



Manager Handbook



Rancho Peñasquitos Little League Manager's Handbook



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1. Purpose

This document is intended to highlight key rules and things to know for RPLL managers in all divisions. This document does not replace the Little League Rulebook or RPLL bylaws. If there is any discrepancy between this document and the Local Rules and/or Little League Rulebook, the other documents are the official source of truth.

The Little League Safety and Conduct Rules apply at all times while on the field. All Managers and Coaches are responsible for reading and understanding Little League and RPLL Local Rules, and RPLL Bylaws.

2. Official Little League Rules

Rancho Peñasquitos Little League is governed by the rules of Little League Baseball. Every manager will receive a copy of the Little League rulebook.

The rulebook is now available as a mobile app that costs \$1.99. It is easier to search and find rules in the app compared to the printed book (although it could still be better).



3. Local Rules

RPLL has documented local rules as allowed by the Little League Rulebook. These rules differ by division, and every manager is responsible for downloading and carrying the RPLL Local Rules for their respective Division of Play. The rules are documented in the RPLL Bylaws.



4. Key Changes for 2021

An important note, Farm and MAPS divisions are considered Minor League divisions by Little League and thus are subject to all rules for Minors unless otherwise noted.

- Games may be started with 8 players on a team
 - If a team only has 8 players, the 9th spot in the batting order will be skipped
 - This applies to regular season only
- Courtesy runners for the catcher and/or pitcher of record will be allowed when there are two (2) outs
 - The runner must be the last batter to record an out
- Intentional walks can be ordered during at-bats (previously only before an at-bat began)
- Umpires may stand behind the pitcher's mound (the current Safety plan mandates them to stand behind the mound)
- Tee ball and Minors: Up to 3 coaches (formerly 2) can be on the field / in the dugout

Key Changes for 2020

There were several key changes for 2020 and we had a shortened season, so a quick refresher:

- Updated Run Rule (formerly known as the “Mercy” rule) - see below
- Updated Mandatory Play Rule - see below
- Updated Days of Rest for Pitchers - see below
- Minor League protests must be resolved before the next pitch or play
- Bunting is allowed in all divisions except tee ball
- Infield fly applies to all divisions except tee ball



5. Things to Know

a. Local Time Limits

Regulation games adhere to Little League Rule Book Sections 4.10 & 4.11 with local time limits below. The start time begins when the Umpire says, "Play Ball" and is so noted in the Official Scorebook.

Any inning which has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit has expired.

Division	Min Innings for a Regulation Game	Last Regular Inning	Time Limits
Tee Ball	N/A	N/A	1:15
Farm	N/A	6	1:30
MAPS	N/A	6	1:40
Minor B	4 (3.5 if home team ahead)	6	1:45
Minor A	4 (3.5 if home team ahead)	6	2:00
Intermediate/Junior/ Senior	5 (4.5 if home team ahead)	7	2:30

The home team does not bat in the bottom of the last inning if it is ahead.

b. Ties

(Minor B & above) *Local Rule:* In the event of a tie score at the time limit, one (1) additional inning will be played in an attempt to break the tie. If the score remains tied, the game will end in a tie.

c. End of an Inning

The side is retired when one of the following occurs:

- All Divisions: 3 outs are made
- Minors: offensive team scores five (5) runs
- Minors/Tee Ball: all players in the lineup have batted one-time in the half inning



d. Run Rule

If a team is down by the number of runs in the inning below or later, it shall concede the game to the team that is ahead.

Minors

Innings	# Runs
3 (2.5 if home team is ahead)	15
4 (3.5 if home team is ahead)	10

Intermediate (50-70) Division/Junior/Senior

Innings	# Runs
4 (3.5 if home team is ahead)	15
5 (4.5 if home team is ahead)	10

If the visiting team has a lead of fifteen (15) or ten (10) runs or more respectively, the home team must bat in its half of the inning. If the home team scores enough runs to reduce the deficit to below the run rule, play continues to the next inning.

The home team does not need to complete it's at-bat if it reaches the respective run rule during the inning (ex: a Minor's home team could reach 15 runs in the bottom of the 3rd with no outs and the game would be completed in 2.5 innings)

A game determined by the run rule, shall be considered a regulation game.

e. Mandatory Play Rules

Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.

