

2017 Rules and Regulations

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A. Article I – Elections, Officers

- All adult participants of Rancho Little League (RLL) will be considered members of the league and will have all rights to run for office and vote for elected board members.
- The voting white board will be posted two weeks prior to closing ceremonies in front of the snack bar at CES. Members and or returning board officials interested in running for office are required to write in his/her name on the board to be considered in the ballot; the deadline for writing in your name is the last day of games. A voting booth will be available at closing ceremonies; three members selected by the Board of Directors will manage the booth and perform a dual count of the ballots. The winning candidate for each position will be announced by the end of the closing ceremonies.
- The umpire-in-chief shall not be a manager or coach.
- To be eligible to run for league president, a member must have served at least one full season on the RLL Board of Directors.
- Fifty percent plus one of the board members constitutes a quorum.
- A board member must abstain from any decision that involves that board member and/or his/her team.

B. Article II – Conduct and Rules

- The Board of Directors shall have the authority, by two-thirds vote, to suspend, remove or discipline any member, manager, coach, player, parent or other person whose conduct is considered detrimental to the best interests of the league or the program.

- Any person using abusive language, profanity, vulgarity or manner of speech held detrimental to good sportsmanship will be ejected from the premises and suspended. Once ejected, that person must leave the playing field immediately (see rule 4.07 of Little League Rules and Reg).
- Managerial personnel shall not use profanity or display undue anger or animosity toward each other, and shall maintain an attitude of respect toward the umpires.
- Any player using profanity on the field or throwing equipment will be automatically ejected from the game and may be required to appear before a disciplinary committee as soon as it is reasonably possible for one to be convened.
- The use of tobacco at the schools and city park facilities is prohibited. This includes the use of electronic, vapor devices.
- Dogs are not permitted at Cucamonga Elementary School. **THIS IS MANDATED BY THE SCHOOL DISTRICT (If the parent/family member/friend refuses to remove the dog from school grounds, the player affiliated with the dog owner will be ejected from the game and must leave the fields immediately).**
- Protests are to be filed as prescribed by the Official Little League Rules. Refer to section 4:19 in the green rulebook.
- All players will be required to be in full league-provided uniform to play in any scheduled game. Any player who is not in full league-provided uniform shall not play.
- It shall be the duty of the manager(s) or league official(s) to caution spectators to refrain from hazing the umpire, criticizing players or critiquing the coaching.
- Playing rules and regulations are set and published in the “Green Book” official rule book by Little League Inc., of Williamsport, Penn., and they are to be adhered to by all league members at all times.
- ALL managers, coaches, team parents, field preps, scorekeepers, etc., having any contact with the players – on or off the field – must have a complete and approved Volunteer Application for the current season on file with the Board of Directors. Each team is expected to have no fewer than five applications on file. The deadline to get all volunteer applications in is Hat Night. The penalty for not doing so will be no practices/games until at least five are submitted to the league.

C. Article III – Registration, Tryouts

Registration

- Registration will be held at a time and place designated by the Board of Directors. A participation fee may be collected during registration.
- No player shall be accepted from outside the league boundaries unless eligible under Little League Rules.
- Players who register after tryouts have been held will be placed on a waiting list. Players will be listed in the order in which they registered, with all applicable paperwork turned in and accepted.
- Any returning player who is on a Major Division team or above who has not signed up by the final day of registration will be sent an e-mail to the last known address and personally called by either the player agent or president to see if s/he plans on returning. The returning player will be notified that s/he will be placed on a waiting list if s/he does not sign up before the draft.

Tryouts

- Two tryouts may be held prior to the player draft.
- All players league age 9-12 who are not already property of a Major Division team are required to attend at least one tryout. Those who fail to attend at least one tryout without a board-approved absence at least 48 hours prior to the draft will be constituted as a “refusal to be drafted to a higher division.” This refusal may jeopardize that player’s eligibility for all-stars.
- All players who are league age 8 are required to attend the Rookie American Division tryout; it is optional for 7-year-olds to attend.

- Any non-returning player who does not attend a tryout will be drafted via lottery and his/her all-star eligibility will be in jeopardy.
- Players in all divisions who do not try out will be drafted via lottery (See Draft Rules page 4).

