



Oceanside Valley Little League  
Baseball Local Rules & Bylaws  
2019

League ID Number 4052809

<b>Manager and Coach Selection</b> .....	2
<b>Managers' and Coaches' Code of Conduct</b> .....	3
<b>General Rules and Regulations</b> .....	5
<b>Season Format</b> .....	6
<b>Sportsmanship and Discipline</b> .....	6
<b>Complaint Procedures</b> .....	7
<b>Rainouts and Rescheduling</b> .....	8
<b>Tryouts/Draft</b> .....	8
<b>Conflicts of Interest</b> .....	9
<b>Basic Field Rules</b> .....	9
<b>Scorekeeping</b> .....	10
<b>Juniors Division</b> .....	10
<b>Intermediate (50/70) Division</b> .....	10
<b>Major Division</b> .....	11
Major Division Draft & Playing Rules	
<b>AAA Division</b> .....	13
AAA Division Draft & Playing Rules	
<b>AA Division</b> .....	14
AA Division Playing Rules	
AA Post Season Tournament	
<b>A/Farm Division</b> .....	15
<b>T-Ball Division</b> .....	17
<b>All-Star Manager and Player Selection</b> .....	19
<b>OVLL 2019 Board Contacts</b> .....	20

## Manager and Coach Selection

Manager candidates shall be selected and recommended to the President by the Manager Selection Committee from all applications of prospective managers at least 21 years of age. No prospective manager or coach shall act in any manager or coach capacity until his/her approval by the President and Board of Directors. Managers serve upon appointment of the League President. The Manager's term expires at the conclusion of the season. **Managers are not automatically reappointed from year to year.**

1. Managers are selected for their ability to interact with the respective age groups, including past conduct with players based upon:
  - a. Past attitude and conduct on the field, including promptness for game starting times and attendance at scheduled events including instructional clinics and mandatory meetings.
  - b. Past attitude toward opposing team players, coaches, managers, umpires, League officials, and/or parents
  - c. Understanding and adhering to Little League and OVLL rules and regulations.
  - d. Ability to schedule and attend sufficient practice time to allow for player development.
  - e. Past treatment and return of League equipment and supplies.
  - f. Ability of a prospective Manager to effectively produce responsible parent volunteers to fill assignments as designated by the Board, including but not necessarily limited to:
    - i. Field maintenance
    - ii. Umpires
    - iii. Team Parents
    - iv. Sponsorship
    - v. Scorekeepers
    - vi. Attending mandatory rules clinics.
  - g. Personal interviews and parental comments from previous experiences.
  - h. Correspondence and/or surveys by the Board of Directors as maintained by the Secretary.
  - i. Attitude toward and past support of League functions and fundraising.
2. The assignment of team names to Managers shall be based on blind draw.
3. All potential Manager and Coach candidates will be subject to background checks.

## Managers' and Coaches' Code of Conduct

**All managers and coaches, as a condition to their selection and continued service as managers and coaches, must adhere to the following Code of Conduct:**

1. ALL MANAGERS AND COACHES MUST BE APPROVED BY THE BOARD OF DIRECTORS EACH YEAR prior to participating in any team function.
2. Managers and coaches are responsible to the Board of Directors for their team's behavior and enforcement of all Little League and local league rules. All infractions by any member of the team may result in suspension or dismissal by the Board of Directors.
3. Managers will handle all complaints as follows:
  - a. Complaints about players or parents should be handled by the manager first, followed by the Upper Division or Lower Division Player Agent, as appropriate.
  - b. Complaints about managers should be forwarded to the Coaching Coordinator.
  - c. Complaints about umpires should come from managers only and should be forwarded to the UIC.
  - d. Complaints about board members should be forwarded to the league President.

For more information on these processes, please see the "Complaint Procedures" section below.

4. The managers' and coaches' responsibility is to instill a sense of good sportsmanship, teamwork and team loyalty. To achieve those goals, the players must respect their managers, coaches, teammates and league officials. Managers and coaches are charged with the duty to see that such respect is generated through positive actions, comments and firm but fair discipline.
5. The team manager will coordinate all team activities and is responsible to the Board of Directors through the Player Agent and coaching coordinator of his or her division.
6. A player's safety and welfare are the specific responsibility of the managers and coaches. Managers and coaches will treat all players impartially, adhere to all rules and refrain from allowing the use of unsafe equipment.
7. Managers and coaches will recruit other league members to participate in umpiring, score keeping, auxiliary functions, snack bar help, sponsorship, Board of Directors and other volunteer tasks as requested.
8. Managers and coaches will conduct and are responsible for the proper supervision of all practices and games. No practices or games will be held without an approved manager or coach present and completed medical release form for each player. Rescheduling of practices and games should be done with the league scheduling coordinator. Practices or scrimmages between teams from different divisions is prohibited to ensure the safety of the players at all levels.
9. Managers and coaches must have a first aid kit and ice packs or chemical cold packs with them during all practices and games. If more first aid supplies are needed, it is the manager's responsibility to contact appropriate league official for more supplies.
10. Managers and coaches are responsible for all uniforms and equipment issued to them by the Oceanside Valley Little League and will return such uniforms and equipment prior to or on closing day ceremonies, unless league officials give other directions to them.
11. Managers and coaches will know and understand all league policies as well as all changes that may occur during the season.

