



# FOUNTAIN VALLEY LITTLE LEAGUE

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## LOCAL LEAGUE REGULATIONS AND PLAYING RULES

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Approved February 2019 Amended 2/25/2019

By the 2019 Executive Board of Directors

# PART I

## REGULATIONS

The "local regulations" that follow shall not be the basis for protests during the games, but are designed to reflect the policies of the league. Violations will be cause for disciplinary action by the Executive Board. These local playing rules are in addition to the 2016 Little League Rule (Green) Book.

### MAJOR AND SENIOR DIVISIONS

#### A. ANNUAL PRE-SEASON DRAFT

##### 1. Majors Eligibility

All players of league age nine (9), ten (10), eleven (11) or twelve (12) shall be eligible for inclusion in the Major Division draft based upon the criteria outlined below.

- a. Prior to the Major Draft, the Player Agent will prepare, maintain, and make available a list of all players eligible for the Major Division Draft. This document shall be known as the "Major Division Eligibility List", herein referred to as "The List".
- b. All players on the list must be certified as eligible by age and residency by the Player Agent and the President.
- c. All players on the list must have participated in the try-out process as scheduled by the league. EXCEPTION: The Executive Board may waive the try-out requirement if, the player petitions in writing and satisfies the Board that the reasons for absence from the scheduled try-out were justifiable, unavoidable and should be excused. These players and their circumstances must be announced before the beginning of the Major Division Draft.
- d. Players league age 9 and 10 can be excluded from the Major draft by parent giving written consent to withhold to the player agent.
- e. Once a player has been drafted from the list, the eligibility of that player may not be the basis for a protest of any league game. Any issues of eligibility that may arise after a player has become a member of a Major Division team should be referred to the entire Executive Board for their review and appropriate action.

##### 2. Seniors Eligibility

- a. Any player of League age fourteen (14), fifteen (15), or sixteen (16) with a maximum of eight (8) players of the same age per team.

### 3. **Manager Options**

- a. Managers may submit options on brothers/sisters who are subject to the draft. When the first brother/sister is drafted and an option has been submitted, the manager automatically takes the other brother/sister on the next round, except if the next round has been traded. In this event, the option cannot be exercised. A manager may also submit an option on a draftee if the player's brother/sister is a member of the team he manages. This option must be exercised within the first three (3) rounds including any bonus rounds.
- b. A manager who has children, brothers or sisters eligible for the draft and who wishes to draft him/her (them) for his team, must state so in writing to the Division Vice President prior to the draft. If so stated, the manager shall be required to exercise his option prior to the close of a specific round depending upon the league age of the player.

<b><u>Major</u></b>	<b><u>Junior</u></b>	<b><u>Senior</u></b>	<b><u>Draft Round</u></b>
9/10		14	5
11	13	15	4
12	14	16	3

If a manager so chooses, he may waive the option of his child or children.

### 4. **Drafting Procedure**

- a. The draft shall be held within one (1) week to ten (10) days following the last scheduled tryout session.
- b. The draft shall be organized and conducted by the Player Agent.

**NOTE:** In the event the Executive Board elects to “re-pool” Major teams, rules c, d, and e below would not apply. Upon determination of “re-pooling”, and after all tryout sessions have been completed, each Major Division team manager, or his representative, shall draw lots for the order of selection. This selection order shall be reversed for each even number round (i.e., second, fourth, sixth, eighth, etc.).

- c. In each draft round, the teams shall select in reverse order based on the previous year's final team standings. That is, the last place team shall select first, the next to last place team shall select second until the first place team has made a selection.
- d. Ties in the previous year's final standings shall be broken by the Season’s win/loss record of the games that were played between the tied teams during the season. If a tie still exists, the final standing shall be decided by the flip of a coin.
- e. Bonus selections shall be used for the purpose of providing even team strength relative to returning players. Bonus selections shall be awarded by the Player Agent and Vice President of the Division, with the

concurrence of the President, in such a manner that they shall not be used consecutively by any one team. All bonus selections shall be made by the completion of the fourth (4th) round.

- f. Following the draft, managers may, if they desire, exchange players until fourteen (14) days after the first scheduled games. All exchanges shall be made only with the approval of the Executive Board. Minor League players may not be exchanged for Major League players. It shall be the Executive Board's responsibility that all exchanges are a fair representation to all managers involved.
- g. Players shall never be told the position in which they were drafted.
- h. All players wishing to be drafted to the Major or Senior Divisions must participate in the tryout process.

