

Toms River Little League

(AAA 9/10 Division) Division –2019 Local Rules

Preamble: This document comprises Toms River Little League Rules and Regulations and the specific (Majors 11/12) Division rules. In no case do these rules preempt the Official Rules and Regulations of Little League Baseball unless by official action of the TRLL Board of Directors as permitted by the Little League Charter. The TRLL Constitution and By-Laws supersede all Local Rules.

Division Vice President – **Greg Padula**

E-mail: dieselgroove@aol.com

A. Safety—Weather:

1. Upon hearing thunder, game play or practice is to suspend immediately.
2. Upon seeing lightning, game play or practice is to suspend immediately.
3. All Players, Managers and Coaches must clear the field and seek shelter either at the Little League Building, or in a vehicle.
4. PLAYERS MAY NOT SEEK SHELTER IN THE DUGOUTS.
5. The game, or practice, may resume 30 minutes after the weather has cleared.
6. Managers and Coaches MUST take the initiative to suspend the game. Do not rely on the Umpire.

B. Field & Equipment Responsibilities:

1. Each team must be represented at all work parties. The manager is responsible to arrange for a minimum of (1) one individual (manager, coach, player parent) to represent their team for all work parties that are scheduled.
2. After inclement weather occurs, all teams playing on Saturday and/or Sunday must have representation in order to have fields playable that day and should report by 8:00am. The manager is responsible to arrange for a representative from their team.
3. Managers and Coaches are responsible for cleaning the dugout after each game/practice.
4. Managers and Coaches are responsible for raking the infield after each game/practice.
5. Managers and Coaches are responsible for putting mound and home plate covers on after each game/practice if the field being used has these covers.
6. Failure to comply with the previous five (5) rules may result in a one game suspension for that manager.
 - a. Repeated failure to do so may result in a two game suspension and so on.
 - b. The Division VP and the TRLL Executive Board will consider any extenuating circumstances.
 - c. If a manager is suspended, he/she is not permitted to be at the complex during the play of the next regularly scheduled game.

7. Players are NOT allowed to rake the fields.
8. All Managers and Coaches are responsible to walk the field prior to a game and/or practice to identify any safety issues. If a safety issue is identified it must be corrected immediately.
9. Managers will be required to post a \$TBD bond for league issued equipment.
10. Managers, and/or Coaches, should notify the Equipment Manager immediately when defective or damaged equipment is found so a suitable replacement can be provided.
11. The manager is responsible for returning league issued equipment promptly at season's end on scheduled equipment return dates unless other arrangements are made with equipment manager. Dates and times TBD. Failure to return equipment on scheduled date and time will result in forfeiture of the manager's bond check and the ability to manage or coach the following season. Managers are required to clean their equipment prior to its return, and to cull-out any damaged pieces.
12. Hit-downs into the fences or backstops are PROHIBITED. This eventually warps and damages fences.
13. Managers and Coaches must supervise and prevent Players from digging holes into the field. This is both a safety and field maintenance issue.

C. TRLL Complex Rules:

1. All managers and coaches are required to inform and remind parents and families of the players of the TRLL Complex Rules and may be held responsible for the actions of their players, parents and spectators.
2. All volunteers must complete the criminal background check through the email link from JDP before Managing, Coaching and/or assisting with TRLL players. This link can be obtained by emailing Executive Vice President of Administration Brian Doyle at Bdoyle329@gmail.com with the person's name, email address and team name.
3. Only Safety Certified managers, coaches and/or parents are allowed to assist with practices or games.
4. Only Safety Certified managers, coaches and/or parents are allowed to assist with practices in the Batting Cages.
5. The manager is responsible to enforce All the Batting Cages Rules posted at the complex. In addition:
 - Managers and Coaches are the only ones allowed to be in the batting cages. (No exceptions)
 - Unless in the pitching or tee area, bats are to remain below the belt and must wear a helmet if holding a bat (Managers and Coaches must enforce this rule).
 - All practice baseballs, Tees and Batting Helmets must be picked up and returned to their storage area if used.
 - Do not hit or throw hard balls against the walls and/or any light fixture.