D. Article IV - Draft, Draft Options, Draft Policies, Replacement Policies

Draft

- The Junior, Major, Minor and Rookie American Division teams will be selected by the draft. The T-Ball and Rookie National divisions will not have a draft.
- Any non-returning player who does not attend a tryout will be drafted via lottery and his/her All-Star eligibility will be jeopardized.

Draft Options

- There will be no coach's option in any of the competitive divisions.
- The brother/sister option will be the third-round pick. If a manager has more than one brother/sister option, the option must be taken prior to the third round. When the brother/sister option is taken, sibling must be taken in the next available round.
- The manager's option will be in accordance with the current Little League operating manual. All options remain options for the duration of the player's eligibility in the division.
- If a player in the Major Division or above player refuses to return to his/her team and rejoins the league, he/she may be traded to another team with the approval of his/her current manager, the player's parent, the league president and the player agent. If a trade cannot be consummated prior to the draft, the player will be placed on the bottom of the waiting list.
- Minor Division players are eligible to be moved to a Major Division team only after all of the 12-year-olds who are on the waiting list have been assigned to a Major Division team. All Minor Division players must play three season games to be eligible to be moved to a Major Division team to fill a vacancy.

Draft Policies – Junior, Senior Divisions

- The Junior Division will be re-drafted annually.
- The maximum number of teams in the Senior and Junior divisions shall not exceed 10.
- If a player refused the draft, s/he loses the privilege of being drafted up for the remainder of the season and forfeits his/her All Star eligibility.
- The player agent for the league will assign any player refusing to be drafted to a team.

Draft Policies – Major Division

- Serpentine Draft
- The maximum number of teams shall not exceed 10.
- All 12-year-old players must be drafted.
- Managers may draft no more than six 10-year-olds per team.
- If the number of draft-able players allows for an expansion team, said expansion team gets to select – before the draft begins – the same number of players as the existing team with lowest number of registered returning players. The draft will begin with the existing order by last year's standings, with the expansion team picking last.

Draft Policies – Minor Division

- Serpentine Draft
- The number of teams shall not exceed 10.
- All remaining 10-year-olds that have not been drafted in the Major Division must be drafted into the Minor division.
- All players are returned to the league's player pool at the end of the season. No manager of a Minor Division team may retain a player in the subsequent season.

- If a player refuses the draft, s/he loses the privilege of being drafted up for the remainder of the season and forfeits his/her All-Star eligibility.
- All 9-year-olds must be drafted in the Minor Division.
- Minor League managers have an option to acquire 2 8yr-old player along with parent consent

Draft Policies – Rookie American Division

- All 8-year-olds who did not try out will be selected as blind picks, and 7-year-olds will be placed in the Rookie National Division if not needed in Rookie American.

Selection Policies – Rookie National Division

- A maximum of four requests per manager will be honored, not to include the said manager's child.

Selection Policies – Teeball and Rookie Divisions

- Players will be assigned to the managers by age group and by residence area.
- The number of teams in the Teeball and Rookie divisions shall not exceed 10 each.

Replacement Policy –Major Division and Above

- If a manager loses a player during the season, the player must be released before being replaced. The manager must present a written “request for release” to the player’s parent(s) and give one copy to the player agent and keep one copy. The player agent will notify the manager and the player’s parents in writing of the release once complete. The league president must notify the district administrator of said release.
- Any player transaction will be handled through the player agent. The manager will submit in writing to the player agent which player s/he wants and the player agent will inform the player’s parent(s) that the child is being drafted to an upper-division team. If the player and the parent(s) agree, the player agent will then inform both managers of the draft.
- Players who have played in three (3) regular seasons will not be allowed to refuse being drafted up to the Major Division during the season. If a player refuses the draft, s/he loses the privilege of being drafted up for the remainder of the season and forfeits his/her All-Star eligibility.
- When a Major Division team needs to add a player after the season has begun, the replacement player will be the same league age as that of the player being replaced. A manager has seven days to replace a player. The player agent will give the manager a list of players who are eligible to be drafted.
- If a Junior/Senior division team loses a player during the final 14 days of the season, the player will not be replaced unless the roster falls below 11 players. The team may only replace up to 11 players on the roster.
- The player agent will report all draft transactions during the season at the board meetings.