12. Managers and coaches will advise their players and parents that it is important to attend league functions and that their support is vital.
13. Managers and coaches MUST hold a parent meeting with a board member in attendance before the season begins to ensure that everyone is acquainted with and understands his or her responsibilities.
14. Managers and coaches must present their teams in uniform on picture day and opening day ceremonies. All teams must be in attendance at closing day ceremonies unless excused by the Board of Directors.
15. Managers and coaches are responsible for the control of players and team members on the field and in the dugout and they should attempt to control the fans in the stands. Out of control fan(s), at the discretion of the umpire, may receive warnings and/or be asked to leave the field for the remainder of the game. Managers/coaches may also choose to return teams to their respective dugouts until the fan(s) either calm down, leaves, or the umpire or a board member in charge handles the situation.
16. Managers and coaches must attend all managers' and coaches' meetings. Managers and coaches are not permitted to smoke or use tobacco products or alcohol on the field, in the dugout or in the immediate vicinity of the players during games or practices. No alcohol is permitted at the park or baseball fields at the North River Road athletic park. No smoking is allowed at practice fields that are located at Oceanside or Vista schools.
17. Each team will have at least one (1), but may have two (2) coaches on their official roster in addition to the manager. The manager and the rostered coaches are the only coaches allowed in the dugout or on the field prior to and during the games and will be designated as such on the lineup presented to the Umpire prior to the beginning of each game. T-Ball and Farm may have as many coaches as are approved by the Board of Directors.
18. Each team may have unlimited coaches eligible for participation at practices and other activities, provided each one has filled out a volunteer application and has been approved by the Board of Directors.
19. Managers and coaches will remain in the dugout or on the field during all games unless excused by the umpire.
20. To become eligible for the position of manager or coach in All-Stars, Upper Division managers and coaches must attend a formal coaches clinic either offered by OVLL or approved equal by the Board President no later than the mid-season break.
21. Managers and coaches shall attend the coach's clinics offered by OVLL. Failure to meet this criterion may also hamper the manager's eligibility to manage the next season.
22. Managers who have had multiple formal complaints, or who have had disciplinary action taken against them during the season, including suspension from games, may not be eligible to manage an all-star team.

## General Rules and Regulations

1. **PURPOSE OF LOCAL RULES.** Local rules establish the league's policies in certain areas where leeway is allowed by Little League Baseball & Softball Rules Regulations and Policies. No league's Local Rules can conflict with the published Rules, Regulations, Policies, or Principles of Little League International, without expressed written permission from the Charter Committee in Williamsport. These are the rules that all teams in all divisions will adhere to. **There will be no modifications or "gentlemen agreements" permitted.**
2. **PARENTS.** Parents are not allowed to be in the dugout or interfere with the manager, coach, umpire, or players in any way. Yelling and badgering from the stands is included in the definition of interference.
3. **MANAGERS/COACHES ON FIELD.** Unless in the coaching box, all managers and coaches must remain in the dugout during the game unless specifically permitted to leave the dugout by the umpire. Once permission is granted, manager/coach may proceed to the pitcher's mound to visit his/her pitcher or other defensive player.
4. **PRE-INNING PITCHER WARMUP.** Only uniformed players may warm up a pitcher in the Junior, Intermediate, Major and AAA divisions. The catcher must wear a catcher's mask and use a catcher's glove.
5. **PRACTICES AND TEAM MEETING LIMITATIONS.** Each team is limited to a combination of four (4) activities per week. (Sunday through Saturday). The exceptions will be the preseason, the last week of each half, the midseason break and the, postseason. During these exception periods, there is no specific limit to activities. An activity is a game, use of the batting cages, or practice with five (5) or more players present. Failure to comply with this rule will result in an automatic one game suspension for offending, managers and/or coaches. Practices on game days are discouraged and will count toward the week's activity count.
6. **LITTLE LEAGUE PLEDGE.** At game time, players and coaches shall line up at the base lines in front of their respective dugouts. Each manager shall select one or more player(s) from his/her team to lead the recitation of the Little League Pledge at the pitcher's mound. After the Little League Pledge both teams may return to their respective dugouts and prepare to play the game unless otherwise instructed by umpire.
7. **DUGOUT DISCIPLINE.** All players must be in the dugout and on the bench when not playing or base coaching. Leaning, pulling or climbing on the fences, and/or tampering with the fences, benches or shades is prohibited.
8. **DRAFT POLICY.** Only division Player Agent, President and Vice President and other persons designated by the President may be present at the player drafts.
9. **PLAYERS CALLED UP TO HIGHER DIVISION.** The Board of Directors must approve a Player who is drafted to a higher division during the last two (2) weeks of the regular season.
10. **PLAYERS THAT MUST TRYOUT.** All players league age nine (9) years old or older are required to try out prior to the player selection draft. Any player league age eight (8) may try out if they so desire.
11. **PLAYERS THAT DO NOT TRY OUT.** During the season, if a player does not try out that player is not eligible to be brought up into another division during that season.