D. Game Play—Conduct:

1. Any Manager, Coach, Player, or Parent ejected by an umpire during a game will be suspended for the remainder of the game and the next physically played game.
2. Any Manager, Coach, Player, or Parent involved in a heated argument with a Plate Umpire, Field Umpire, or another Manager or Coach, may be suspended one game.
3. The use of inappropriate language by Managers, Coaches, Players or parents will not be acceptable under any circumstances. The use of such language may result in a one game suspension. The Zero Tolerance policy will be strictly enforced!
4. Any Players, Managers, or Coaches throwing field equipment may be subject to a one game suspension.
5. Both dugouts must be quiet once the pitcher begins his/her pitching motion and are required to avoid any intentional actions (in the opinion of the umpire meant to distract either the pitcher or the batter). The Manager of a team that consistently allows a violation of this rule will receive a one game suspension.
6. A suspended Manager, Coach, Player, or Parent will NOT be present at the Toms River Little League complex during the next physically played game.
7. At any time, a Manager or Coach may be subject to removal from his position by the Board of Directors of Toms River Little League.

E. Game Play-Safety (All Williamsport Rules Apply):

1. Outfielders and Infielders warming-up before the start of an inning must throw the baseball in on the “dugout side”. That is, throwing the ball across the infield is strictly prohibited.
2. Players (not in the game) warming up the outfielders must wear a batting helmet.
3. No player shall be allowed to wear metal spikes or cleats.
4. All male players and female catchers must wear a protective cup.
5. All batters and base runners must wear approved protective helmets.
6. There is no “on-deck” circle, or an area to be used as such, anytime during the game, or practice.
7. All players must wear team uniforms.
8. Players must not wear jewelry such as, but not limited to rings, watches, earrings bracelets, necklaces, nor any hard cosmetic item or hard decorative item. (Exception: Jewelry that alerts medical personnel to a specific condition is permissible.)
9. All managers and coaches must be safety certified, at least one member of the coaching staff needs to attend a certified safety clinic in the current playing year.
10. A player “warming-up” the pitcher MUST wear a conforming Catcher’s Mask (including throat guard).
11. If a Manager or Coach asks a parent to assist during the course of a game or practice, **THE PARENT MUST BE SAFETY CERTIFIED AND MUST HAVE COMPLETED THE LEAGUE REQUIRED CRIMINAL BACKGROUND CHECK THROUGH THE JDP EMAIL LINK.** Failure to comply may result in a 1-game suspension and/or further action by the Board of Directors.

12. **MEDICAL RELEASE FORMS:** Managers and coaches must have in their possession the medical release forms for each of their players at all games and practices. Very important if a serious injury occurs.

13. **INJURIES:** In the event a player becomes injured in conjunction with League activities and under the supervision of the team manager or coaches, it is the Manager's responsibility to file the appropriate accident report and any injury which requires an accident form, must be reported immediately to Executive Vice President of Administration Brian Doyle (Cell# 732-684-2520 / E-mail: Bdoyle329@gmail.com) or if he is unable to be reached, to the Division Vice President (Contact info at the top of these rules). This will ensure that the incident will be reported to Williamsport within the required time frame.

14. A Baseball bat in the AAA 9/10 Baseball Division will comply with the International Little League Bat Rule in the 2019 Official Rule Book under RULE 1.10. Consult those rules for any questions.

15. If any injury results in loss of player availability, the manager must contact the Player Agent and inform him.

16. For 2019, Managers and Coaches will be allowed to warm-up a pitcher between innings in an effort to speed up game play. The last batted out can also be used to run for the catcher when there are two outs.