Replacement Policy – Minor, Rookie and Tee-ball Divisions

- If a manager loses a player during the season, the player must be released before being replaced. The manager must present a written “request for release” to the player’s parent(s) and give one copy to the player agent and keep one copy. The player agent will notify the manager and the player’s parents in writing of the release once complete. The league president must notify the district administrator of said release.
- Players must be taken from the waiting list in the order of registration before being drafted from the lower divisions.
- All player transactions will be handled through the player agent.
- The player agent will report all draft transactions during the season at the board meetings.
- A waiting list will be maintained for both the Minor and Rookie divisions.

E. Article V – Selection of Tournament Teams

1. ELIGIBILITY

- a) 9-10 year-old Tournament Team - 9-10 years of age that played in the minor or major division.
- b) 10-11 year-old Tournament Team - 10-11 years of age that played in the minor or major division.
- c) 11-12 year-old Major Tournament Team - 11-12 years of age that played in the Major Division
- d) 13-14 year-old Junior Tournament Team - must be 13-14 years of age.
- e) 13, 14, 15-16 year-old Senior Tournament Team - must be 13, 14, 15, 16 years of age.
- f) All players must have finished the season in good standing.
- g) Players must have played in 60% of the games they are eligible to play in unless they had valid excused absences and must have played in the Division they are eligible to play in during Tournament play.
- h) Any player refusing to advance to an upper level Division during the playing season will forfeit their All Star eligibility status.

11/12 All-Star Team Draft Process

- The 11/12 all-star team will consist of 13 league-age 11- and/or 12-year-old players from the Major Division. This selection process will be held first.
- Major managers must determine which players are eligible under Green Book rules. In addition, any player who gets accepted to all-stars and declines to play will forfeit his/her all-star status and rewards.
- Each Major manager will rank 13 players (ages 11 and/or 12) from 13 (for the top pick) to 1 on a secret ballot.
- The ballots will be totaled, and the 13 players who receive the most points will be placed on the 11/12 team.

10/11 All-Star Team Draft Process

- The 10/11 all-star team will consist of 13 league-age 10- and/or 11-year-old players from the Major Division who were not selected for the 11/12 all-star team.
- Major managers must determine which players are eligible under Green Book rules. In addition, any player who gets accepted to all-stars and declines to play will forfeit his/her all-star status and rewards.
- Each Major manager will rank 13 players (ages 10 and/or 11) from 13 (for the top pick) to 1 on a secret ballot.
- The ballots will be totaled, and the 13 players who receive the most points will be placed on the 10/11 team.

9/10 All-Star Team Draft Process

- The 9/10 all-star team will consist of 13 league-age 9- and/or 10-year-old players from the Major and/or Minor Divisions who were not selected to the 10/11 team.
- Major managers will vote on the 10-year-olds who played in Majors for the 9/10 team.
- Major Managers may have an opening conversation about 10-year-old players on their teams before voting.

- Two-round voting process:
 - First round: If 100% (5 of 5) of managers agree, player is placed on 9/10 all-star team
 - Second round: If 80% (4 of 5) of managers agree, player is placed on 9/10 all-star team.
- Remaining slots will be filled by Minor Division players.
- Minor managers may not vote for players on their own team.
- Minor managers may discuss players on their team to be considered for all-stars before voting.
- Two-round voting process:
 - First round: If 100% (7 of 7) of managers agree, the player is placed on the 9/10 all-star team.
 - Second round: If 71% (5 of 7) of managers agree, the player is placed on the 9/10 all-star team.
 - If there is a tie for the 13th spot, managers will vote via secret ballot for one player to take the spot.

The Tournament Team

- The results of the selection shall be kept confidential by all involved in the process. Teams will be announced on the website (rancholl.org) the day after the vote.
- All-star players will wear Rancho Little League all-star jerseys. Parents are responsible for all financial obligations of the entire uniform. Jersey and cap fees of \$55 are due three days after closing ceremonies; the all-star program is included in the fee.

Manager Selection

- First-place (regular season) Major Division manager has first right of refusal to manage either the 10/11 or the 11/12 team.
- Second-place (regular season) Major Division manager has the option to manage whichever team the first-place Major Division manager does not select. If s/he refuses, the option goes to the next-highest finishing Major Division team until a manager is selected.
- First-place (regular season) Minor Division manager has first right of refusal to manage the 9/10 team.