## **B. EXPANSION DRAFT (Major and Senior Divisions)**

- 1. To try to produce a balance between existing teams and newly formed teams, the following draft procedures shall be followed whenever the League increases the number of teams.
  - a. All existing roster players will be placed back in the draft with all teams drafting complete new rosters.
  - b. Order of draft will be determined by draw.
  - c. Manager's child or children, and brother/sister options shall be allowed as defined in these regulations under "Annual Pre-Season Draft".
- 2. Following the draft, managers may, if they desire, exchange players until fourteen (14) days after the first scheduled game. All exchanges shall be made only with the approval of the Executive Board.

## **C. REPLACEMENT DRAFT (Majors and Senior Divisions)**

- 1. In the event that a team loses a player on the roster during the year through illness, injury, change of address, or any other justifiable reason, the manager must obtain another player through the League Player Agent. The manager must notify the Division Director of the requirement for a replacement player within twenty-four (24) hours of the fact becoming known. The League Player Agent will rule on the acceptability of the manager's request for a replacement player. The playing ability of a child shall not be considered adequate reason for replacement.

2. Grounds for replacement due to illness or injury will be determined by the Executive Board when in its opinion; the player will be out for a period of up to four (4) weeks of scheduled play. A player who will be out for a period to exceed five (5) weeks of scheduled play must be replaced. The manager must inform the League Player Agent within twenty-four (24) hours of losing a player.
3. Replacement shall be made by selecting from an existing team of a lower level, and not assigned from the players list unless the Player Agent recommends, and the Executive Board determines, that good cause exists for allowing a player on the players list to be assigned as a replacement player. Good cause for allowing a replacement from a players list exists when the Executive Board determines that: (a) it would be a safety hazard to put the player's list player in a lower division; or (b) other exceptional circumstances exist where it would be in the best interest of both the League and the affected players. The Executive Board will deny a request to assign from a players list if it concludes that a manager has sought to create an opening on that manager's team in order to use the player's list to circumvent the regular draft. In the event that a player is assigned from the player's list, no draft will be necessary. If a draft is required, the manager shall notify the Division Director of the selection and the Director will notify the League Player Agent. The League Player Agent shall immediately determine the availability of the player and consummate the transfer. The manager shall not directly or indirectly contact the prospective player until the replacement draft has been completed
4. Replacement shall be made within five (5) days, not including Sunday, from notification of the requirement or the League Player Agent will assign a player. The replacement will report to the new team the following day. Selection of the replacement player must be made by the drafting manager no later than 8:00 p.m. on the day of selection.
5. Drafting from a team with an active roster of ten (10) or less players will not be allowed. Any team with an active roster of eleven (11) or more players is eligible to lose a player to the draft.
6. Any player who elects not to be drafted up to a higher division on his or her first call to be a replacement shall be frozen in his or her division for the remainder of the season. Furthermore, that declining player will move to the team and take the place of the player who is drafted up.
7. The mandatory draft clause is waived during the last two (2) weeks of regular season scheduled games.

# JUNIOR AND MINOR DIVISIONS

## A. ANNUAL PRE-SEASON DRAFT

### 1. Eligibility

- a. Minors - All players who tried out and were not selected to a Major team.  
Juniors - All thirteen (13) year old players and all fourteen (14) year old players who were not selected to a Senior team.
- b. All players on the list must have participated in the try-out process as scheduled by the league. EXCEPTION: The Executive Board may waive the try-out requirement if, the player petitions in writing and satisfies the Board that the reasons for absence from the scheduled try- out were justifiable, unavoidable and should be excused. These players and their circumstances must be announced before the beginning of the Division Draft.

### 2. Manager Options

- a. Managers may submit options on brothers/sisters who are subject to the draft. When the first brother/sister is drafted and an option has been submitted, the manager automatically takes the other brother/sister on the next round, except if the next round has been traded. In this event, the option cannot be exercised. A manager may also submit an option on a draftee if the player's brother/sister is a member of the team he manages. This option must be exercised within the first three (3) rounds.
- b. A manager who has children, brothers or sisters eligible for the draft and who wishes to draft him/her (them) for his team, must state so in writing to the Division Vice President prior to the draft. If so stated, the manager shall be required to exercise his option prior to the close of a specific round depending upon the league age of the player.