## **Season Format**

1. The league utilizes a split season format to determine the champions of the AAA, Major, Intermediate and Junior Divisions.
2. The winner of the first half and the winner of the second half of the season will be determined by the won/lost record in games against Oceanside Valley teams (League Play ONLY).
  - a. In an Intermediate or Junior season where there the schedule is governed by someone outside of the league, and where there are not enough Oceanside Valley league play match-ups to be used in determining a first half and second half winner, board approval may call for overall score to be used instead to determine the season champion.
3. In the event of a tie for the first or second half: The first tie-breaker will be the head to head record between the teams in question. If a tie still exists, then overall (including interleague) record will be considered. Finally, if the tie is still not broken then a 1 (ONE) game playoff will take place to settle the tie for that half season.
4. The winner of the first half will play the winner of the second half in a best of either a one or three game playoff, as determined by the Board of Directors, to determine the first and second place teams.
5. If one team wins both halves of the season, they will be declared the overall season champion.
6. In the event that any division is scheduled for interleague play, District Rules (or Interleague rules) will supersede this section.
7. The official schedule for each division will be approved and signed by the league President or Vice-President. Any deviation from the approved schedule, with the exception of make up games, must also be approved in writing by the league President or Vice President.

## **Sportsmanship & Discipline**

1. Any violation of Little League ("Green Book") or Local League rules may result in suspension or removal of a manager, coach, umpire, player or member of the Local League for the remainder of the season by action of the Board of Directors. The President shall have the power to suspend a manager or a coach for a game pending the next meeting of the Board of Directors to consider the discipline that manager or coach shall receive.
2. No razzing or booing towards other players, teams or umpires is allowed. Cheering or chanting must be directed towards supporting teammates and not towards the opposing players. Any cheering or chanting deemed inappropriate by the Umpire or the Board of Directors will result in a warning to the manager; if the manager cannot curb such inappropriate chants then the manager will face a one game suspension.
3. Cheering or chanting is not allowed once the pitcher's delivery has begun and until after the umpire has made a call on the pitch or the ball is put in play.
4. While a manager may make recommendations, the President or Player Agent are the only board members authorized to declare a player ineligible for disciplinary reasons prior to game time.
5. Profanity, swearing or yelling in anger at anyone during a game or practice is expressly forbidden.
6. Any player, manager or coach that is ejected from a game must appear at the next scheduled meeting of the Board of Directors, or a Disciplinary Committee appointed by the Board of Directors.

## Complaint Procedures

While the league and all of its volunteers and families are expected to act in a fair, equitable, and appropriate way, occasionally issues may arise with a player, manager, umpire, or board member. The following processes will be followed in the event that a complaint arises:

- I. Complaint about a player
  1. The manager of the team is the first line of recourse for player complaints. Concerned parties should speak directly to the manager, if appropriate, or email them at the earliest possible time. If there is a conflict of interest, the concerned party may also contact the Upper Division or Lower Division Player agent, as appropriate.
  2. The manager will determine the appropriate course of action, based on the complaint, will notify the board of the determination, and is responsible for handing out any punishment or penalty.
  3. If the manager is unable, or unwilling, to resolve the issue for any reason - or if more than one complaint is filed - the Pres. and appropriate player agent are the next course of action.
    - a. They will conduct an investigation of the issue(s).
    - b. An acknowledgement email will be sent to the person who filed the complaint. This may take no less than 3 business days, but no more than 7 days.
    - c. If necessary, it will then go the board for discussion and determination.
  4. Following the determination, the person filing the complaint will be notified that a determination has been made and if they have any questions they should talk to the manager involved.
    - a. Any suspensions will take place at the next subsequent game.
    - b. If a player receives more than one complaint, they will become ineligible for the OVLL All-Star teams.
- II. Complaint about a manager
  1. The person filing the complaint should be directed to the Coaching Coordinator. Concerned parties should speak directly to the CC, if appropriate, or email them at the earliest possible time. If there is a conflict of interest, the concerned party may also contact the board President, as appropriate.
  2. The CC will determine if the complaint is a violation of the coach's code of conduct according to our bylaws.
  3. The CC will contact the manager to discuss the complaint, if necessary, and will act in any way they determine appropriate.
  4. If the issue cannot be resolved, it should be taken to the board at the next meeting.
- III. Complaint about an Umpire
  1. The complaint should go to the manager first. The manager should then contact the UIC to handle the issue.
  2. The UIC will be first to determine if the complaint is a serious infraction.
  3. The UIC will contact the umpire to discuss the complaint, if necessary, and will act in any way they determine appropriate.
  4. If the issue cannot be resolved, it should be taken to the board at the next meeting.
- IV. Complaint about a board member
  1. The complaint should go to the President first. The President will then determine who else may need to be contacted/involved.
  2. The President will determine what action needs to be taken, and will document the complaint, as appropriate.

If at any time, the President determines that a complaint requires an investigation, and detailed discussion by the board, the may convene a complaint committee, as a smaller subcommittee of the board. This committee membership will include at least the President, vice President, and player agent, coaching coordinator, or UIC as appropriate, but may also include other members of the board.

## **Rainouts/Rescheduling Games**

1. All fields fall under the control of the City of Oceanside Parks & Recreation Department. During inclement weather, the Parks Department may decide to close all fields. The League will announce field closures by emailing managers, posting announcements on League website and other social media sites as appropriate.
2. Upper Division games (AAA and above) will be rescheduled and played at the earliest opportunity.
3. Lower Division games (AA and below) will only be made up only if time and field availability allow for it.
4. All scheduled games, ties, protested or incomplete games will be played or decided according to Little League rules at the earliest opportunity based on available fields. The Schedule Coordinator shall work with Player Agent and Managers to coordinate this.
5. AAA Divisions and below: All ties, protests or games which may have a bearing on determining first or second place teams will be resolved prior to any playoff games. No protests will be allowed in the AA division or below.
6. Upper Division teams that will not be able to field a team of at least 9 players must give the league at least 48 hours notice; otherwise games will be subject to forfeiture at the discretion of the Board of Directors. Managers should notify the Player Agent immediately regarding situations where a team of at least 9 players will not be available for a scheduled game.