Note: If a manager position is not filled by the process outlined above, the Board of Directors will select the manager for any applicable division. The board has the right to alter the manager selection process if deemed necessary.

F. Article VI – Field Doctrine for ALL divisions

Field Doctrine

- In all divisions, the rules defined in the green booklet called *Rules and Regulations for Baseball Divisions* published by Little League Baseball, Inc. will be adhered to at all times, including pitch count and pitcher rest requirements as defined by age group.
- One coach or an adult must remain in the dugout at all times. Only team members are allowed in the dugout. All players must remain in the dugout at all times if they are not on the field or batting.
- Games during the week for the Teeball Division will have a start time 5 p.m.

- All other games during the week at CES will have a have start time of 5:15 p.m.
- All managers, coaches, team Parents, etc., having any contact with the players on or off the field must have a completed and approved Volunteer Application for the current season on file with the Board of Directors.
- In the Rookie American, Minor, Major, Junior, and Senior divisions, the home team is responsible for keeping the official scorebook and the visiting team is responsible for keeping the official pitch count.
- The official scorekeeper and the official pitch counter must be present behind the backstop during the game for umpire access.
- The official scorekeeper and the pitch counter must concur on the score and number of pitches at the end of each half inning. Discrepancies must be resolved before the next half inning begins.
- If the home team does not present an official scorekeeper, the manager or coach of that team must remove him/herself from the dugout to keep the official book.
- If the visiting team does not present an official pitch counter, the manager or coach of that team must remove him/herself from the dugout and keep the official pitch count.

Junior, Senior and Big League Divisions (Ages 13-14, 15-16, 17-18)

- All games will be seven innings or two hours and 30 minutes long. No new innings will be started after two hours and 15 minutes; however, any inning that has already begun will be completed.
- If the score is tied after the game is considered official (five innings) and the game is stopped by the umpire for any reason, ½-game win and ½-game loss will be recorded for each team.
- If, at the completion of an official game (Five complete innings or 4½ innings if the home team is ahead) and a 10-run difference exists, the team with the 10-run lead will be declared the winner and the game will be stopped.
- The Junior and Senior divisions will play an 18-game season.
- Inter-league rules will supersede the above.
- The Junior Division shall consist of all players league age 13 and 14.
- The Senior Division shall consist of all players league age 15 and 16, and 14-year-olds who have opted out of the Junior Division and have been invited to play in the Senior Division.
- The Big League Division shall consist of all players league 17 and 18, and 16-year-olds who have opted out of the Senior Division and have been invited to play in the Big League Division.

Major Division (Ages 10-12)

- All games will be six innings or two hours long.
- No game shall exceed two hours and 30 minutes. Ties will be played until the time limit is reached; however, no new inning will start after two hours and 15 minutes. If the scored is still tied, a ½-game win and a ½-game loss will be recorded for each team. If a game reaches the two-hour, 30-minute mark, the score will revert back to the last completed inning.
- If at the completion of an official game (four innings), a 10-run difference exists, the team with the 10-run advantage will be declared the winner.
- Major Division teams may play a regular season of up to 20 games.
- No Special Pinch Runners

Minor Division (Ages 9-11)

- All lineup changes must be given to the umpire, official scorekeeper and the opposing manager at the time of any change.
- There will be a drop-dead two-hour time limit, with a maximum of six innings of play, for weekday and weekend games. Weekday games will begin no earlier than 5 p.m.
- If the game ends in a tie, a ½-game win and a ½-game loss will be recorded for each team.
- When the time limit is reached, the score will revert back to the last completed inning.

- If, at the completion of an official game (four innings), a 10-run difference exists, the team with the 10-run advantage will be declared the winner.
- Minor Division teams may play a regular season of up to 20 games.
- No 12 year-olds are allow to pitch in minor division
- No Special Pitch Runners

Rookie American (Ages 7-9), Rookie National (Ages 6-7) and Teeball Division (Ages 4-6)

- Rookie American games will have a drop-dead two-hour time limit, with a maximum of six innings of play, for weekday and weekend games. Weekday games will start at 5:15 p.m.
- All weekday Rookie National Division games will start at 5:15 p.m. and end at 7 p.m. or when six innings have been completed, whichever comes first. There is a drop-dead one hour, 45-minute time limit.
- All weekday Tee-ball Division games will start at 5:15 p.m. Playing time is 60 minutes.