<u>Player's Age</u>	<u>Draft Round</u>
8, 9 & 10	5
11	4
12	3
13	4
14	3

If a manager so chooses, he may waive the option of his child or children.

### **3. Drafting Procedure Junior & Minor Divisions**

- a. The Minor draft shall be held within one (1) week to ten (10) days following the Major League draft. The draft for the Junior Division shall be held within one (1) week to ten (10) days following the Senior Division draft. The draft shall be organized and conducted by the League Player Agent.
- b. A list of all players eligible for the draft shall be made available to each manager as early as possible prior to the draft. All players on the list must have participated in the try-out process as scheduled by the league.  
EXCEPTION: The Executive Board may waive the try-out requirement if, the player petitions and satisfies the Board that the reasons for absence from the scheduled try-out were justifiable, unavoidable and should be excused. These players and their circumstances must be announced before the beginning of the Minor Division Draft.
- c. After all tryout sessions have been completed, each Junior Division and Minor Division team manager, or his representative, shall draw lots for the order of selection. This selection order shall be followed on each odd number selection round (i.e., first, third, fifth, seventh, etc.). The selection order shall be reversed for each even number round (i.e., second, fourth, sixth, eighth, etc.).
- d. Players shall never be told the position in which they were drafted.
- e. Following the draft, managers may, if they desire, exchange players until fourteen (14) days after the first scheduled games. All exchanges shall be made only with the approval of the Executive Board. Exchanges that cross divisions shall not be allowed. It shall be the Executive Board's responsibility that all exchanges are a fair representation to all managers involved.

#### ***B. REPLACEMENT DRAFT***

1. In the event that a team loses a player on the roster during the year through illness or injury, change of address, or any other justifiable reason, the manager must obtain another player through the League Player Agent. The manager must notify the Division Director of the requirement for a replacement player within twenty-four (24) hours of the fact becoming known. The League Player Agent will rule on the acceptability of the manager's request for a replacement player. The playing ability of a child shall not be considered adequate reason for replacement.
2. Grounds for replacement due to illness or injury will be determined by the Executive Board when in its opinion; the player will be out for a period of up to four (4) weeks of scheduled play. A player who will be out for a period to exceed five (5) weeks of scheduled play must be replaced. The manager must inform the League Player Agent within twenty-four (24) hours of losing a player.
3. Replacement shall be made by selecting a player from the Player Agent's list. If no player is available from that list a replacement shall be made from an

existing team of a lower level or by assignment from the players list. If in the opinion of the Player Agent, an appropriate replacement is available on the players list, the Player Agent may assign that player as the replacement and no draft will be necessary. The assignment is subject to Executive Board approval. Assignment from the players list is the only avenue of replacement in the Junior Division. If a draft is required, the manager shall notify the Division Director of the selection and the Director will notify the League Player Agent. The League Player Agent shall immediately determine the availability of the player and consummate the transfer. The manager shall not directly or indirectly contact the prospective player until the replacement draft has been completed.

4. Replacement shall be made within five (5) days, not including Sunday, from notification of the requirement or the League Player Agent will assign a player. The replacement will report to the new team the following day. Selection of the replacement player must be made by the drafting manager no later than 8:00 p.m. on the day of selections.
5. A Minor team that loses a player for any justifiable reason may select a player from a lower level provided that:
  - a. The team being drafted from has an active roster of eleven (11) or more players.
  - b. If the player is eight (8) years old, the parents have approved the draft.
6. Drafting from a team with an active roster of ten (10) or less players will not be allowed. Any team with a roster of eleven (11) or more players is eligible to lose a player to the draft.
7. Any player who elects not to be drafted up to a higher division on his or her first call to be a replacement shall be frozen in his or her division for the remainder of the season. Furthermore, that declining player will move to the team and take the place of the player who is drafted up. This requirement may be waived by the Executive Board for a Farm Division player when, in its opinion, it is in the best interest of the player and the league.
8. The mandatory draft clause is waived during the last two (2) weeks of regular season scheduled games.

## **A. SELECTION OF ALL STARS-ALL DIVISIONS**

1. The selection of All Star managers and coaches will be as follows:
  - a. The Junior and Major All Star managers will be the first place managers from the regular season standings in their divisions. The 9/10 year old All-Star Manager will be the first place manager from regular season standings in the Minor A division.
  - b. The 8/9 and 10/11 All Star manager and coaches will be nominated and selected by the Executive Board.