## **Tryouts/Draft**

1. All players, league age 9 and above must tryout in accordance with Little League rules, in order to be eligible to participate in AAA divisions and above. Any player league age eight (8) may try out if they so desire. The Player Agent shall have discretion to (1) permit a returning OVLL player who cannot try out due to illness or injury, who will be available to play by the start of the season, to be eligible to be drafted; and (2) place on a team a player who moves into OVLL's boundary after tryouts are completed.
2. Players league age 9-11 who registered for Upper Division, but who did not attend a scheduled tryout due to reasons other than illness or injury may be placed no higher than AAA, at the discretion of the player agent and President, and only if space permits. Players who attended tryouts must be drafted to the Upper Division teams first. Players may also be placed on a Lower Division team, if necessary.
3. Players league age 12-14 who did not attend a scheduled tryout due to reasons other than illness or injury may be placed on a Majors, Intermediate (50/70), or Juniors team at the discretion of the player agent and President, and only if space permits. Once again, players who attended tryouts must be drafted first.
4. All exceptions to the try out rule shall also require final approval by Board of Directors based on Player Agent and/or President's recommendations.
5. Player who did not attend a tryout are not eligible for placement on an All-Star team without board approval.
6. Managers are allowed up to designate only two pre-draft selections as follows:
  - a. They may keep their own son/daughter
  - b. They may designate one additional pick in order to reserve the son/daughter for a single assistant coach. Before a coach's child can be reserved, and prior to the start of the draft, all managers must reveal their second picks and everyone must agree to move forward. From here, the two reserve picks will take place in first and second rounds, and the unreserved draft will begin after that. If a manager wants an additional particular coach then he/she must draft that coach's son/daughter as an unreserved normal draft pick or trade for that player in the normal fashion at the player draft.

## **Conflicts of Interest**

The board shall attempt to allocate responsibility to Board members in a manner that will promote fair and impartial decision making and will minimize to the extent reasonably possible a Board member's taking action or making decisions in matters in which the Board member or his/her child or a team on which such child may play has a vested interest different from others who will be affected by such decision or action. For example, the board should ensure that the manager of a lower division team should not be elected to serve as Lower Division Player Agent, and the manager of an upper division team should not be elected to serve as Upper Division Player Agent. If this is not possible, and in the event a Board member finds himself/herself in the position of such a conflict of interest, the President shall appoint another Board member to act in the conflicted Board member's stead in the matter.

## **Basic Field Rules**

1. Teams will have access to the playing fields no less than thirty (30) minutes prior to the scheduled game start time.
2. The visiting team will have the field for the first ten (10) minutes, followed by the home team for ten (10) minutes, for practice prior to the scheduled starting time. This time is reserved for infield/outfield warm-up only. No team may take infield for more than 10 minutes. While each team conducts their on-field warm-up, the opposing team must not be on the field.
3. Managers and coaches are responsible for ensuring that all equipment is properly stored and that the dugouts are kept in such a manner so as to avoid accidents and/or theft.
4. There is no food allowed in the dugouts during a game. Seeds are allowed. All drinks must be in paper, plastic or aluminum containers ONLY. All trash MUST be cleaned out of the dugouts and the teams' bleacher area after games and practices.
5. The home team is responsible for preparing the field and facilities for play with the visiting team assisting, as necessary. MINIMUM required field preparation for AAA and above includes: chalking, installation of bases, locating the official score book, scoreboard remote, official pitch log and providing game balls to the umpire prior to the scheduled starting time. A tractor or golf cart will be made available to facilitate the dragging of the fields.
6. The visiting team, if an OVLL team, is responsible for returning the bases, official score book, official pitch count log and score board remote to the proper storage facilities, locking the storage facilities and turning off the lights. This applies to all weekday games and the last Saturday game on each field. Home teams of inter league games are also responsible for these tasks.
7. During weekday games, managers and coaches of ALL OVLL teams (Junior, Major, and AAA etc.) will ensure that the snack bar volunteers have adequate escorts to their vehicles after the snack bar is closed. This also applies to the last Saturday games.
8. The home team will occupy the third base dugout. The visiting team will occupy the first base dugout.
9. Each team is responsible for cleaning their dugout and bleacher area at the end of each game.

## **Scorekeeping**

Scorekeeping is an important job in Little League and knowledgeable volunteers in this role are critical. Although scorekeeping is not required for Lower Divisions, they can be a great place to start preparing parents and players for this role in the Upper Divisions.

1. Managers are responsible for obtaining volunteer scorekeepers for all games. This may include a scorekeeper for the official game book, the pitch count book, Game Changer, or the electronic scoreboard, as needed.
2. Effective Spring 2019, OVLL requests that all Upper Division teams use Game Changer. It is expected that all teams/scorekeepers will use this tool with integrity as it may be used to inform all-star selections and other league business.
3. Use of Game Changer does not take the place of official score books that may be required for tournaments and other league business.
4. At the conclusion of each Upper Division game, managers, and/or the official score keepers, are required to email, or otherwise communicate, game results to the OVLL Media Coordinator so that they can be updated on the league website. Scores can be sent to [ovllmedia@gmail.com](mailto:ovllmedia@gmail.com).