Field Conduct

- If a runner maliciously runs into a fielder in possession of the ball, the runner will be declared out and removed from the game at the discretion of the umpire.
- Any player who throws a helmet, bat or any other piece of equipment in an unsportsmanlike manner is to be immediately removed from the game.
- Players shall sit on the team bench in the dugout unless participating in the game or preparing to enter the game.
- All male players are strongly encouraged to wear a protective cup. Male catchers must wear a hard cup.
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Player Participation – All Divisions

- Every player on a team roster will participate in each game for a minimum of six defensive outs and at least one at-bat.
- If the participation rules is violated, the player(s) involved shall start the very next scheduled game and play the entire game. The manager shall receive a written warning for the first offense; the offense will result in a suspension for the next scheduled game; the third offense will result in a suspension for the remainder of the season. If the violation is determined to have been intentional, the Board of Directors may assess a more severe penalty. However, forfeiture of a game may not be invoked. If the violation occurs in a game shortened by curfew, darkness, inclement weather, etc., the Board of Directors may elect not to impose a penalty.
- Players who show up after the game has started cannot be put into the game until the fourth inning and need not play at all, with no penalty to the manager.
- Tee-ball, Rookie Minor and Major divisions will bat the entire lineup of all players present for the duration of the game. Managers are also strongly encouraged to rotate from game to game the lower portion of their lineups, at least below the fifth batting position. Exception: A player benched for a player agent-approved disciplinary cause is exempt.
- Minor and Major Batters/Players will have a 1 one-foot out-of-batter box in between pitches
- Postponements will be considered with the minimum notice of 72 hours by the manager to the president and player agent for valid reasons only, such as not being able to field nine players due to players being away at a school function and/or religious activity involving immediate family members.
- Any rained-out games will be played on the next available day.

Disciplinary Action

- If a manager wishes to bench a player for disciplinary reasons, s/he must notify the player agent in writing of the reasons for such action at least 24 hours prior to the beginning of the game. The

player agent will in turn notify the league president and the player's parents. The player agent will keep a copy of the request on file.

Division Standings

- In the Major and Minor divisions, the regular season will consist of each team playing every other team an equal amount of times (e.g., a six-team division would play each team four times for a total of 20 regular season games). The team with the best overall record at the end of the regular season will be determined the winner of the regular season, and will represent Rancho Little League in the Tournament of Champions.
- If two or more teams have the same overall record, head-to-head records will determine the tiebreaker. If that doesn't break the tie, the team that allowed the fewer amount of runs in the games played between the tied teams will win. The first-place team will receive a first-place trophy. If five or more teams are in the division, a second-place trophy will also be awarded.

Field Preparation and Teardown

- Both teams are responsible for the teardown of the field after the final game of the day, which includes ensuring all league-owned equipment is locked up and secured.
- The rules in this section #4 and #5 (Field Maintenance) will be strictly enforced. Every manager must do his part to ensure a successful season. Should these rules not be followed the following sanctions will occur:
- First offense: verbal warning; second offense: written warning; third offense: one-game suspension for the manager of the team not complying with these rules. Fourth or repeated offenses will result in a review by the Board of Directors to remove the offending manager from managing or coaching for the remainder of the season.
- Should any infraction of the rules in this section result in the loss or damage of league-owned equipment, a one-game suspension of the manager will be instituted immediately.

Field Maintenance

- When teams begin to practice, each team in each division will be required to work on/maintain the field on which they play from 6 to 7:30 p.m. on Friday. This will be done on a rotating basis, with a minimum of two volunteers per field.