- c. All Star coach positions will be open to any manager or coach within their division that applies. The Executive Board will assist in choosing the coaches and approving managers based upon merit, conduct on and off the field, and dedication to the league.
2. The All Star team rosters for the 8/9, 9/10, 10/11, Major, Junior and Senior Divisions will consist of twelve (12) players. The All Star manager with the approval of the Executive Board can select thirteen (13) players in accordance with the 2016 Little League Green book.

Only players of league age applicable to each division are eligible to be selected as All Stars.

8/9 Superstars	League Ages 8 and 9
9/10	League Ages 8, 9 and 10
10/11	League Ages 9, 10 and 11
Majors	League Ages 10,11 and 12
50/70	League Age 11, 12 and 13
Juniors	League Ages 12, 13 and 14
Seniors	League Ages 13, 14, 15 and 16

3. The Senior and/or Junior and/or 50/70 Director will assist in the All Star selection for Juniors. The Major Director will assist in the All Star selection for the Major Division. The Minor B and the Minor A Director will assist in the All Star selection for the 8/9 year old team. The Minor A Director will assist in the All Star selection for the 9 and 10 year old team. The Major and Minor A Director will assist in the All Star selection for the 10 and 11 year old team. The League President, Division Vice Presidents, and League Player Agent will assist in All Star selection at all levels.
4. All Stars shall be selected by ballot vote of the players (Minor A, Major, 50/70, and Junior Divisions), supplemented by the division managers, and reviewed by a committee. The committee will consist of the League President, Division Vice Presidents, the Division Director, the League Player Agent, and one other Executive Board member appointed by the League President and approved by a majority of the Executive Board. A board member who is a manager in the division or who the Executive Board determines has a conflict of or vested interest shall not serve on the committee. Instead another Executive Board member appointed by the League President and approved by the majority of the Executive Board shall be selected. The committee shall be presided over by the League President. The League President shall have a vote in the case of a tie.
- a. The League Player Agent shall provide a ballot listing all eligible players, as per Little/Senior League rules regarding residency, age, and participation.
  - b. Players, managers and rostered coaches in the **Major, 50/70, Junior** division shall cast votes for up to eight (8) players at the end of the season.
  - c. The eight (8) players receiving the most votes shall be submitted to Executive Board.
  - d. Players, managers and rostered coaches in the **Minor A** division shall cast votes for up to six (6) players at the end of the season.

- e. The six (6) players receiving the most votes shall be submitted to the Minor A division managers for approval.
  - f. In the event of a tie for the last spot (8<sup>th</sup> for Majors/50/70/Juniors and 6<sup>th</sup> for Minor A), the division managers shall break the tie.
    - (1) The division managers will evaluate tied players; vote; tie is broken by the player getting the most votes.
    - (2) In the event of a further tie; the process will be repeated until the spot on the roster is filled.
  - g. No player shall be allowed to vote for anyone on his or her own team roster.
5. **Majors, 50/7, Juniors** - After the initial ten (8) players are submitted to each committee, the All Star manager for each division shall submit two (2) additional names to the division managers for approval. A two thirds (2/3) majority vote of the division managers shall be necessary for the additional names submitted by the All Star Manager.
  6. **Minor A** - After the initial six (6) players are submitted to each committee, the All Star manager for the Minor A division shall submit six (6) additional names to the division managers for approval. A two thirds (2/3) majority vote of the division managers shall be necessary for the additional names submitted by the All Star Manager.
  7. **8/9 and 10/11**-Will be nominated by Division Manager. They will vote for 12 players. In case of a tie, the All Star manager will vote to break the tie.
  8. The entire process is then subject to committee review and approval. The committee shall review the proposed rosters using stats, recommendations, or any other available input.
  9. A four-fifths (4/5) majority vote of the committee shall be required to change any member of the list of players receiving the most votes in the All Star balloting.
  10. In the event that one of the selected All Stars must be replaced, the All Star manager shall select a replacement player, subject to Executive Board approval.
  11. All ballots will be kept secret.
  12. The sole criteria for All Stars shall be the players' eligibility, ability, availability and the team's needs. Players related to a manager or coach are not to be added to the All Star roster unless the player merits inclusion based  
on their eligibility, ability, availability and the team's needs.
  13. The Executive Board shall have final approval over the entire All Star team roster (players, managers and coaches) in all divisions.

