

EXHIBIT A  
**Local Rules**

**BASEBALL**

The official rules for Arcadia Little League division play for baseball are covered in the handbook entitled "Official Regulations and Playing Rules" of Little League Baseball (also known as the "Green Book"). All managers and coaches will be given this handbook and are required to become knowledgeable with the rules. The following is intended to clarify some of the key rules and to provide additional guidelines for Arcadia Little League division play.

General Rules (Applicable To All Divisions)

Section 1 – Field/Game Set Up.

- 1(a). The home team is responsible for field and equipment set up and take down. The visiting team is responsible to drag the field after the game.
- 1(b). The home team will occupy the third base dugout. The visiting team will occupy the first base dugout.
- 1(c). As may be permitted due to other scheduled games, each team will have exclusive use of the field for a 10-minute period for warm-up prior to the start of each game. The visiting team's warm-up period shall begin 25 minutes prior to game time. The home team's warm-up period shall begin 15 minutes prior to game time.
- 1(d). Each team is responsible for cleanup of their respective dugout after the game. The home team is responsible for general cleanup of the field, return of equipment and adjacent spectator areas.
- 1(e). Each manager is responsible for the behavior of his/her team's parents and spectators as well as that of his/her team's players and coaches at all times while at Little League games.
- 1(f). Use of an on deck circle is prohibited. All offensive players other than the batter and any base runner shall remain in the dugout. This rule does not apply to defensive players, who include a pitcher and catcher engaged in pitching warm-up activities in a bull pen as may be expressly permitted by other rules.
- 1(g). All players, while at bat or on base, shall wear a batting helmet

## T-BALL (4-5)

### Section 2 – Game Rules

- 2(a). The batter shall strike the ball from an approved tee only.
- 2(b). Score shall not be kept.
- 2(c). The half-inning duration shall be concluded only when one full rotation of the batting roster has occurred.
- 2(d). The three out rule does not apply. A runner, however, may be called out.
- 2(e). The game ends after three innings, or one hour and 15 minutes, whichever occurs first.
- 2(f). All players may occupy the field at one time. The manager shall use his/her best efforts to arrange the players effectively to teach both infield and outfield positions.
- 2(g). All players on the roster will bat in rotation.

## Farm A - T-Ball (6)

### Section 2 – Game Rules

- 2(a). During the first half of the season the batter shall only strike the ball from an approved tee. During the second half of the season play may change to coach pitch, as further explained in Section 3, below. During any coach pitch period the batter may have five pitches or three strikes, whichever occurs first, to put the ball in play, after which the player will then take one swing off the tee.
- 2(b). Score shall not be kept.
- 2(c). The half-inning duration shall be concluded only when one full rotation of the batting roster has occurred.
- 2(d). The three out rule does not apply. A runner, however, may be called out.
- 2(e). The game ends after three innings, or one hour and 15 minutes, whichever occurs first.
- 2(f). All players may occupy the field at one time. The manager shall use his/her best efforts to arrange the players effectively to teach both infield and outfield positions.
- 2(g). All players on the roster will bat in rotation.

### Section 3 – Coach Pitching

- 3(a). The pitching coach may offer assistance to the batter, and then only in regard to positioning the batter relative to the plate (i.e., the pitching coach may only direct the batter to move closer to the plate, or further from the plate, or deeper in the batter's box, or forward in the batter's box).
- 3(b). The pitching coach is responsible for ensuring that the catcher is ready to receive a pitched ball before pitching the ball.

## Farm AA (7)

### Section 2 – Game Rules

- 2(a). Managers are encouraged to fill out a game roster prior to the start of the game. The roster should show the batting order and defensive positions to be played by each player.
- 2(b). Score shall not be kept.
- 2(c). Games shall be five innings or approximately one hour and 30 minutes in length. No new inning may be started after one hour 15 minutes. Any inning started shall be completed.
- 2(d). All players on the roster will bat in rotation.
- 2(e). The coaches in the field will act as umpires as needed. The pitching coach will call balls and strikes. The coach/umpire closest to the play will have the final decision on a call, unless he defers to another coach/umpire with a better view. No appeals or protests of a call are allowed. Due to the instructional nature of the Farm AA Division, when in doubt plays are to be decided in favor of the defense.