G. Article VII – Pool Players All Competitive Divisions

- A team may utilize a pool player if it cannot field a team of at least nine players due to sickness/emergency, a school function or a church function with a 72-hour notice required for a school or church function. Same-day notifications are acceptable for sickness/emergency.
- Only the player agent and president are to have knowledge of the names/numbers of pool players. The manager requesting a pool player must contact the player agent, and the player agent will contact the manager of the opposing team to confirm selection. Only one pool player may be used per game. The pool player is not allowed to pitch or catch. Failure to follow procedure will result in forfeiture of All-Star eligibility.
- Prior to the first game of the season, each manager must select and submit three players from his/her team to be eligible for pool play to the player agent.
- The player agent will then randomly number the pool players in order for selection prior to the season.
- In the event that a team(s) needs a pool player(s), the Player Agent must start at the top of the randomly selected pool player list. No pool player may play more than one game as a pool player until all of the other pool players have had the opportunity to play in a game as a pool player.

Pool Player Playing Time

Majors and Minor Divisions

- Any player who shows up as a pool player is required to be in the starting lineup and must play a minimum of nine consecutive outs, have at least one at-bat and be the last batter of the lineup.

Junior and Senior Divisions

- Any player who shows up as a pool player is required to be in the starting lineup and must play a minimum of 12 consecutive outs and have at least two at-bats.
- Pool players present at the beginning of a game must be placed in the starting line-up and cannot be removed until he/she has achieved the minimum playtime described in this section.

MINOR DIVISION GUIDELINES

- A five-run rule is in effect for the first four innings. No more than five runs will be recorded in the official scorebook for the first four innings. Continuation of play on a live-ball situation will continue after the fifth run has scored in order to allow the play to end in a normal manner. The five-run rule does not apply in the fifth or sixth innings. During these innings there is no limit in runs, and play shall continue until three outs are recorded or the game ends in either regulation time or six innings.
- All teams must bat the roster. If a player shows up after the start of a game he must be inserted in the bottom of the batting order. If the player arrives after the lineup has batted around, the player will be inserted to the bottom of the original batting order. Any player who is not in the lineup due to injury or any other reason may not sit in the dugout.
- All players must play a minimum of two innings. Players may not sit for more than two consecutive innings; they must be rotated back into the game every two innings. Players may be re-inserted into any position, except for pitching and catching, as governed by the Little League Green Book.
- A pitcher who delivers 41 or more pitches in a game may not play the position of catcher for the remainder of the day.
- The dropped-third-strike rule shall be implemented at the beginning of the regular spring season.
- There are no on deck batters; players swinging the bat outside the dugout will be ejected. A second offense within the same game will result in the manager's ejection. If such action continues, the game is halted and team with infraction forfeits game.
- Dugout All-Star rules apply: No eating (including seeds) or chewing gum; water or sports drink only. A manager, coach or designee must remain in the dugout throughout the entire game. No spectators are allowed in the dugout.
- All ejections and infractions must be documented to the president and player agent the day they occur. All infractions and ejections will be reviewed by Rancho Little League's Board of Directors.
- Trash cans must be taken out before each game and emptied after each game. Each team is responsible for the dugout trash on its side. This is not part of the field teardown process.

ROOKIE AMERICAN DIVISION GUIDELINES

- Games are played at a competitive level; scores, standings and pitch count will be recorded for the entire season.
- Each team will bat the lineup and have free substitution; the batting lineup may not be altered during the game. Each player must play at least six defensive outs per game.
- The maximum number of innings per position is three innings.
- Each half inning ends when five runs have scored or three outs have been made.

Pitching Rules

- A pitcher who throws 41 pitches in a game may not play the position of catcher for the remainder of that day. The pitch count rules for the Rookie American Division shall be as follows and shall supersede any other pitch count rules.

Age 9: Day limit is 70

- If a player throws 1-20 pitches in a day, no calendar days of rest are required.
- If a player throws 21-35 pitches in a day, one calendar day of rest must be observed.
- If a player throws 36-50 pitches in a day, two calendar days of rest must be observed.
- If a player throws 51-70 pitches in a day, three calendar days of rest must be observed.
- If the maximum number of pitches is reached during the at-bat, the pitcher may finish pitching to the batter before being replaced.

