

Toms River Little League

(Pee Wee 8-Machine Pitch) Division—2019 Local Rules

Preamble: This document comprises Toms River Little League Rules and Regulations and the specific (Pee Wee 8) Division rules. (Underlined in blue font) 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.

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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 at 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 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 Vinnie Vergona at vincent.vergona@live.com 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 call-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:
 - Make sure that spectators remain in the waiting area at all times. No one other than Players, Managers and Coaches are allowed to be in the batting cages. (No exceptions)

- Players can not swing a bat unless in the batting tunnel or with a coach at the soft toss and/or tee location. That is 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.
- Players must not throw hard balls at the walls and/or any light fixture.
- Use the style of baseballs that are supplied to your team and specific to your division.

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.
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) (Underlined blue font rules are specific to the Pee Wee 8 Division):

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. All managers and coaches must be safety certified.
9. 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. Failure to comply may result in a 1-game suspension and/or further action by the Board of Directors.
10. 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.
11. 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 immediately notify Executive Vice President of Administration Brian Doyle (Cell# 732-684-2520 / Email: Bdoyle329@gmail.com) and to complete the proper accident forms, which can be explained by the Executive Vice President of Administration. This will ensure that the incident will be reported to Williamsport within the required time frame.
12. Players are not permitted to coach the bases during a game in this division.

F. Game Play—General (Underlined blue font rules are specific to the Pee Wee 8 Division):

1. Unless indicated otherwise within this document, the official regulations and playing rules, with addendums, of Little League Baseball 2019 apply.
2. 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 playing season.
3. Playing time: All players should be given equal time. All players will sit one inning before any player sits two innings. All players must play at least four innings in a six inning game. At least one inning will be in the infield. Try to ensure all players play at least three innings by the fourth inning.
4. Batting order: Everyone bats weather they are in the game or not. Rotate your order from game to game to allow all players an equal amount of at bats.
5. Positions: Rotate all players through every position (safety first- if you have safety concerns due to a player’s ability -do not put the player in harms way).
6. If your team has 12 or less players playing in a game = THREE outfielders will be used for a total of NINE players on the field. (If you have less than nine players you may borrow players from the other team to cover outfield positions). If your team has 13 or more players playing in a game = FOUR outfielders will be used for a total of TEN players on the field.

7. Approved little league baseballs will be used, specifically the TRLL issued ATEC Hi.Per Pro Leather Flat Seam balls for machine pitch games. Approved little league baseballs will be used, specifically the TRLL issued VKM CTR-5 level balls for kid pitch games.

8. Kid Pitch Games- On or about (Date to be announced / but approximately 6 weeks into the season) the players will begin to pitch for the entirety of the game. These games will only be scheduled at one per week (Monday thru Sunday is the beginning and end of a week) and the other game(s) that week will be machine pitch games. An umpire will be assigned to these games by the league and will control the game. Three inning limit per pitcher and pitch count/days of rest is governed by Little League International Rule Book 2019. Any pitcher that hits three (3) batters in a game will be substituted immediately. There will be no limit to the amount of pitching mound visits by a coach in this division as it is instructional, but consider the time limits involved and don't abuse this allowance.

9. Base running- A batter can advance to the next base until the ball is returned and controlled inside the infield at which time the play is dead, unless the out fielders attempted a play on the runner. In this situation the player can advance one base at his own risk. No advancing on an overthrow to first base.

10. No Stealing.

11. Sliding- No head first sliding. If a play is close at home plate the runner must slide feet first.

12. Outfielders must play at least ten feet onto the outfield grass.

13. No bunting. All balls hit fair will be played.

14. No infield fly rule.

15. No leading.

16. Managers and coaches will coach the bases and umpire the machine pitch games. You may use parents to umpire during machine pitch games or coach the bases, however they need to be safety certified. Managers/Coaches may call time out at any point during a game to instruct a player regardless if its machine pitch or kid pitch.

17. Home teams will sit on the first base side of the field.

18. All games will be played as scheduled. If a game is cancelled follow the guidelines set forth by the TRLL scheduling director and Division VP for rescheduling games.

19. No games will be played off site, unless determined by the scheduling director and/or Executive Vice President of Operations.

20. Games will be six innings in duration- time permitting. Each half inning will terminate after three outs or five runs during machine pitch games and each half inning will terminate after three outs or three runs during kid pitch games. Games are limited to a maximum of two hours in duration. All games will stop immediately upon reaching the time limit, regardless of the state of the current game. As a general rule no new inning will start after game duration exceeds 1 hour and 45 minutes, especially if there is a scheduled game immediately after the current game.

21. Scores will NOT be recorded or will standings be kept in this division. Home team will enter the pitch counts (If Applicable) through the league toolbox online immediately after the games completion. Managers/Coaches confirm this prior to leaving the field.