## **FARM AND TEE BALL DIVISIONS**

### **A. CREATING TEAMS**

1. Each player will be reviewed by the Division Director and Player Agent who will then determine an even disbursement of players to all teams, based upon player's age, experience and ability.
2. When possible, teams will be comprised of players from the same geographic area and parent requests will be considered (provided they do not jeopardize an even distribution of players as determined above).

### **B. REPLACEMENT OF PLAYERS**

1. In the event that a team loses a player on the roster during the year through illness or injury, change of address, or any other justifiable reason, the manager must obtain another player through the League Player Agent. The manager must notify the Division Director of the requirement for a replacement player within twenty-four (24) hours of the fact becoming known. The League Player Agent will rule on the acceptability of the manager's request for a replacement player. The playing ability of a child shall not be considered adequate reason for replacement.
2. Grounds for replacement due to illness or injury will be determined by the Executive Board when in its opinion the player will be out for a period of up to four (4) weeks of scheduled play. A player who will be out for a period to exceed five (5) weeks of scheduled play must be replaced. The manager must inform the League Player Agent within twenty-four (24) hours of losing a player.
3. Replacement will be made from the official Player's List maintained by the League's Player Agent and if no list exists, will be made as soon as a late sign-up occurs.
4. The mandatory draft clause is waived during the last two (2) weeks of regular season play.

## **ALL DIVISIONS**

### **A. LEAGUE PLAYER AGENT PLAYER LIST**

1. The official Player List shall be governed and controlled by the League President and the League Player Agent. Team managers shall not have access to the list at any time.
2. The Official Player List shall be divided into seven (9) sections as follows:

**League Age**

4, 5, 6  
6, 7, 8  
6,7,8,9  
7, 8, 9, 10, 11  
9, 10, 11  
9, 10, 11, 12  
13  
13, 14  
14, 15, 16

**Division**

Tee Ball  
Farm  
Minor C  
Minor B  
Minor A  
Majors  
50/70  
Juniors  
Seniors

Players on the list will be categorized by division as determined by the Player Agent with the concurrence of the President.

3. As names are submitted, they shall be added to the bottom of the list and dated as openings develop throughout the League, names shall be withdrawn from the top of the appropriate list.
4. All openings in the Minor Divisions should be filled by drafting from a lower division if possible.
5. All players from the Player List must play three (3) games with the team they are assigned to before they are eligible for the replacement draft.

**B. FREEZING OF PLAYERS**

1. A manager may freeze his son/daughter to his team.
2. The Player Agent shall maintain a formal list of all players frozen in the League.
3. Once frozen, a player must play for the same team for the entire season.

**C. DETERMINING LEAGUE STANDINGS**

**1. JUNIORS**

- a. The season will be divided into two (2) halves, with a first place winner for each half.
  - b. The Winners of each half will have (1) playoff game with the winner being declared the first place team for the season and the loser the second place team for the season. If the same team wins both halves, that team will be declared the first place team.
- c. The remaining final team standings for the season will be determined by the season's win/loss record. Any ties will be broken by the win/loss record of the games that were played between the tied teams during the season. If a tie still exists, the final team standing will be determined by the flip of a coin.

- d. If the tie that exists is for second place, there will be a one (1) game playoff instead of the above mentioned tie breakers.
- e. If scheduling and time allows, first place ties for the first half shall be played off before the second half begins.
- f. Time limits are waived for all playoff games. Games shall be scheduled for a full seven (7) inning

## **2 Majors**

- a. The season will be divided into two (2) halves, with a first place winner for each half.
- b. Winners of each half will have a best two (2) out of three (3) playoff with the winner being declared the first place team for the season and the loser the second place team for the season. If one team wins both halves, it will be declared the first place team.
- c. If two different teams take second place in the first and second halves, the overall 2<sup>nd</sup> place team will be determined by a best 2 out of 3 playoff between the team that finished 2<sup>nd</sup> in the first half and the team that finished second in the second half. If time does not allow a best 2 out of 3 playoff, a one game playoff will be conducted.
- d. If the tie exists for second place, there will be a one (1) game playoff instead of the above mentioned tie breakers.
- e. If scheduling and time allows, first place ties for the first half shall be played off before the second half begins. No game(s) shall be played that will cause a team to play three (3) complete games in one (1) calendar week.
- f. Time limits are waived for all playoff games. Games shall be scheduled for a full six (6) innings.

## **3. Minor A, B & C**

- a. There will be an end of season tournament. Tournament will be determined by the Executive Board of Directors at a later date.
- b. Time limits are waived for all playoff games. Games shall be scheduled for a full six (6) innings.

## **4. Farm**

- a. Final team seeding for the season will be determined by random drawing by League President, Vice President, Division Director and Team Managers.

- b. All teams will play in a tournament at the end of the season.
- c. Time limits are waived for all tournament games. Games shall be scheduled for a full six (6) innings, with no run limit imposed during the sixth inning. Only ONCE through the batting order.

## **5. Tee Ball:**

- a. The Tee Ball division will play a regular season and all players will receive a participation trophy. There will be an end of season tournament for Tee Ball at the Executive Boards discretion.

## **A. SUPPLY UMPIRES FOR THE SEASON**

- a. Each team from the Major, Minor A and Minor B divisions must provide a volunteer to umpire a minimum of 8 games.  
If umpiring duty is not met, it can affect the managers post season play and subsequent season as determined by the Executive Board.

## **B. FIELD PREPARATION AND RECONDITIONING (EACH GAME)**

- 1. It is the responsibility of the home team manager to ensure:
  - a. The chief umpire is supplied two (2) new baseballs before the start of the game. Managers will be provided game balls by the Executive Board member on duty.
  - b. An official scorekeeper is supplied for the game by the hometeam.
  - c. The home team manager shall be responsible for the following activities prior to each game:
    - i. The preparation of infield, foul lines, batter's box, catcher's area, and coaches boxes before the game.
    - ii. The base coach helmet and bases are in place before the game begins. (Senior, Junior and Major Division players may only coach bases)
  - d. Both the home team and visiting team managers shall be responsible for reconditioning the playing field following the completion of each game.
    - i. The infield is repaired following each game including the pitcher's mound and the batter's box.
    - ii. The playing fields, stands and dugouts will be cleaned after each game by both teams.

## **2. CLOSING CEREMONIES**

At the conclusion of the league playing season (specific information to be established annually by the Executive Board), there shall be a formal presentation of awards and trophies.

### **PART II**

## **PLAYING RULES**

### **A. INTRODUCTION - GENERAL**

1. The Official Regulations and Playing Rules as published by Little League Baseball, Inc., shall govern all play in the league with the following exceptions.
  - a. Local playing rules may be adopted by the Executive Board and shall be incorporated into these playing rules, but in no case shall the local rules conflict with the rules and regulations of Little League Baseball, Inc., nor in any way abridge the interpretation, application or privileges thereof.
  - b. Any Manager or Coach ejected from a game for rule infractions or abusive behavior can be suspended for up to three games as determined by the Executive Board.
  - c. The 10 run mercy rule applies to the Major and Minor A Divisions.

### **B. SENIOR/JUNIOR DIVISIONS**

Amended 2/16/2016

1. Starting time for games shall be determined annually and published in the league schedules.
2. Time Limits
  - a. There is no time limit to games unless there are multiple games on the same day or night. A time limit may then be imposed to insure that all games are completed. If you are the last game of the day then there is no time limit. Any inning started shall be completed unless play is terminated by the chief umpire because of rain, darkness or other causes which make further play impossible. An inning starts the moment the third out is made completing the preceding inning. Tied games during the week and the last game on the weekend should be played out to their conclusion unless stopped due to weather and/or darkness.
  - b. Any ties that cannot be completed due to time limits shall be re-scheduled by the League Player Agent at the earliest available

- opportunity and, in any event, no later than the next weekday meeting between those two teams.
- c. The chief umpire shall start the game clock when he/she calls "play ball" and the clock shall run continuously. The official scorekeeper will record the official start time in the official scorebook. Only in the event of extenuating circumstances, as determined by the chief umpire, shall time be added to the game clock.
  3. During the first half (1/2) of the season players will bat thru the order The second half (1/2) of the season teams will bat 9 and players will play 9 defensive outs. To be determined at the beginning of each season if agreed upon by all Interleague Presidents.
  4. A manager may bench a player for disciplinary reasons, if justified. When this is done, the manager must report the benching action to the Division Director and to the chief umpire of the affected game(s). A player who is benched shall be listed in the official score book with the benched condition noted. Managers not complying may be subject to disciplinary action. The Division Director will notify the Executive Board of such cases.
  5. Any player who does not play in a game because he/she is sick or injured must have this fact listed by the manager on his line-up card and it must be listed in the official score book with the nature of the condition shown. The manager must advise the Division Director of any player who does not play in two (2) consecutive games and the reason for it. The Division Director must be notified within twenty-four (24) hours from the end of the second game.
  6. No more than three (3) adults (manager plus two (2) coaches) are allowed in the playing area at any time during the game including the dugout.
  7. Violation of paragraphs 3, 4, 5, and 6 shall be cause for disciplinary action as established by the Executive Board, against the offending manager.
  8. All players must wear protective cups

**The following rules are in addition to the Little League Rules as outlined in the official Little League Rulebook.**



## **D INTERMEDIATE OR 50/70 DIVISION**

Revised 3/9/2015

1. Players shall attend Tryouts if 14 or more players register and teams will be selected from participants with a maximum 14 players per team comprised of League age 12 or 13 year old players.
2. Players not placed on teams will be put on wait list or maybe offered to play on interleague combo team
3. All games will be played according to 2015 LL green book and agreed upon D62 interleague rules
4. No pitcher may wear metal cleats when games are played using a portable style pitching mound.
5. During the first half (1/2) of the season players will bat thru the order(CBO). The second half (1/2) of the season teams will bat 9
6. Time Limit: No New Inning after 2 1/2 hours.

## **E MAJOR DIVISION**

- 1 Starting time for games shall be determined annually and published in the league schedules.
2. Time Limits
  - a. There shall be no time limit on games. (Exception under Regulation X (c).
  - b. Games will consist of 6 innings. If a game is called due to weather or darkness, it is a regulation game if 4 innings have been completed or 3 1/2 innings, if the home team has scored more runs. Games ending in a tie after 6 innings will continue until the visiting team has scored more runs than the home team after a completed inning or the home team scores the winning run.
  - c. If after 4 innings one team is ahead by 10 runs, the mercy rule will apply.
  - d. If a game is called before it becomes a regulation game, but after one or more innings have been played, it shall be resumed exactly where it was left off. All records, including pitching, shall be counted.
3. Every player who is present and in uniform at game time shall play a minimum of three (3) complete innings. The bottom half of the sixth inning shall be counted in this tally if the home team is winning and the last half inning is not played. If the game is terminated prior to the completion of six (6) Full innings (or five and one half (5 1/2) innings if the home team is winning) because of weather or darkness and this action causes a player to play less than three (3) complete innings, that player must play the first three (3) Innings of the next scheduled game and make up any missed innings from the prior game.

4. Every player who is present and in uniform at game time shall be placed in the batting line-up and shall bat in that order the entire game, regardless of whether he/she is playing a defensive position during that inning. For example, if there are fourteen (14) players, all fourteen (14) shall bat in order, even though only nine (9) are playing in the field.
5. A manager may bench a player for disciplinary reasons, if justified. When this is done, the manager must report the benching action to the Division Director within twenty- four (24) hours and to the chief umpire of the affected game(s). A player who is benched shall be listed in the official score book with the benched condition noted. Managers not complying may be subject to disciplinary action. The Division Director will notify the Executive Board of such cases.
6. Any player who does not play in a game because he/she is sick or injured must have this fact listed by the manager on his line-up card and it must be listed in the official score book with the nature of the condition shown. The manager must advise the Division Director of any player who does not play in two (2) consecutive games and the reason for it. The Division Director must be notified within twenty-four (24) hours from the end of the second game.
7. No more than three (3) adults (manager plus two (2) coaches) are allowed in the playing area at any time during the game including the dugout.
8. Violation of paragraphs 3, 4, 5, and 6 shall be cause for disciplinary action, as established by the Executive Board, against the offending manager. At the manager's discretion, both the first and third base coaches may be adults, as long as there is a third adult in the dugout.
9. All players must wear protective cups.