Ages 7-8: Day limit is 50

- If a player throws 1-20 pitches in a day, no calendar days of rest are required.
- If a player throws 21-35 pitches in a day, one calendar day of rest must be observed.
- If a player throws 36-50 pitches in a day, two calendar days of rest must be observed.
- If the maximum number of pitches is reached during the at-bat, the pitcher may finish pitching to the batter before being replaced.
- Runners may advance on a pitched ball that has crossed the plate or an overthrown ball. Home plate is closed.
- Runners must slide feet first; there is no head-first sliding, whether going or coming back to a base. A runner who slides head first will be called out.
- A team must have coaches at first and third base. No coaches are allowed on the field during play.
- Male players must wear athletic supporters.
- There are no on deck batters; players swinging the bat outside the dugout will be ejected. A second offense within the same game will result in the manager's ejection. If such action continues, the game is halted and team with infraction forfeits game.
- Dugout All-Star rules apply: No eating (including seeds) or chewing gum; water or sports drink only. A manager, coach or designee must remain in the dugout throughout the entire game. No spectators are allowed in the dugout.
- All ejections and infractions must be documented to the president and player agent the day they occur. All infractions and ejections will be reviewed by Rancho Little League's Board of Directors.
- Bunting is not allowed.

ROOKIE NATIONAL DIVISION GUIDELINES

- Games are played at a non-competitive level and scores/standings are not to be kept.
- Each half inning ends when five runs have scored or three outs have been made.
- All players must play a minimum of three innings or half the game, whichever is greater. Players must not sit or more than one inning, and he/she must be rotated back in to the game every other inning.
- Players may not play in the same position for more than three innings per game.
- No more than 10 players are permitted on the field defensively.
- The mechanical pitching machine will be used for the entire game for the entire season.
- There are to be no on-deck batters or practice swinging.
- Mechanical pitching will be limited to four pitches or three swings.
- There is no head-first sliding, no base stealing, and no base advancement on passed balls.

Base Running

- Any ball hit to the infield means only one base advancement (including if errors are made). Example: If a runner is on first, the ball is hit to third and the play is made at first, the runner on first may only advance to second.
- Any ball hit into the outfield is a running situation until the ball makes it into the infield. Once the ball reaches the infield (either being caught by player or ball hitting the infield dirt) the runners must stop at the base to which they were advancing.
- These rules will be strictly enforced. Every manager must do his/her part to ensure a successful season. Should these rules not be followed the following sanctions will occur: first offense – verbal warning; second offense – written warning; third offense – one-game suspension of the manager of the team not complying with these rules. Additional repeated offenses will result in a review by the Board of Directors to remove the offending manager from managing or coaching for the remainder of the season.
- Coaches may coach first and third bases offensively. Up to two coaches are allowed on the field while their team is on defense. Catchers may only catch three innings per game. Catchers must wear a helmet, mask, throat and chest protectors, hard cup, and shin guards at all times while catching.
- Both teams are responsible for setting up and prepping the field for game play.
- The pitching machine is in play, just like an umpire would be. A ball that hits the pitching machine may result in an out, as well as a base hit.
- Both teams are responsible for putting the bases away, and locking up all equipment (after the last game of the day).
- Trash cans must be taken out before each game and emptied after each game. Each team is responsible for the dugout trash on its side. This is not part of the field teardown process.
- Should any infraction of the rules in this section result in the loss or damage of league-owned equipment, a one-game suspension of the manager will be instituted immediately.
- All male players must wear athletic supporters; they are encouraged to wear a hard cup.
- One manager/coach/volunteer must remain in the dugout at all times. Players must remain in the dugout at all times except when they are on the field in a defensive position or batting. Only the manager, coaches, team parent, and players are permitted in the dugout.
- The batting order should be rotated each game. The leadoff batter for one game should be the last batter for the next game. All other batters should move up in the batting order one spot per rotation.
- On occasion umpires will be available. When they are not available, each manager and coach is required to umpire the games. The hitting team's manager or coach on the field will umpire the bases.
- All managers, coaches, team parents, etc., having any contact with the players on or off the field must have a completed and approved Volunteer Application for the current season on file with the Board of Directors.

TEEBALL DIVISION GUIDELINES

- Games are played at a non-competitive level and scores/standings are not to be kept.
- Each team will bat the entire line-up each inning. There is no three-out limit in each half inning. An out will bring the player off the base path.
- Players will hit from the tee for the first half of the season. Only during the second half of the season may the coach elect to pitch overhand soft toss. If batter fails to hit after three pitches the batter must hit off the tee.
- All players must change defensive positions every inning.
- All male players must wear athletic supporters; they are encouraged to wear a hard cup.
- There will be no position of catcher allowed in the Teeball division.