## **OVLL Juniors Baseball Division**

1. Any player league age 13 or 14 is eligible to play in the Juniors Division. Players league age 12 may play with board approval.
2. The Juniors division draft shall be carried out according to Little League's Plan B modified draft option, as detailed in the Little League Operation Manual.
3. Each team's draft position will be determined on the day of the draft by a blind draw prior to the commencement of the draft. Player selection will progress in a serpentine fashion (e.g. 1-4, then 4-1, etc.). Managers are not allowed to pass on a draft choice.
4. Junior teams will be scheduled to play all available division teams within District 70.
5. For additional details on Juniors division play, refer to District 70 rules.

## **OVLL Intermediate (50/70) Baseball Division**

1. Any player league age 12 or 13 is eligible to play in the Intermediate (50/70) Division. Players league age 11 may play with board approval.
2. The Intermediate (50/70) division draft shall be carried out according to Little League's Plan B modified draft option, as detailed in the Little League Operation Manual.
3. Each team's draft position will be determined on the day of the draft by a blind draw prior to the commencement of the draft. Player selection will progress in a serpentine fashion (e.g. 1-4, then 4-1, etc.). Managers are not allowed to pass on a draft choice.
4. Intermediate (50/70) teams will be scheduled to play all available division teams within District 70.
5. For additional details on Intermediate (50/70) division play, refer to District 70 rules.

## Oceanside Valley Little League Majors Baseball Division

1. Any player league age 10 to 12 who attended a league tryout is eligible to be drafted to the Majors division. All 11 year olds must be considered for placement on a Majors team before 10 years may be selected.
2. All eligible players league age 11 must be considered for placement on a Majors team unless a verified safety issue or other concern is presented to the player agent and President for consideration.
3. The Majors division draft shall be carried out according to Little League's Plan B modified draft option, as detailed in the Little League Operation Manual.
4. Each team's draft position will be determined on the day of the draft by a blind draw prior to the commencement of the draft. Player selection will progress in a serpentine fashion (e.g. 1-4, then 4-1, etc.). Managers are not allowed to pass on a draft choice.
5. Majors players from the previous season shall be titled to the Majors division, but not titled to a specific team.
6. Trades should only be made on draft day before leaving the draft room. All trades, whenever made, will be player for player trades and shall require the approval of the President and Player Agent.

### Playing Rules

Playing rules conform to the official Little League Rules with the following additions and modifications:

1. Major Division: The division will consist of twelve (12) players per team.
2. Majors teams will play with the continuous batting order in the first half of the season and 9 defensive players will bat in the second half of the season. Note: rule 7.14 on special pinch runners does not apply with continuous batting order.
3. If a Major team loses a player during the course of the season, the Manager must notify the Player Agent immediately. The Manager has seven (7) days from the time he or she advises the Player Agent of the opening to select a replacement from the Minor division.
4. When a Major Manager selects a minor player to fill an opening on his or her major team, the Player Agent will have 72 hours from the time the Manager notifies the Player Agent to complete the transaction and place the child on the Major roster.
5. Majors teams that will not be able to field a team of at least 9 players must give the league at least 48 hours notice; otherwise games will be subject to forfeiture at the discretion of the board of directors. Managers should notify the player agent immediately regarding situations where a team of at least 9 players will not be available for a scheduled game.
6. The Little League Run (10) Rule will be in effect. After 4 innings (3 ½ if the home team is ahead), the manager of the team with the least runs shall concede victory to the opponent.
7. The Little League Run (15) Rule will be in effect. After 3 innings (2 ½ if the home team is ahead), the manager of the team with the least runs shall concede victory to the opponent.
8. It is the responsibility of the Manager and his/her coaches to read and become familiar with all of the official Little League Rules and Regulations for the current season. Set forth below is an index of certain rules and

regulations that tend to be raised each season. Please do not assume that knowledge of this abbreviated list constitutes compliance with your obligation to become familiar with ALL of the rules.

Use the list below as an easy reference to the corresponding rules in the Official Little League Rulebook.

- No headfirst slide – 7.08(a)(4)
- Definition of Terms – 2.00
  - o Interference (offensive)
  - o Obstruction (defensive)
  - o Strike zone
- Substitution – 3.03
- Mercy rule – 4.10(e) 5.07
- Resumption of halted games – 4.12
- Protests – 4.19
- Batter is out (potential double play) – 6.05
- Batting out of order – 6.07
- Obstruction & interference situations
  - o Bunted or tapped ball – play at first – 6.05(h) (also see 7.09(k))
  - o Obstruction of the runner – 7.06
  - o Interference by runner – 7.08 (also see 7.09(h))
  - o Interference by the batter – 7.09
- Runner leaving too soon – 7.13
- Legal pitching delivery – 8.01
- Illegal pitch – 8.05
- Trips to the mound – 8.06
- Pitch count limitations – Section VI

## Oceanside Valley Little League AAA Baseball Division

1. Any player league age 8 to 10 who attended a league tryout, is eligible to be drafted to the AAA division.
2. All eligible players league age 10 must be drafted to a AAA team unless a verified safety issue is presented to the player agent and President for consideration.
3. Any (11) year olds who did not attend a league tryout, or who presents a safety or skill concern, may also be drafted into AAA division if space permits, and with board approval/consideration.
4. The AAA division draft shall be carried out according to Little League's Plan B modified draft option, as detailed in the Little League Operation Manual. AAA draft will take place after the Majors draft.
5. Each teams' draft position will be determined on the day of the draft by a blind draw prior to the commencement of the draft. Player selection will progress in a serpentine fashion (e.g. 1-4, then 4-1, etc.). Managers are not allowed to pass on a draft choice.
6. AAA players from the previous season shall be titled to the AAA division or above, but not titled to a specific team.
7. Trades should only be made on draft day before leaving the draft room. All trades, whenever made, will be player for player trades and shall require the approval of the President and Player Agent.