### Section 3 – Playing Rules (Defense)

- 3(a). The defense may consist of the roster. Coaches, however, are encouraged to promote realistic game play and may play defense with a minimum of 10 players consisting of a pitcher, catcher, 1st baseman, 2nd baseman, shortstop, 3rd baseman, left-fielder, left center-fielder, right center-fielder and right-fielder. If a team is unable to field 10 players, the team may play with nine players, using three outfielders. Games may not be played with fewer than nine players. In order to field a team of nine players only, a temporary additional player from the opposing team may be used.
- 3(b). No player shall sit out two defensive innings until every player has sat out one defensive inning.
- 3(c). The pitcher will stand to the first base side of the coach pitching
- 3(d). In the event of an overthrow a runner may advance at his own risk to the next base only. There is no penalty to the defense if the defensive player attempts to throw out the runner advancing to the next base due to the overthrow. For example, with a runner on first, the batter hits the ball to the second baseman, who attempts to throw out the batter at first. The ball is overthrown, so the runner starting on first advances to second on the hit and may try, at his own risk, to advance to third on the overthrow. The batter having reached first base may attempt to advance to second on the overthrow. The defensive player may try to throw out either one of the advancing runners, with no further penalty because the runners cannot advance more than the one extra base
- 3(e). While on defense, each team may station no more than two coaches in the field and one coach immediately outside the team's dugout entrance. The field coaches shall assist in positioning the fielders. The coaches are encouraged to remain behind the positioned outfielders during pitch or batted ball play.

#### Section 4 – Playing Rules (Offense)

- 4(a). All players on the roster will bat. If a player arrives late, he/she will be placed at the bottom of the batting order.
- 4(b). During the first half of the season, a batter will have five pitches or three strikes, whichever occurs first, to put the ball in play, after which the player will then get one swing off of the tee. The batter shall be declared out after five pitches and one swing at the tee, unless the last pitch is fouled off. During the second half of the season, a batter will have five pitches or three strikes, whichever occurs first, to put the ball in play. The batter shall be declared out after five pitches.
- 4(c). A batter may not bunt the ball off the tee.
- 4(d). A player who throws a bat during a game will receive a warning from a coach/umpire. A player who throws a bat for a second time during a game after having received a warning will be declared out.
- 4(e). Players on offense must be in the dugout, unless advancing to an at bat, at bat or returning to the dugout from an at bat. For safety reasons, Little League does not allow an on-deck batter. Little League Official Playing Rule 1.08, Note 1. The only player on the field who is permitted to have a bat in hand is a player at bat, advancing to an at bat or returning to the dugout from an at bat.
- 4(f). Base stealing is not permitted. Base runners will not leave the base until the ball has been hit.
- 4(g). Base runners will not advance on a thrown pitch not put into play by a batter (i.e., a wild pitch or a passed ball).

#### Section 5 – Pitching Machine

- 5(a). The pitching machine will be operated by a coach from the team that is at bat.
- 5(b). The pitching machine coach may offer assistance to the batter only, and then only in regard to positioning the batter relative to the plate (i.e., the pitching machine coach may only direct the batter to move closer to the plate, or further from the plate, or deeper in the batter's box, or forward in the batter's box).
- 5(c). The pitching machine coach is responsible for ensuring that the catcher is ready to receive a pitched ball before feeding a ball into the pitching machine.
- 5(d). The offensive team may adjust the pitching machine anytime during the inning if both managers determine the machine to be erratic for the last two or three pitches thrown.
- 5(e). Any time a batted or thrown ball comes into contact with the pitching machine the coach/umpire shall immediately declare the ball dead. The batter and each runner shall be awarded the next base. For purposes of this rule, the pitching machine operator is considered part of the machine.
- 5(f). The coach/umpire will declare "no pitch" any time the pitching machine delivers a pitch that is unable to be hit (i.e., so high that it is at or about the batter's head height, or so low that it hits in front of home plate, or hits the plate). The pitch is declared "dead." In the event the batter puts a pitch declared "dead" into play the hit shall not count and the batter must repeat the at bat. The "no pitch" will not be counted toward the five pitches allowed.

## Farm AAA (8-9)

### Section 2 – Game Rules

- 2(a). Managers are encouraged to fill out a game roster prior to the start of the game. The roster should show the batting order and defensive positions to be played by each player. The roster can be changed as necessitated by changing circumstances (e.g., player injury, illness, early departure) during a game.
- 2(b). Score shall be kept.
- 2(c). Games shall be five innings or approximately one hour and 30 minutes in length. No new inning may be started after one hour 15 minutes. Any inning started shall be completed.
- 2(d). A half inning shall consist of three outs or five runs scored, whichever occurs first.
- 2(e). The coaches in the field will act as umpires as needed. The pitching coach will call balls and strikes. The coach/umpire closest to the play will have the final decision on a call, unless he defers to another coach/umpire with a better view. No appeals or protests of a call are allowed. Due to the instructional nature of Farm, when in doubt plays are to be decided in favor of the defense.
- 2(f). Each team is required to maintain a game score and a pitch count log for each pitcher for inclusion in the League pitch count log book.