G. Game Play - Standings (Not Applicable in the Pee Wee 8 Division).

H. Draft Order - (Not Applicable in the Pee Wee 8 Division).

I. Draft Rules (Not Applicable in the Pee Wee 8 Division).

J. Game Play—Practice Time Prior to Game Start (Not Applicable in the Pee Wee 8 Division).

K. Game Play for KID PITCH GAMES—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 pitch count for each player on the League Toolbox Online under the Stats section 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. 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].

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

6. The number of pitches thrown should be compared at each half-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.

7. Pitch count totals and innings pitched will updated for each player on the League Toolbox Online under the Stats section and reported via e-mail to the Division VP at larryselectric323@gmail.com immediately after completion of the game. Division VP will send pitch counts once received to all managers if requested.

8. 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. This is considered a health/safety issue and will not be tolerated.

9. 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.

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

11. Pitch counts are mandatory for all teams 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: 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 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 consecutive games if (20) twenty or less pitches were delivered in the previous game, but a player may not pitch in three consecutive days.

1. Machine Pitch/Kid Pitch- Machine pitch for approximately the first 6 weeks of the season (date to be announced) at which time they will begin kid pitching games once a week. The player may pitch from the rubber or from a modified position closer to the plate, but not closer than 40 feet). Umpires will be assigned by the league to all Kid Pitch Games.

2. Again, No pitcher will pitch more than fifty pitches.

3. Again, No pitcher will pitch in more than two consecutive kid pitch games.

4. Again, No pitcher will pitch more than three innings.

L. 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 weekdays and around or before 8:30 am on weekends. This information will be available through the league toolbox along with email notifications for teams playing on the rained out day.

M. Game Play—Playoff Season (Not Applicable in the Pee Wee 8 Division).

N. Game Play—Playoff Tournament (Not Applicable in the Pee Wee 8 Division).

O. Post Season Play (Not Applicable in the Pee Wee 8 Division).

P. All Stars-General:

1. The date for All-Star Team selection by managers of the PEE WEE 8 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 Division VP along with the TRLL President and input from the specific All Star Manager will decide the final roster amount for this division.

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 up to 7 players from each team 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. These player amounts are based on only one 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.

Q. All Stars—Manager / Coach Selection:

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 June 1, 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 PEE WEE 8 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, Region, State 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 Rule.

R. All-Stars—Player Selection (Underlined blue font rules are specific to the Pee Wee 8 Division):

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 nine (9) players. The actual number may be more, or less, depending on the outcome of the voting process.
 - b. Before the vote, Managers can voice their opinion regarding the skills, or lack thereof, of ALL eligible players.
 - c. Managers cast votes for nine (9), 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 9 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 9 players are determined.

e. In the event of a four-way or less, for the ninth position, each player involved in the tie makes the team.

3. In the second round of voting, managers cast their votes for the final All Star positions (12, 13 or, 14 payers). The second round of voting is conducted as follows:

a. Before the vote, considering the players already on the All Star Team, Managers voice their opinion regarding the remaining candidates and the unique value they can add to the team. The all star team manager's input should be carefully considered at this time, particularly as it pertains to the capabilities of the remaining player candidates to satisfy the needs for filling all fielding positions.

b. Managers cast votes equal to the number of available positions. For example, if three (3) open positions remain, a Manager casts three (3) votes.

c. Subject to the number of available positions, the players with the most votes are elected to the All Star Team.

d. If only 12 players are selected (maximum 2 coaches permitted Majors & Juniors only) and in the event of a tie for the final (12th) position(s), the following tiebreaker rules apply:

i. A third vote will attempt to break the tie. Before the vote, considering the players already on the All Star Team, Managers voice their opinion regarding the candidates involved in the tie and the unique value they can add to the team.

ii. If, after the third vote, a tie for the final position(s) exists, the Managers, Division VP, Player Agent and League President will vote on the possibility of adding a thirteenth or fourteenth player to the All-Star Team. The selection process for the 13th and 14th players, with preference shown to the All-Star Manager's input, should consider "position players" in the final vote.

iii. If a majority vote carries for a 13th or 14th player, the players involved in the tie make the team.

iv. If the vote does not carry, the All Star Team Manager will have his choice as to the player or players selected.

4. As a strict rule, players will only play within their respective All Star age division. Only in the rarest circumstances should a Manager recommend a player for a higher age division. If a recommendation is made, the player under consideration is subject to a two phase voting process as follows:

a. The player must first receive a UNANIMOUS vote by the Managers, Division VP, Player Agent and League President for consideration in the higher age group.

b. The player will then be subject to the regular All Star voting process. That is, just because a player receives a unanimous vote for consideration in a higher age division, does not automatically make him a member of that All Star Team. This process allows managers to consider the player among the pool of available players within that respective age division.