- One manager/coach/volunteer must remain in the dugout at all times. Players must remain in the dugout at all times except when they are on the field in a defensive position or batting. Only the manager, coaches, team parent, and players are permitted in the dugout.
- NO on deck batter or practice swings are permitted.
- Managers and coaches are required to umpire the games. The hitting team's coach(es) on field will umpire the bases.
- There is no sliding, no base stealing, and no base advancement on overthrows.
- The pitcher or any outfielder may run to any base for an out. The ball must be thrown to the base to achieve the out.
- The batting order should be rotated each game. The leadoff batter for one game should be the last batter for the next game. All other batters should move up in the batting order one spot per rotation.
- Both teams are responsible for setting up and prepping the field for game play.
- Both teams are responsible for putting the bases away, and locking up all equipment (after the last game of the day).
- These rules will be strictly enforced. Every manager must do his/her part to ensure a successful season. Should these rules not be followed the following sanctions will occur: first offense – verbal warning; second offense – written warning; third offense – one-game suspension of the manager of the team not complying with these rules. Additional repeated offenses will result in a review by the Board of Directors to remove the offending manager from managing or coaching for the remainder of the season.
- Should any infraction of the rules in this section result in the loss or damage of league-owned equipment, a one-game suspension of the manager will be instituted immediately.
- Trash cans must be taken out before each game and emptied after each game. Each team is responsible for the dugout trash on its side. This is not part of the field teardown.
- All managers, coaches, team parents, etc., having any contact with the players on or off the field must have a completed and approved current Volunteer Application on file with the Board of Directors.

H. ARTICLE VIII - PITCHERS - REGULAR SEASON PITCHING RULES

- Any player on a regular season team may pitch. (Note: There is no limit to the number of pitchers a team may use in a game.)
- A pitcher, once removed from the mound, may not return as a pitcher for the Rookie American, Minor and Major divisions. For the Junior, Senior, and Big League Divisions, a pitcher who remains in the game but moves to a different position may return as pitcher at any time during the remainder of the game, but only once per game.
- The manager must remove the pitcher when s/he reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
- League Age
 - 17-18: 105 pitches per day
 - 13-16: 95 pitches per day
 - 11-12: 85 pitches per day
 - 9-10: 75 pitches per day
 - 7-8: See Rookie American Rules
- Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age 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 put out; 3. The third out is made to complete the half-inning.

- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

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

- If a player throws 66 or more pitches in a day, four calendar days of rest must be observed.
- If a player throws 51-65 pitches in a day, three calendar days of rest must be observed.
- If a player throws 36-50 pitches in a day, two calendar days of rest must be observed.
- If a player throws 21-35 pitches in a day, one calendar day of rest must be observed.
- If a player throws 1-20 pitches in a day, no calendar days of rest are required.

Pitchers league age 15-18 must adhere to the following rest requirements:

- If a player throws 76 or more pitches in a day, four calendar days of rest must be observed.
- If a player throws 61-75 pitches in a day, three calendar days of rest must be observed.
- If a player throws 46-60 pitches in a day, two calendar days of rest must be observed.
- If a player throws 31-45 pitches in a day, one calendar day of rest must be observed.
- If a player throws 1-30 pitches in a day, no calendar days of rest are required.
 - Each league must designate the scorekeeper or another game official as the official pitch count recorder.
 - The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
 - The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c).
 - The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- Violation of any section of this regulation may result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.
- A player who has attained the league age of 12 is not eligible to pitch in the Minor Division. (See Regulation V – Selection of Players)
- A player may not pitch in more than one game in a day. (Exception: In the Big League Division, a player may be used as a pitcher in up to two games in a day.)

NOTES:

- The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
- Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher's eligibility.
- In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.
- Example 1:

- A pitcher league age 12 delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.
- Example 2:
- A pitcher league age 12 pitchers delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.
- Example 3:
- A pitcher league age 12 delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided s/he is eligible based on his/her pitching record during the previous four days.
- Note: The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility.