of playing.
- 6.3.14** No player shall play the catcher’s position during the game.
- 6.3.15** Base runners including the hitter shall advance one (1) base per at bat.
- 6.3.16** The fielding team shall have a **maximum** of two (2) coaches on the field to position and instruct the fielders.
- 6.3.17** An area 6 ft. from home plate shall be designated an unplayable area.
- 6.3.18** A position player may not tag or force out a player at home plate but may tag a player who has not yet made it into the unplayable area.
- 6.3.19** Positions in the outfield shall be limited to a left fielder and right fielder and exclude a center fielder.
- 6.3.20** The batting team shall have one coach pitch and a second coach catch and instruct the batters. The batting team shall also use two base coaches.
- 6.3.21** Home teams will set up/put away the equipment and care for the field.

6.3.22 Managers/coaches and parents are required to remove players from the field of play who are engaging in behavior that is dangerous to themselves or others on the field.

7.0 POST SEASON TOURNAMENTS

7.1 DISTRICT #6 AND LOCAL TOURNAMENT TEAM(S)

7.2 Each year, teams are represented by chosen, eligible players at the end of the regular season.

7.3 MANAGER SELECTION

7.2.1 The Manager for each post-season tournament team will be selected, subject to Board approval, from a pool composed of current year GPFCLL coaches and/or managers who have expressed an interest in volunteering for this position by submitting a written document to the President of the League.

The document must indicate their interest and commitment to fulfill the duties assigned to this position and include any experience that the applicant believes makes them particularly suited to be a Tournament Manager.

The Tournament Manager shall be determined by a full Board or majority Board closed ballot vote after review of all qualified applications submitted for consideration.

Applicants should be able to demonstrate that they have:

1. The availability to make the time commitments necessary to manage a tournament team;
2. Prior tournament team managerial experience, or other relevant managerial experience; and
3. A child that is highly likely or certain to be a tournament team player as determined by consensus of the GPFCLL Board of Directors, or express a willingness to manage even if their child is not selected to a position on the team.

The Board will make its decision no later than the June board meeting.

7.2.2 Tournament team coaches shall be selected by the Tournament Manager after the team has been selected.

7.3 TOURNAMENT TEAM PLAYER SELECTION PROCESS

7.3.1 The objective of the tournament team selection process is to select the best, most competitive team possible to represent the GPFCLL.

7.4 DISTRICT #6 - MAJOR INTERNATIONAL TOURNAMENT TEAM

7.4.1 Each Major League manager shall provide an independent assessment of eligible Major League players identifying the best pitchers, the best fielders, and the best hitters in the League **not including players from his own team.**

7.4.2 The Board President and the Major League Director shall compile the assessments provided by the Major League managers to identify the top ten nominations.

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7.4.3 The selected tournament manager shall complete the tournament team roster by selecting the eleventh and twelfth player, and at the tournament managers' sole discretion the thirteenth or fourteenth tournament player(s), from the eligible Major League players.

7.4.4 The tournament manager must determine the availability of the 12-14 players selected for the tournament team. The tournament manager will fill any vacancies from a list of nominated players developed by the Major League Managers Committee if necessary.

7.4.5 All players selected to the tournament team shall confirm their commitment to regular attendance and active participation at practices and games before their selection is final.

7.4.6 Once a player is chosen for the tournament team, he/she may be cut for failure to attend practices and/or games. Only the players selected for the tournament team shall be permitted to practice on the team. If a player is unable to play or is cut, he/she shall be replaced by the tournament manager with the approval of the Major League Director. It is understood that preference will be given to previously nominated players.

7.5 DISTRICT #6 - 10/11 YEAR OLD TOURNAMENT TEAM

7.5.1 Each Major League and AAA manager shall provide an independent assessment of eligible Major League and AAA players identifying the best pitchers, the best fielders, and the best hitters in the League **not including players from his own team.**

7.5.2 The Board President, Major League, and AAA Directors shall compile the assessments provided by the Major League and AAA managers to identify the top 10 nominations.

7.5.3 The selected tournament manager shall complete the tournament team roster by selecting the eleventh and twelfth player, and at the tournament managers' sole discretion the thirteenth or fourteenth tournament player(s), from the eligible Major League players.

7.5.4 The tournament manager must determine the availability of the 12-14 players selected for the tournament team. The tournament manager will fill any vacancies from a list of nominated players developed by the Major League and AAA Managers Committee, if necessary.

7.5.5 All players selected to the tournament team shall confirm their commitment to regular attendance and active participation at practices and games before their selection is final.

7.5.6 Once a player is chosen for the tournament team, he/she may be removed for failure to attend practices and/or games. Only the players selected for the tournament team shall be permitted to practice on the team. If a player is unable to play or is removed, he/she shall be replaced by the tournament manager with the approval of the Major League and AAA Directors. It is understood that preference will be given to previously nominated players.

7.6 DISTRICT #6 - MINOR (AGE 9-10) TOURNAMENT TEAM

7.6.1 Each Major League and AAA manager shall provide an independent assessment of eligible Major League and AAA players identifying the best pitchers, the best fielders, and the best hitters in the League **not including players from his own team.**

7.6.2 The Board President, Major League and AAA League Directors shall compile the assessments provided by the Major League and AAA managers to identify the top ten nominations.

7.6.3 The selected tournament manager shall complete the tournament team roster by selecting the eleventh and twelfth player, and at the tournament managers' sole discretion the thirteenth or fourteenth tournament player(s), from the eligible Major and AAA League players.

7.6.5 The tournament manager must determine the availability of the 12-14 players selected for the tournament team. The tournament manager will fill any vacancies from a list of nominated players developed by the Major League and AAA Managers Committee if necessary.

7.6.6 All players selected to the tournament team shall confirm their commitment to regular attendance and active participation at practices and games before their selection is final.

7.6.7 Once a player is chosen for the tournament team, he/she may be cut for failure to attend practices and/or games. Only the players selected for the tournament team shall be permitted to practice on the team. If a player is unable to play or is cut, he/she shall be replaced by the tournament manager with the approval of the Major and AAA League Director. It is understood that preference will be given to previously nominated players.

8.1 LOCAL POST SEASON TOURNAMENT TEAMS(s)

8.1.1 If the GPFCLL decides to participate in locally sponsored tournament(s), the team(s) will be comprised of players not identified in Rules 6.5, 6.5.1 and 6.6.1.

8.2 LOCAL POST SEASON TOURNAMENT PLAYER SELECTION PROCESS

8.2.1 Player selections for the local tournament team(s) shall be made by the tournament manager from a pool of eligible players that attend a designated tryout. Players that do not attend a tryout are not eligible to play.

8.2.2 All players selected to the tournament team shall confirm their commitment to regular attendance and active participation at practices and games before their selection is final.

8.2.3 Once a player is chosen for the tournament team, he/she may be released for failure to attend practice and/or games. Only the players selected for the tournament team shall be permitted to practice on the team. If a player is unable to play or is released, a replacement shall be chosen by the tournament manager.

8.2.4 All Local tournament teams will have a minimum of 13 players.