17. Players are permitted to coach the bases during a game. Players cannot occupy the coaching box until all warm ups are completed and baseballs are returned to the defensive teams dugout. It's the Managers and Coaches responsibility to assure that the player is capable of coaching. Any player who is coaching must wear an approved safety helmet.

18. Players are recommended to wear heart guards. Each team can receive a heart guard for each pitcher if needed and must inform the equipment manager of this during equipment hand-out.

F. Game Play—General:

1. 2019 player minimum addendum regular season: All players must play a minimum of 3 innings non concessive in the field. If a game ends short of 6 innings due to weather, mercy rule, etc. Players who don't meet the minimum require must start the next game for their team. Unless indicated otherwise within this document, the official regulations and playing rules, with addendums, of Little League Baseball 2019 apply. Playoffs: Little League International tournament rules can apply.

2. By Local Rule, any manager that violates the minimum play rule, including shortened games as defined by the rules & regulations, must have all players that did not satisfy the minimum play placed in the line-up for the entire next physically played game at which the player is present and able to play. Violation of this rule for a complete game will result in additional, more severe penalties as provided in the Williamsport (LLB) rules & regulations.

3. There will be a maximum of four (4) SAFETY CERTIFIED individuals, per team, permitted within the confines of the field during a game. District 18 requires that one of the team coaches (or manager) must be safety certified during the current 2019 playing season.

4. All games will be played as scheduled. Managers CANNOT reschedule games, but will consult with each other prior to requesting a possible change. Follow the guidelines set forth by the TRLL Scheduling Director and Division VP.

5. A pitcher who delivers (41) forty one or more pitches in a game cannot play the position of catcher for the remainder of that day. Any player who has played the position of catcher in four (4) or more innings is not

eligible to pitch on that calendar day. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day, [with exceptions listed in the Little League International 2019 Rule Book under Regulation VI – Pitchers].

6. TRLL will supply ONE (1) umpire for each game played in the regular season and playoffs until the Championship Game when two (2) umpires will be provided.

7. For 2019, the ten-run rule as contained in Little League Official Rules will be followed. Managers and coaches are reminded that they are required to comply with the minimum play rules as defined in the Regulations.

8. If a team cannot field nine players, the Manager must submit a list of the missing players to the Division VP via email and a telephone call, including a reason for their absence, several days in advance. All teams will receive a notification of the rescheduled game, and the underlying reasons causing the schedule change.

9. Managers cannot manipulate the game schedule to gain an advantage over their opponent. If there is evidence of schedule manipulation, the following penalties will be enforced:

a. The Manager of the offending Team will receive a 1-game suspension. Repeat offenses will result in a recommendation to the TRLL Board of Directors for the Manager's removal.

b. A recommendation will be made to the TRLL Board of Directors to enforce a forfeiture of the game by the offending team. A forfeited game will be recorded as a 6-0 loss in the official standings.

10. No new inning can start after game duration exceeds 1 hour and 45 minutes.

11. The AAA 9/10 Division will not have the Dropped Third Strike Rule as described in the Official Rules and Regulations of Little League Baseball.

12. Regular season must bat through the entire lineup, PLAYOFFS: Little League International rules can apply; see Little League International 2019 Rule Book (Tournament Section).

13. The AAA 9/10 Division will not have the "In Field Fly Rule" as described in the Official Rules and Regulations of Little League Baseball.

14. NEW FOR 2019= The AAA 9/10 Division will follow the NEW tie breaker rules listed in the 2019 Little League International Rule Book for all regular season and playoff games:

TIE GAME: When the completion of six innings and the score is tied, the following tie-breaker will be played to determine a winning team:

a. The seventh inning will be played as normal.

b. Starting in the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.

EXAMPLE: If the number five batter is the lead-off batter, the number four batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.

15. Each team may ATTEMPT to steal home on a passed ball or wild pitch only once an inning. Overthrows (must hit the grass) to the pitcher or to a base will not count as against this rule.

G. Game Play—Standings (Blue font rules are specific to the Major Division):

1. It is the Manager's responsibility to ensure that the standings posted on the Toms River Little League web site or as otherwise posted in an official manner (and maintained by the League V.P.) are accurate.

2. Home team will report games scores in League Toolbox program. Each team will report pitch counts for their team in League Toolbox program. "True" Homeruns will also be reported in League Toolbox. This will insure that the standings on the web site are accurate and up to date.

3. Division standings are determined by a team's **OVERALL** record, In the event of a tie at the end of the season, the following tiebreaker rules apply, starting with the highest ranking tied situation:

a. In the event of a tie for the best record, the team with the best head-to-head record breaks the tie.

b. In the event of a tie in head-to-head competition, the team with the lowest number of "runs against", calculated from the head-to-head competition, will serve as the tiebreaker.

c. In the event of a tie in "runs against" competition, the team with the highest number of "runs for," calculated from the head-to-head competition, will serve as the tiebreaker.

d. If, after the previous tiebreaker rules a tie remains, a coin toss will serve as the final tiebreaker.

H. Draft Rules / Draft Order: – In 2013 – 2015 the board passed the new draft rules which are (1) we re-draft every year and draft order is decided by blind pick.

1. Managers are encouraged to maintain a balance of players of various age groups and prior to the selection of players, managers will be told of the maximum number of players from a single qualified age group (ages 9, 10, 11) on any team.

2. Unless a time is specified otherwise by the Division VP, Managers and coaches must not contact any players drafted until after 6:00 pm of the day of the draft meeting. If the draft meeting concludes any time after 3:00 pm and the following day is a school day, then no player may be contacted until after 6:00 pm on the day following the draft meeting unless specified otherwise by the Division VP.

3. Since player trades may occur after the draft meeting that are not made public or, should it be necessary for a manager to call up another player not originally drafted, under no circumstances should any coach or manager disclose to any individual the results of the draft meeting or, the round a particular player is drafted. Unless notifying a player specifically drafted to that manager's team, no manager or coach should disclose to any individual whether a player has or has not been drafted to a major division team.

4. Violation of any of the Draft Rules may be grounds for dismissal as a manager or coach.

I. Game Play—Practice Time Prior to Game Start:

1. The home team can have the field between 65 and 35 minutes before the game. The visiting team can have the field for 30 minutes before the game, allowing 5 minutes to start the game. When a team is on the field, that team cannot use the bullpen on Scavuzzo. The visiting team can use the bullpen 30 minutes before their warm-up.

2. When a game is played following another game, each team will have the field for 10 min. Home team will go last and remain on the field.

3. Teams are prohibited from conducting batting practice prior to the start of a game on Simon. Teams that are playing a game on Simon will have access to the Batting Cage facility 1-hour prior to the start of a game, depending on availability of the cage facility due to scheduled usage.

J. Game Play—Pitchers (Mandatory for divisions that use Pitchers):

1. The “pitching week” no longer applies pursuant to Pitch Count Rules.

2. A player may not pitch in more than one game in a day.

3. Each Manager is required to update the pitching stats section of the TRLL League Toolbox online immediately after the completion of a game. In addition, each manger must have a pitching log available for review by the opposing manager prior to the start of a game. Failure to update the pitching log may result in a 1-game suspension.

4. For implementation of the Pitch Count Rules in 2019, the “*Home Team*” will act as the “*Official Pitch Counter*” for each regular season game.

5. The number of pitches thrown should be compared at each ½-inning of play and the number of pitches reconciled to the extent practical. In the event of any disagreement, the “*Home Team*” manager will make the final determination for official tallies.

6. Pitch count totals and innings pitched will be recorded in the stats section of the TRLL League Toolbox online immediately after games completion. In addition, each manger must have a pitching log available for review by the opposing manager prior to the start of a game. Failure to update the pitching log may result in a 1-game suspension.

7. Violation of the pitch count rule is grounds for protest of the game, under which the official rules and regulations of Little League Baseball apply. Multiple violations of this rule may result in removal of the manager.

8. The “automatic” intentional walk has been removed. If a pitcher wishes to intentionally walk a batter, he/she must do so by pitching four pitches intentionally outside the strike zone that are not struck by the batter, and are called “balls” by the umpire. All such pitches will count in determining that pitcher’s pitch count.

9. A player who has attained the league age of twelve (12) is not eligible to pitch in this Minor league division.

10. 2019 Season Pitch Counts: The official Williamsport Pitching Rules, including pitch counts and days of rest will be followed.

11. Pitch counts are mandatory for all teams in all Divisions as follows:

a. A pitcher must be removed when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age:

11 = 85 pitches per day

9 – 10 = 75 pitches per day

7 – 8 = 50 pitches per day

Exception: If a pitcher reaches the limit imposed for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. the batter reaches base; 2. the batter is put out; 3. the third out is made to complete the half-inning.

2019 Little League Baseball Regular Season and Tournament Pitching Rules

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

b. A player may pitch in only two consecutive games if (20) twenty or less pitches were delivered in the previous game, but a player may not pitch in three (3) consecutive days.

K. Game Play—Rain-Outs:

1. All canceled games will be determined by the Field Maintenance Director and Executive Vice President of Operations around or before 3:30pm on weekdays and around or before 8:30 am on weekends. This information will be available through the TRLL league toolbox and via TRLL League Toolbox notification to player and coach emails.

2. All rained-out games (to the extent possible) will be made-up by the next available make-up date, as determined by the Division VP with input from the TRLL Scheduling Director. If a game cannot be rescheduled within the same week, the game will be played on the first available date. If either team cannot play on that date, the Division VP with input from the TRLL Scheduling Director, will reschedule the game.

3. The goal is to limit teams to three games per week or less.

4. If an unusual amount of inclement weather occurs, it may be necessary to schedule a fourth game within a week, mostly likely as a double header.

L. Game Play—Playoff Season:

1. The Playoff Season will consist of one tournament comprised of all teams in a single game elimination format.

M. Game Play—Playoff Tournament:

1. The Playoff Tournament will begin after each team plays the little league rules required amount of games and as a general rule, TRLL will try and ensure that every team plays at least 15 regular season games

2. The schedule for the playoffs and Championship will be determined at a later date, but will be done the week after the regular season is over.
3. The Play-Offs and Championship will be played in accordance with regular season pitching rules, including pitch counts and days of rest.

N. Post Season Play:

Possible AAA Mayor's Trophy Game (Subject to agreement between TRLL and TREL): The "regular season division winner" or standings leader at a predetermined date TBD, shall represent TRLL in the Mayor's Trophy Game held on date TBD each year in Toms River Township. In the event of a tie the following tie breakers will apply:

- a. In the event of a tie for the best record, the team with the best head-to-head record breaks the tie.
- b. In the event of a tie in head-to-head competition, the team with the lowest number of "runs against", calculated from the head-to-head competition, will serve as the tiebreaker.
- c. In the event of a tie in "runs against" competition, the team with the highest number of "runs for," calculated from the head-to-head competition, will serve as the tiebreaker.
- d. If, after the previous tiebreaker rules a tie remains, a coin toss will serve as the final tiebreaker.

O. All Stars-General 8U and up only:

1. The date for All-Star Team voting by managers of the division will precede the player announcement date established by Little League Baseball of June 1st of each year. For 2019, the all-star selection meeting will be held on TBD.
2. To coincide with Williamsport Rules, TRLL recommends that All Star Teams consist of a minimum of 12 players (2 coaches permitted Majors & above only), but preferably 13 or, 14 players (3 coaches permitted), unless it becomes necessary to invoke the tiebreaker rules defined in the "All Star—Player Selection" section of this document. The manager of the specific all star team will have input on the roster amount that he wishes to have.
3. A multiple round voting process governs the election of Players to an All Star Team.
4. The voting process occurs in the presence of the Division VP, Player Agent and League President. All teams must be represented and cast the necessary votes. If a manager cannot be present, a pre-approved (by team manager) regular season coach from the team will be assigned a "proxy" vote, by notifying the Division V.P. at least 2 days prior to the date set for all-star selections. Emergency situations (e.g. less than 2 days) must be communicated to the Division V.P. prior to the beginning of the selection meeting.
5. The Division VP, Player Agent and League President are the only individuals who will view voting ballots.
6. Managers CAN vote for their own players.
7. To recognize the time and efforts of the coaches, Managers are encouraged to **INVITE** their coaches to the All Star election. The decision to have coaches present during the election is at the sole discretion of the Manager.
8. The only eligible individuals who can cast votes for the All Star Team are Team Managers.

9. Managers will be required to collect a \$TBD bond from each player for uniforms. All bond checks will be kept by the equipment manager and will not be returned until all uniforms have been returned.

10. Managers will be required to post a \$TBD bond for equipment.

11. For the 2019 season, managers can nominate players from each of their teams and all those names will be put on a list and then each manager will vote for the predetermined amount of players that they believe should make the all-star teams. These player amounts are based on only one age specific all-star team and the amount of all-star teams per season will be determined at a later time by the Division VP and President of TRLL.

P. All Stars—Manager / Coach Selection (Only for 8U Divisions and above):

Managers and Coaches interested in managing or coaching an All-Star Team must request it in writing, requests must be forwarded to the Division VP by no later than May 18th 2019. All requests will be reviewed by the Division VP and President of TRLL. Once this review process has been completed the Division VP and President will make manager and coach recommendations to the TRLL Board of Directors. Please note that this process is no different than appointing any manager or coaching position for TRLL, Only managers and coaches approved by the Board of directors will be permitted to manage or coach an All-Star team.

1. A Manager, subject to the Division VP, President and TRLL Board approval, will have a choice of any AAA Division Manager or Coach, division specific, in filling their staffing positions.

2. The election of an all-star manager by the Division VP, President and the Board should consider vacation schedules and the necessary commitment to devote the time to enable the team to advance to its maximum level (e.g. District, State, Region and beyond)

3. A regular season Manager who chooses not to manage an All-Star Team is still eligible for a Coaching position.

4. A regular season coach is eligible to manage an all-star team consistent with Williamsport Rules.

Q. All-Stars—Player Selection (Only for 8U Divisions and above):

1. Managers can consider **ALL ELIGIBLE PLAYERS**, as defined by Little League Baseball, for All Stars.

2. The first round of voting is conducted as follows:

a. The goal of the first round of voting is to select the first ten (10) players. The actual number may be more, or less, depending on the outcome of the voting process.

b. Before the vote, Managers nominate players from their team eligible for the ballot. Managers will have the opportunity to voice their opinion regarding the skills, or lack thereof, of ALL eligible players.

c. Managers cast votes for ten (10), or less, players.

d. Election to the All Star Team in the first round requires a player to receive a minimum of four (4) votes. Players with less than four (4) votes automatically fall into the second round of voting. If in the event no players receive 4 or more votes the managers will return to the discussions of nominations for Round 1 of the voting. Alternatively, if more than 10 players receive 4 or more votes, the top vote getters (greater than 4 votes) automatically make the all star team and the managers shall then return to the discussion to determine

the remaining nominations for Round 1. This procedure will be repeated until such time as the first 10 players are determined.

e. In the event of a tie for the tenth position, each player involved in the tie makes the team.

f. The balance of the team will be selected at the All-Star Team manager's discretion to fill the needs of the team.

g. If only 12 players are selected (maximum 2 coaches permitted).