### Section 3 – Playing Rules (Defense)

- 3(a). The defense shall consist of not more than 10 players: a pitcher, catcher, first baseman, second baseman, shortstop, third baseman, leftfielder, left centerfielder, right centerfielder and right fielder. If a team is unable to field 10 players, the team may play with nine player using three outfielders. Games may not be played with fewer than nine players. In order to field a team of nine players only, a temporary additional player from the opposing team may be used.
- 3(b). No player shall sit out two defensive innings until every player has sat out one defensive inning.
- 3(c). The pitcher will stand to the first base side of the pitching machine, when used.
- 3(d). The batter and/or any base runners will be awarded one base on any overthrow at first base that leaves the field of play (including entering the dugout). The base runners may advance one additional base only with the liability of being put out on an overthrow at first base that remains in the field of play. The defense may attempt to put the runner out without penalty for a bad throw, missed catch or missed tag.
- 3(e). While on defense, each team may station no more than two coaches in the field of play and one coach immediately outside the team's dugout entrance.

## Section 4 – Playing Rules (Offense)

- 4(a). All players on the roster will bat. If a player arrives late, he/she will be placed at the bottom of the batting order.
- 4(b).
  - (i) During the first half of the season a player or players will pitch the first inning only. Play by player pitch will comply with Little League pitch count rules. After the first inning concludes, play for the remainder of the game will be by machine pitch, pursuant to Section 5 below.
  - (ii) During the second half of the season a player or players will pitch the first two innings only. Play by player pitch will comply with Little League pitch count rules. After the second inning concludes, play for the remainder of the game will be by machine pitch, pursuant to Section 5 below.
  - (iii) The front of the pitching rubber will be 46' from the back (point) of home plate, consistent with Little League International Rules. The pitching machine will be placed in front of and as close to the pitching mound as is practical.
  - (iv) In the event that both Managers have players ready and available (compliant with Little League rules) to pitch during the first half of the season and mutually agree prior to game start, player or players can pitch the first two innings.
- 4(c). During player pitch innings, four balls will be called a walk and a hit batter will be awarded first base. During machine pitch innings, the batter will have five pitches or three strikes, whichever occurs first, to put the ball in play. The batter shall be declared out after five pitches, unless the last pitch is fouled off.
- 4(d). A batter may bunt the ball. Any batter fouling off a third strike while attempting to bunt is out.
- 4(e). A player who throws a bat during a game will receive a warning from a coach/umpire. A player who throws a bat for a second time during a game after having received a warning will be declared out.
- 4(f). Base stealing is not permitted.
- 4(g). Base runners will not advance on a thrown pitch not put into play by a batter (i.e., a wild pitch or a passed ball).
- 4 (h) The pitching mound needs to be used for all player pitching. Set the rubber at 42'.
- 4 (i) During player pitch, a manager/coach will stand behind the pitcher and call balls/strikes. The managers can decide which team umpires when their team is pitching.
- 4 (j) As a general rule, the strike zone for player pitch is from chin to knees and a few inches on either side of the plate.
- 4 (k) During machine pitch, each hitter gets 5 pitches to put the ball in play. A player can strike out swinging (in less than 5 pitches), but can't foul out (may be more than 5 pitches). If the player doesn't swing on the 5th pitch, then he is out.
- 4 (l) A half inning is over after 5 runs are scored. In the event that a team has scored 4 runs (or less) and there's runners on the bases, and a batter hits the ball for extra bases, then all runs will count until the play is stopped. At that point the half inning is over. The offensive team may have scored more than 5 runs during that half inning and all runs will count. The reason for counting the runs and letting the play continue is to give the batter (and baserunners) the full experience without penalty of stopping the play.