- For the purposes of this rule, "six (6) defensive outs" is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while six outs are made; "bat at least one (1) time" is defined as: A player enters the batter's box with no count and completes that time at bat by being retired or by reaching base safely.



f. Pitching

i. Max Pitch Counts

Little League Age	Max Pitches Per Day
7-8	50
9-10	75
11-12	85
13-16	95

ii. Days Rest for Pitchers

If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. **The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat**, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

Pitchers league age 14 & under

# Pitches	Days Rest
1-20	0
21-35	1
36-50	2
51-65	3
66+	4

Pitchers league age 15-16

# Pitches	Days Rest
1-30	0
31-45	1
46-60	2
61-55	3
76+	4



iii. Pitching and Catching in Same Game

Any player who has played the position of catcher in four (4) or more innings in a game 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 (15- and 16-year-olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day.

EXCEPTION: If the pitcher reaches the 20- pitch limit (15- and 16-year-olds: 30-pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game.

iv. Intermediate/Junior/Senior: Pitcher Re-Entry

Minors: Once a pitcher is removed from the mound, he/she cannot return as a pitcher.

Intermediate (50-70) Division, Junior League, and Senior League only: A pitcher remaining on defense in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

v. Intentional Walks

The defense may elect to “Intentionally Walk” a batter by announcing such decision to the plate umpire. **New for 2021: The request may be made at any time before or during the at-bat.**

NOTE 1: Such notification must be made by the defensive manager. The manager must request and be granted “time” by the umpire and then inform the umpire of the defense’s intent to walk the batter.

NOTE 2: The ball is dead and no other runners may advance unless forced by the batter’s award. The appropriate number of “balls” needed based on the count on the batter at the time of the manager’s request to complete the Intentional Walk will be added to the pitch count.



g. Batting

Any batter who throws a bat will be warned one (1) time (roster-keeper must note). After the first warning, a second offense may result in ejection. If the umpire determines that a player throws a bat (or any other equipment) in an unsportsmanlike manner, this may be cause for the player's immediate ejection.

- Bunting is allowed in all divisions except tee ball
- Infield fly applies to all divisions except tee ball

h. Baserunning

A basepath is only established with a fielder is attempting to tag the baserunner. A runner's baseline is established when the tag attempt occurs and is a straight line from the runner to the base to which he/she is attempting to reach. At that point the runner must stay with-in 3 feet of the basepath.

- A runner cannot be called out for running around a fielder attempting to field a batted ball if the fielder has not made an attempt to tag the runner. In fact, the runner is required to not interfere with the fielder.

A runner who is judged to have hindered a fielder who is attempting to make a play on a batted ball is out, whether it was intentional or not.

T-ball:

- The runner must wait for the pitch to be hit before leaving the base

All Minors:

- Any runner sliding head first when advancing is automatically out. *Note that a runner may dive headfirst back into a base.*

Minors B:

- The runner cannot leave the base until the pitch reaches the batter.
- There is no stealing allowed.

Minors A / Intermediate

- A batter can advance more than 1 base, at their own risk, on ball 4.
- Stealing is allowed
 - Minors A: the runner cannot leave the base until the pitch reaches the batter



i. Overthrows / Awarded Bases

Thrown ball goes out of play: 2 BASES

- I. When such wild throw is the **first play by an infielder**, the umpire, in awarding such bases, shall be governed by the **position of the runners at the time the ball was pitched**
- II. In **all other cases** the umpire shall be governed by the **position of the runners at the time the wild throw was made**

Pitcher throws a ball out of play when on the pitching plate: 1 BASE

Batted fair ball bounces or is deflected into the stands outside the first or third base foul line or goes through or under a field fence: 2 BASES

Fielder throws a cap, glove, mask or other part of uniform at a batted ball: 3 BASES

Fielder touches or throws a cap, glove, mask or other part of uniform at thrown ball: 2 BASES

j. Base Coaches / Adults in Dugout

Tee Ball / Minors: In addition to the manager, you may have up to three (3) adult coaches in the dugout.

Intermediate/Juniors: In addition to the manager, you may have to two (2) adult coaches in the dugout.

No more than 3 adults (4 for Tee Ball) may be in the dugout at any time. **At least one (1) adult must be present in the dugout at all times.**

Base coaches: Two (2) adults or one (1) adult and one (1) player may be used as the base coaches, at the Manager's discretion. If a player is used as a base coach, they must wear a batting helmet while in the coach's box.

No manager or coach shall touch any player while the ball is in play. If an offensive manager or coach touches a player, the ball will be dead; the nearest base runner will be called out; and all other base runners will return to the last base legally touched. If a defensive manager or coach touches a base runner, all runners will be entitled to advance one base past the last base legally touched.



k. Scorekeeping

The Official Scorebook is FINAL.

Minors:

The home team's Official Scorekeeper will place player and pitching eligibility in the Official Scorebook prior to each game. **Managers must sign the Official Scorebook after the game to verify score, substitutions, and pitching.** Scorebooks shall not be modified after the books are signed by both Managers (attesting to the accuracy-especially of pitching records). Corrections may be made only by the Official Scorekeeper for that game at the end of that game, with both Managers acknowledgement.

Intermediate/Juniors:

GameChanger will be the official scoring app used during the games. The HOME team scorekeeper should use GameChanger to score the game. The AWAY team scorekeepers should keep a paper scorebook as a backup to the GameChanger scoring.

l. Protests

The only basis for a protest will be an interpretation of a rule. Judgment calls by an Umpire CANNOT be protested by players, managers, coaches or parents. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest. See Rulebook section 4.19 for specifics on protests.

- Minors: Protests must be resolved before the next pitch or play. The game will be paused for as much time as it takes to convene the protest committee to determine the outcome of the protest. This will prevent games from having to be replayed and pitchers throwing unnecessary pitches.



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i. Intermediate Protest Committee

Any protest for any reason whatsoever must be submitted by the manager first to the umpire on the field of play and then in writing to the local league president within 24 hours. The Umpire-in-Chief shall also submit a report immediately.

- Ben Earnest
- Bob Grassa
- Mark Godbold
- Paloma Ramirez
- Victor Rubio

This will usually happen within 24 hours of the protest being filed.

ii. Minors A & B Protest Committee

Minors protests must be resolved before play continues. Please stop the game and contact a member of the Minors protest committee immediately:

- Ben Airth 858.776.2130
- Bill French 760.822.7319
- Aaron McDaniel 858.663.2839
- Eric Pannese 858.220.5472
- Mark Scelfo 858.361.2251



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m.MAPS Fielding

The defensive team may use 10 players with the 10th player positioned as a fourth outfielder.

The defensive pitcher (player) must have at least one foot within the pitcher's circle until the ball is hit.

The coach feeding the pitching machine is the umpire for that half-inning.

There are no walks and the batter is not awarded first base if hit by pitch.

If the ball hits the pitching machine, the cord, or the operator, it immediately is called a dead ball, and all play stopped.

- If it is a batted ball, the pitch is replayed
- If it is a ball last touched by a defensive player, the runners are awarded the base they were going to

Each batter receives up to five (5) pitches. The opinions of either manager cannot affect the number of pitches per batter; each batter will receive up to 5 pitches only. If the fifth (5th) pitch is fouled off, the batter will continue until striking out or putting the ball in play.

There will be three (3) defensive coaches allowed on the field once the defensive half of the inning has started. Both defensive coaches must remain in the outfield at least thirty (30) feet behind the baseline at all times. Should a ball-in-play hit one of the defensive coaches, the ball is considered live and play will continue.

n. Equipment

i. Bats

Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, Junior League divisions, and Challenger division shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed $2\frac{5}{8}$ inches for these divisions of play.



Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used in the Intermediate (50-70) Division and Junior League divisions.

ii. Cleats

Cleats must be plastic except for Intermediate/Juniors/Senior leagues where metal cleats are allowed.



6. Game Day

a. Field Preparation

Proper preparation of the field requires repairing any damage to the field such as batter's boxes and pitching mounds and putting out all necessary equipment, such as the bases. The home team is responsible for these duties, and persons doing field prep must arrive at the field in sufficient time in order to complete field prep before the teams need to take the infield for warm-ups. The home team is responsible for putting all equipment back in the shed prior to the start of the game. The visiting team will be responsible for putting away all equipment upon completion of the game and watering the fields.

b. Home and Visitor Dugouts

HOME = First base dugout

VISITORS = Third base dugout

c. Infield and Outfield Warm-ups

Both teams have access to the outfield for pregame warm ups until 10 minutes prior to game time. Time permitting:

- 30 minutes before game time, the VISITING team gets the entire infield, center field, and either right OR left field for 10 minutes
- 20 minutes before game time, the HOME team gets the entire infield, center field, and either right OR left field for 10 minutes.

The team that is not on the infield may utilize one open side of the outfield that the defensive team is not using. Infield warm-up should end 10 minutes before game time. If there is inadequate time for each team to have 10 minutes infield/outfield time, the teams should equally divide the available time. However, **if the visiting team is simply late getting on the field, they are not to extend into the home team's infield/outfield time.**

d. Warming Up Players and Pitchers

Any player warming up a pitcher must follow Little League International rules. If the catcher warming up the pitcher squats into a normal catcher position, he/she must have a catcher's mask on and appropriate safety equipment. **At no time shall a manager, coach, or any adult warm up a pitcher.** At no point shall an adult play catch with a player on the field of play on game day.

Clarification of common misperception: Adults can play catch with players during practices.



e. Little League Pledge

For every game:

- The HOME team will provide one player to recite the **Pledge of Allegiance**
- The VISITING team will provide one player to recite the **Little League Pledge**.

f. Questions During Play

When there is a question about a rule during a game, the Manager should:

- I. Confer with the home plate umpire
- II. Check the RPLL Local Rules for their respective Division of Play
- III. Check the RPLL Local Rules for All Divisions
- IV. Check the Official Little League Rule Book.
- V. The home plate umpire has the final say in any ruling.
- VI. In the event of a protest managers must follow Little League Rules for protesting as listed in the Official Little League Regulations, Playing Rules and Policies in the green book.

Do not necessarily hold up the play of the game if you do not understand the rules. If it is found that you continue to do so, you may be subject to disciplinary action by the Executive Board of Directors.

g. Keeping the Game Moving Along

All reasonable efforts must be made to move the game along quickly. Managers must be organized enough to get their team on and off the field promptly (teams should run on and off the field). **Teams should either have their catcher ready to go as soon as the 3rd out occurs or have another player (wearing a catcher's mask and glove) warm up the pitcher.** Excessive team conferences between innings are not permitted as they slow the game down. A short conference when the team comes in from defense generally will not slow the game down as long as the first batter is ready to hit.

h. Roster Keeping and Game Balls.

The home team will provide the official roster-keeper and the game balls.



7. Safety

Each Manager is required to have read and understood the **RPLL Safety Plan** and have it printed and in their team binder at all team events.

Below are a few key items for Managers to adhere to at all times:

- Attend safety training sessions sponsored by the league. Safety training sessions shall focus on injury prevention and treatment.
- Drinking water shall be made available at all practices and games. During hot weather, players should be encouraged to drink before they are thirsty.
- No games or practices should be held when weather or field conditions are unsafe, particularly when lighting is inadequate or the field is too wet.
- Bats must be Little League approved including a USA baseball stamp. All metal bats shall be checked prior to all practices and games to assure that the proper grip material is in place and that bats are not cracked or have flat spots.
- Ensure that all team equipment is stored within the team dugout, or behind screens, and not within the area defined by the umpires as “in play.”
- Ensure players are not wearing watches, rings, pins or metallic items during games or practices.
- Ensure that all players that squat to receive a throw from a pitcher shall wear catcher's helmet, mask, throat protector and protective cup during practice and games and when warming up pitchers. Managers should encourage all male players to wear a protective cup for practice and games.
- Ensure that during warm-up drills, players should be spaced so that no one is endangered by wild throws or missed catches.
- First-aid kits are issued to each team manager and shall be available at all practices and games. In addition, first-aid kits with additional supplies are located at each concession stand or in the equipment box at the playing fields.
- Parents of players who wear glasses should be encouraged to provide safety glasses.
- Regardless of age, players are NEVER to be left alone at the fields after a practice or a game.