### Playing Rules

1. The division shall consist of a minimum of eleven (11) players and a maximum of thirteen (13) players per team comprised of players league age eight (8) through eleven (11), unless approved by District Administrator.
2. AAA will use the Official Regulations and Playing Rules for Minor Leagues, and adhere to any Interleague rules.
3. AAA teams will be eligible for postseason invitational tournaments.
4. The only child protected from the Major draft is the child of a board approved AAA manager.
5. If a AAA player is drafted into the Major division during the course of the season, that player is obligated to move up to the team that selected the player. If the player refuses assignment, the Major team will select another player. If the second player selected is from a different team, the first player will be obligated to move to the team in which the second player has been drafted from. The first team is now responsible for drafting a player from the AA division.
6. TIME LIMIT: No new inning will be started after two (2) hours from the starting time. If, at the end of 2 hours and 15 minutes from the starting time, a regulation game has been accomplished (minimum of four (4) innings), the game will be declared over by the game UIC. If the game is not a regulation game, the umpire will extend the game up to an additional fifteen (15) minutes maximum or until a regulation game is accomplished. The game will end WITHOUT EXCEPTION at two (2) hours and thirty (30) minutes or at the completion of a regulation game, whichever comes first. All games that are not regulation games at the end of the extended period shall be resumed from exactly where they left off at a later time as per Little League rules.
7. No intentional walks in AAA
8. The sixth inning of each game will be considered an unlimited scoring inning. Unlimited scoring will take place in ONLY the sixth inning and not an inning deemed the "final inning" due to time restrictions.

## Oceanside Valley Little League AA Baseball Division

1. The AA Division is open to players league age 7 to 9.
2. Players who are league age 9, but who wish to play AA must still attend Upper Division tryouts. If a player is scheduled to try out at the beginning of the season and fails to show up for the tryout, he or she will not be assigned to the AA team or manager that they have requested. In addition, they will not be eligible to be drafted to the AAA division.
3. If a AA player is drafted into the AAA division during the course of the season, that player is obligated to move up to the team that selected the player. If the player refuses assignment, the AAA team will select another player. If the second player selected is from a different team, the first player will be obligated to move to the team in which the second player has been drafted from. The first team is now responsible for drafting a player from the Farm division if the first team has less than twelve (12) players.
4. AA teams will be formed by the Lower Division player agent and buddy/coach requests will be considered but are not guaranteed.
5. AA returning players will be spread out throughout the division.

### Playing Rules

1. Minor AA Division: The division shall consist of a minimum of ten (10) players and a maximum of thirteen (13) players per team.
2. AA will use the Official Regulations and Playing Rules for the Minor Leagues. The completed team roster will be used in the batting order. The side will be retired when three (3) outs occur, when a team bats through a maximum of 9 batters, or when 5 runs have been scored by the offense.
3. An official pitch count book will be kept to ensure compliance with Little League Green Book Rules.
4. No standings will be kept for AA and below. No scores are to be kept by any coach or manager.
5. There will be no walks in AA. After the batter receives four (4) balls the manager/coach will pitch the number of strikes remaining in the count from the front of the pitching mound, MAXIMUM OF 3 HITTABLE PITCHES. If the batter receives ball four (4) and has no strikes (4-0 count) he/she will be allowed three (3) pitches from the manager/coach. If he/she has one (1) strike (4-1 count) he/she will be allowed two (2) pitches from the manager/coach; if he/she has two (2) strikes (4-2 count) he/she will be allowed only one pitch (i.e. the strike count is assumed following a walk). Manager/ Coach pitched balls that are not hittable will not be counted as strikes unless the batter swings at the pitch. Any ball pitched within a broad strike zone will be counted as a strike. Manager/Coach pitch strike zone is shoulders to knees and line to line. MAXIMUM OF 3 HITTABLE PITCHES. There are no umpires in AA. The Manager/Coach of the defensive team will call balls and strikes from behind the pitcher's mound. Three (3) hit batters will result in the removal of the PITCHER.
6. Games will be limited to one (1) hour and thirty (30) minutes or six (6) innings, whichever comes first. The one (1) hour and thirty (30) minutes time limit will begin at the scheduled starting time. When this time limit is reached, the current batter will complete his at bat, and the game will end, regardless of the number of outs or innings played. There will be no makeup games. No new inning will start after one hour and 15 minutes from scheduled start time. Game is over at one hour and thirty (30) minutes regardless of game circumstances.
7. All players must play a minimum of two consecutive innings in the field.

8. Any player league age eleven (11) that is placed on an AA team for whatever reason will not be allowed to pitch.
9. Any player in AA may not pitch more than 40 pitches per game
14. Coaches: Only 1 (ONE) Defensive Coach (positioned behind the pitcher) may be allowed on the field. No other coaches are allowed during play. The defense may position a coach behind the catcher near the backstop (out of play) in order to retrieve balls but they MAY NOT actively coach, they are there solely to keep the game moving.

### **AA Post Season Tournament**

1. AA teams will not be eligible for postseason interleague tournaments.
2. At the conclusion of the regular season, all teams will participate in a single elimination tournament. Scores will be kept and rules of the game will follow official Little League Rules and Local Rules for AAA Division with certain exceptions. Maximum game time is 1:45 minutes, with no new inning after 1:30 minutes, if an inning is not finished at the conclusion of 1:45 minutes, the score will revert back to the last completed inning.
3. There will be no stealing bases during this tournament.
4. Additional rule modifications may be made prior to this tournament as seen fit by division player agent, team managers and League President.
5. This tournament is designed to be a fun competitive event to promote players to move to higher divisions.

### **Oceanside Valley Little League A/Farm Division**

1. The A/Farm Division is open to players league age 6 to 8.
2. A/Farm teams will be formed by the Lower Division player agent and buddy/coach requests will be considered but are not guaranteed.
3. A/Farm returning players will be spread out throughout the division.

### **Playing Rules**

1. A/Farm Division: A minimum of four (4) teams – No maximum; with a maximum of fourteen (14) players. This division is for learning and fun. It is for teaching children the basic fundamentals of baseball and is not to be a competitive division. Winning is not stressed and standings are not kept.
2. A game may last six (6) innings if time permits. No new inning may start after one (1) hour. No game will exceed one (1) hour and fifteen (15) minutes.
3. All players must play a minimum of two consecutive innings in the field.

### **BATTING**

4. All team members in attendance at games must be in the batting order. The batting order will be a continuous, full lineup order regardless of when they take their turn in the field.
5. Farm will use a pitching machine or coach pitch. There will be no player pitching in the A/Farm Division. The machine will be set up just behind the pitching rubber and the batter will have three (3) pitches from the

machine to put the ball in play. If he or she does not put the ball into play after three (3) pitches, then the batting tee will be set up and his/her turn will continue until the ball is put into play. There are no strikeouts in the Farm Division.

6. When the seventh batter of the inning has completed his at bat and the offensive has advanced as far as possible, time is called and no other runs may score and the offensive team retires. When three (3) outs are made prior to the seventh batter having batted, the offensive team does not retire but completes batting until that seventh batter has completed their turn.

## RUNNING

7. Any time a batted ball is in play and is then thrown and stays within the park, runners may run until play is ceased or they are unable to advance. A runner may not advance to home or any other base on an overthrow from the catcher to the pitcher or from the pitcher to the catcher.
8. Runners must maintain contact with the base until the ball is hit.
9. Stealing bases is not permitted. Runners may not advance from third base to home unless the ball is put into play by the batter.

## COACHING

10. Two (2) defensive coaches will be allowed on the grass in the outfield.
11. Every on field coach is there ONLY to instruct players and will not interfere with play or criticize players on either team.
12. Coaches for the offensive team will be positioned at first, third and home plate.
13. The coach at home will call the timeout when the ball has been returned to the pitcher, remove the tee from home plate when the ball is in play and the runners are advancing, call safe or out at home and ensure that the catcher is not in a position to be hit by a thrown bat.
14. Base coaches must remain in the coaching boxes and may not touch players or interfere with the play in any way.
15. No coaching is allowed from behind the backstop.
16. PLAYERS AND EQUIPMENT: All players must wear T-shirts and caps with shirts tucked in. All appropriate safety equipment must be worn, i.e. helmets for batters and runners and catchers gear for catcher.

## POSITIONS

17. One (1) additional player will be used in the outfield for a total of ten (10) Players.
18. Infield and outfield players must be stationed in conventional baseball positions. Infield players may not position themselves more than four (4) feet in front of the baseline. Outfielders may not be stationed in the infield.
19. The "pitcher" must be positioned within ten (10) feet of either the first or third base side of the pitching rubber until the ball is hit.

## Oceanside Valley Little League T-Ball Division

1. The T-ball division is open to all players league age 4 – 6 years old.
2. T-ball teams will be formed by the Lower Division player agent and buddy/coach requests will be considered but are not guaranteed.

### Playing Rules

This division is for learning and for fun. It is for teaching children the basic fundamentals of baseball and is not to be a competitive division. Winning is not stressed and standings are not kept. There is no maximum number of teams and each team will have a maximum of 11 players.

### PARTICIPATION

1. All team members in attendance at games must be in the batting order.
2. All players must play a minimum of two (2) innings in the field, but those innings do not need to be consecutive.
3. A game may last six (6) innings if time permits. No new inning may start after one (1) hour. No game will exceed one (1) hour and fifteen (15) minutes under any circumstances.

### BATTING

4. There will be no player or coach pitching in T-Ball.
5. The batter will hit off the batting tee and must bat from within the batter's box. No bunting is allowed; a full and complete swing must be made. Any ball that is not hit at least fifteen (15) feet beyond home plate will be declared a "foul ball".
6. There are no strikeouts in T-Ball. A batter will bat until the ball is put into play.
7. Each team shall bat their entire lineup every inning.
8. When the final batter of the inning approaches the plate, the offensive team must announce "FINAL BATTER". When the final batter has run around the bases, time is called and the offensive team retires.

### RUNNING

9. Any time a batted ball is in play and is then thrown and stays within the confines of the playing field, it is considered live until all runners have ceased to or are unable to advance.
10. Runners must maintain contact with the base until the ball is hit.
11. Stealing bases is not permitted. Runners may not advance from third base to home unless the ball is put into play by the batter.

## COACHING

12. Two (2) defensive coaches will be allowed in the outfield.
13. Every on field coach is there ONLY to instruct players and will not interfere with play or criticize players on either team.
14. Coaches for the offensive team will be positioned at first, third and home plate.
15. The coach at home will call the timeout when the ball has been returned to the pitcher, remove the tee from home plate when the ball is in play and the runners are advancing, call safe or out at home and ensure that the catcher is not in a position to be hit by a thrown bat.
16. Base coaches must remain in the coaching boxes and may not touch players or interfere with the play in any way.
17. No coaching is allowed from behind the backstop.

## CONCLUSION OF AN INNING

18. The offensive team does not retire until all batters have batted.

## PLAYERS AND EQUIPMENT

19. All appropriate safety equipment must be worn, i.e. helmets for batters and runners and catchers gear for catchers.
20. Level 5 safety baseballs will be used in T-Ball.

## POSITIONS

21. Two (2) additional players will be used in the outfield for a total of eleven (11) players.
22. Infield and outfield players must be stationed in conventional baseball positions. Infield players may not position themselves more than four (4) feet in front of the baseline. Outfielders may not be stationed in the infield.
23. The “pitcher” must be positioned within ten (10) feet of either the first or third base side of the pitching rubber until the ball is hit.

## **All-Star Player & Manager Selection For Baseball**

### **Players**

1. All Star teams will be selected prior to the selection of the respective manager.
2. Player selection for the Little League, 10/11-year-old and 9/10 year-old All Star Teams will be done by ballot.
3. Nine (9) and ten (10) year olds are separated from the balance of the Major players.
4. No player may vote for players on his or her own team.
5. The top 3 players will be selected by votes from fellow players. The President, Vice President and Player Agent will count these votes. Major division managers or his/her representative will select the remaining players by unanimous agreement. The President, Vice President and Player Agent will facilitate mediation. The 10/11-year-old team and the 9/10-year-old team will be selected in a similar manner with input from AAA managers if needed. All Managers from the AAA regular season should participate in the 9/10 All Star Team Selection.
6. The ballot shall include a section for players to help select an All Star Manager.
7. All-Star players for each team shall be subject to Board approval.
8. The President, Vice President & Upper Division Player Agent have the right to rebuke an all start player selection by bringing their specific concerns to the board for consideration.

### **Managers**

1. All Star managers and coaches must be approved managers/ coaches during the regular season, eligible per Managers Code of Conduct rule 19, and are subject to board approval.
2. A selection committee appointed by the President shall nominate all-Star Managers for all divisions. Managers will be appointed to the All Star team that most closely matches the players/division that they coached during the regular season, when possible. The President shall then present the candidates to the Board for approval.
3. After being selected and approved, the Manager of each All-Star team shall select his/her two coaches from the pool of managers/coaches from their respective division. All-Star coach selections are subject to Board approval.
4. If any of the above managers refuse their respective options, the selection will revert back to the Board of Directors. All Star managers will not reveal to anyone the names of players voted or selected for the All Star Teams prior to the official announcement (Date TBD however, no earlier than stated in Little League rules.) and will not disclose how any player was selected to the team.



## 2019 OVLL Board Contacts



Postion	Name	Email - Board
President*	Jennifer Letizia	ovllboard@gmail.com ovllpresident70@gmail.com
Vice President*	Angela Senigaglia	ovllvicepresident@gmail.com
Secretary*	Angela Senigaglia	ovllsecretary@gmail.com
Treasurer*	Ruby Loreda Estrada	ovlltreasurer70@gmail.com
Concessions Manager*	Monica Arroyo	ovllconcessions@gmail.com ovllsnackbar1@gmail.com
Umpire In Chief*	Manuel Acero	ovllumpincharge@gmail.com
Coaching Coordinator	Tony Pallotto	ovllcoachcoord@gmail.com
Equipment Manager	Kurt McMinn	ovllequipment@gmail.com
Field/Facility Manager	Darby Philbrook	ovllfacility@gmail.com
Sponsorship Coordinator	Jamie Kopp	ovllfundraiser@gmail.com
Fundraising Coordinator		
Information Officer	Mark Gouveia	ovllcomm@gmail.com ovllmedia@gmail.com
Player Agent - Lower Divisions	Angela Senigaglia	ovllloweragent@gmail.com
Player Agent - Upper Divisions	Pete Tofiga	ovllupperagent@gmail.com
Uniforms/apparel	Lisa Pullig	ovllheadapparel@gmail.com
Registration Coordinator	Monica Arroyo	ovllregister@gmail.com
Safety Officer	Sterling Rudd	ovllsafety@gmail.com
Scheduling Coordinator	Meemee Engels	ovllscheduler@gmail.com
Scorekeeping Coordinator		ovllscore@gmail.com
Team Mom Coordinator	Marisol Esquivel	ovllteammom@gmail.com
Yearbook Coordinator	Melissa Rodriguez	ovllyearbooks@gmail.com
*Denotes Executive Board Member		