## Section 5 – Pitching Machine

- 5(a). The pitching machine will be operated by a coach from the team that is at bat.
- 5(b). The pitching machine coach is responsible for ensuring that the catcher is ready to receive a pitched ball before feeding a ball into the pitching machine.
- 5(c). The offensive team may adjust the pitching machine anytime during the inning.
- 5(d). Any time a batted or thrown ball comes into contact with the pitching machine the coach/umpire shall immediately declare the ball dead. The batter and each runner shall be awarded the next base. For purposes of this rule, the pitching machine operator is considered part of the machine.
- 5(e). The coach/umpire will declare “no pitch” any time the pitching machine delivers a pitch that is unable to be hit (i.e., so high that it is at or about the batter’s head height, or so low that it hits in front of home plate, or hits the plate). The pitch is declared “dead.” In the event the batter puts a pitch declared “dead” into play the hit shall not count and the batter must repeat the at bat. The “no pitch” will not be counted toward the five pitches allowed.

## Minors (9-11)

### Section 2 – Game Rules

- 2(a). All Little League rules in “Official Regulations and Playing Rules” of Little League Baseball (also known as the "Green Book") shall apply.
- 2(b). Managers are required to fill out a batting lineup card prior to the start of the game. The lineup card is exchanged at home plate with the umpire present prior to the first pitch.
- 2(c). Games will be six innings.
  - (i) For games played Monday through Thursday no new inning may be started after one hour 30 minutes. Any inning started shall be completed.
  - (ii) For games played Friday, Saturday or Sunday, no new inning may be started after one hour 45 minutes. Any inning started shall be completed. During the End of Year Tournament, all games shall be played a full six innings.
- 2(d). A half inning consists of three outs or maximum five runs. In the event that the batter hits a home run over the outfield fence, all runs are counted including the batter’s run. During the top half of the last inning, the visiting team is allowed to score enough runs to tie the current score plus score 5 more runs maximum. During the bottom half of the last inning, the run rule is waived allowing the home team the ability to win a game. The last inning is agreed to by both Managers and the umpire before the start of the last inning.
- 2(e). Each team is required to maintain a game score and a pitch count log for each pitcher for inclusion in the League pitch count log book.

### Section 3 - Playing Rules (Defense)

- 3(a). Any pitcher who hits three batters in an inning or four batters in a game will be removed from the mound.

### Section 4 – Playing Rules (Offense)

- 4(a). All players on the roster will bat in order. If a player arrives late, that player will be placed at the bottom of the batting order.
- 4(b). A runner may steal a base at his own risk. A runner may not lead off from the base. A runner may not leave the base until after the pitched ball has crossed home plate. Head first slides are prohibited.

### Section 5 - Regular Season Roster Guidelines

- 5(a). During the Regular Season, Managers should make every attempt to provide every player with the opportunity to play an infield position for at least one full inning during every game. This guideline is put in place to ensure that every player in the Minor Division is provided with an opportunity to participate in playing multiple defensive positions throughout the season as a way to learn new baseball skills and gain a more enjoyable Little League experience. It is not acceptable for Managers in this League to execute game strategies that do not include player rotations that meet the spirit of this guideline.

5(b). During the Regular Season, a player should not sit out two defensive innings until every player has sat out one 1 defensive inning. The only exception is if the Manager believes there are no other eligible players on the roster that are qualified to be a catcher for player safety reasons. No player will sit out three defensive innings.

Majors (11-12) (46/60)

Section 2 – Game Rules

- 2(a). All Little League rules in “Official Regulations and Playing Rules” of Little League Baseball (also known as the "Green Book") shall apply.
- 2(b). Managers are required to fill out a batting lineup card prior to the start of the game. The lineup card is exchanged at home plate with the umpire present prior to the first pitch.
- 2(c). Games will be six innings.
  - (i) For games played Monday through Thursday no new inning may be started after one hour 45 minutes. Any inning started shall be completed.
  - (ii) For games played Friday, Saturday or Sunday, no new inning may be started after two hours. Any inning started shall be completed. During the End of Year Tournament, all games shall be played a full seven innings.
- 2(d). The runner may not lead-off the base. The runner may steal a base at his own risk, however, the runner may not leave the base until after the pitched ball has crossed home plate. Head first slides are prohibited.

Majors (11-12) (50/70)

Section 2 – Game Rules

- 2(a). All Little League 50/70 rules in “Official Regulations and Playing Rules” of Little League Baseball (also known as the "Green Book") shall apply.
- 2(b). Metal spikes are not allowed.
- 2(c). Double barrel bats are not allowed.

Juniors (13-14)

Section 2 – Game Rules

- 2(a). All Little League rules in “Official Regulations and Playing Rules” of Little League Baseball (also known as the "Green Book") shall apply