## **F MINOR A DIVISION**

Amended 3/15/2015

1. Starting time for games shall be determined annually and published in the league schedules.

2. Time Limits/Scoring

No new inning shall start after two (2)  $\frac{1}{4}$  hours of elapsed time on the game clock. Saturday 3pm games will be "drop dead" at (2)  $\frac{1}{4}$  hours, last "open" inning will be determined by umpire based on time. If "drop dead" occurs mid inning score reverts back to previous inning. Any inning started shall be completed unless play is terminated by the chief umpire because of rain, darkness or other causes which make further play impossible. An inning starts the moment the third out is made completing the preceding inning. Tied games during the week and the last game on the weekend should be played out to their conclusion unless stopped due

to weather and/or darkness

3. Any ties that cannot be completed due to time limits will be rescheduled only if the schedule allows, to be determined by the board.
4. The chief umpire shall start the game clock when he/she calls "play ball" and the clock shall run continuously. The official scorekeeper will record the official start time in the official scorebook. Only in the event of extenuating circumstances, as determined by the chief umpire, shall time be added to the game clock.
5. No team may score more than five (5) runs per inning during the 1<sup>st</sup>-5<sup>th</sup> inning. In the 6<sup>th</sup> or final inning (as designated before the start of the inning) there is no limit on runs scored. Only ONCE through the batting order.
6. If after 4 innings one team is ahead by 10 runs, the mercy rule will apply
7. Player Eligibility
  1. Every player who is present and in uniform at game time shall be placed in the batting line-up and shall bat in that order the entire game, regardless of whether he/she is playing a defensive position during that inning. For example, if there are fourteen (14) players, all fourteen (14) shall bat in order, even though only nine (9) are playing in the field.
  2. Each player present at game time is required to play no less than three (3) Innings. Substitutions may be made via normal Little League substitution rules, except: (a) players removed from the game must sit only three (3) rather than six (6) defensive outs before returning to the game and (b) the "at bat" provision of these rules shall not apply because rosters are batted in its entirety. If due to injury a player misses a turn at bat he/she may not be allowed back into the game.
  3. Late arrivals will be placed at the end of the batting order. Late arrivals should play a minimum of three (3) defensive innings in each game, if possible, but it will not be enforced.
  4. If the game is terminated prior to the completion of six (6) full innings (or five and one half (5 ½) innings if the home team is winning) because of weather or darkness and this action causes a player to play less than three (3) complete innings, that player must play the first three (3) innings of the next scheduled game, plus, make up any missed innings from the prior game.
  5. No twelve (12) year old shall be allowed to pitch.

6. A manager may bench a player for disciplinary reasons, if justified. When this is done, the manager must report the benching action to the Division Director within twenty- four (24) hours and to the chief umpire of the affected game(s). A player who is benched shall be listed in the official score book with the benched condition noted. Managers not complying may be subject to disciplinary action. The Division Director will notify the Executive Board of such cases.
7. Any player who does not play in a game because he/she is sick or injured must have this fact listed by the manager on his line-up card and it must be listed in the official score book with the nature of the condition shown. The manager must advise the Division Director of any player who does not play in two (2) consecutive games and the reason for it. The Division Director must be notified within twenty-four (24) hours from the end of the second game.
8. No more than three (3) adults (manager plus two (2) coaches) are allowed in the playing area at any time during the game including the dugout.
9. Violation of paragraphs 3, 4, 5, and 6 shall be cause for disciplinary action, as established by the Executive Board, against the offending manager.
9. At the manager's discretion, both the first and third base coach may be adults as long as there is a third adult in the dugout.
10. All players must wear protective cups.

## **8. MINOR B DIVISION**

Amended 2/25/2019

1. Starting time for games shall be determined annually and published in the league schedules
2. Time Limits/Scoring
  - a. No new inning shall start after two (2) hours of elapsed time on the game clock. Saturday games will be "drop dead" at (2) hours, last "open" inning will be determined by umpire based on time. If "drop dead" occurs mid inning score reverts back to previous inning. Any inning started shall be completed unless play is terminated by the chief umpire because of rain, darkness or other causes which make further play impossible. An inning starts the moment the third out is made completing the preceding inning. Tied games during the week and the last game on the weekend should be played out to their conclusion unless stopped due to weather and/or darkness.

- b. The chief umpire shall start the game clock when he/she calls "play ball" and the clock shall run continuously. The official scorekeeper will record the official start time in the official scorebook. Only in the event of extenuating circumstances, as determined by the chief umpire, shall time be added to the game clock.
- c. No team may score more than five (5) runs per inning during the 1<sup>st</sup>-5<sup>th</sup> inning. In the 6<sup>th</sup> or final inning (as designated before the start of the inning) there is no limit on runs scored. Only ONCE through the batting order.
- d. Any ties that cannot be completed due to time limits will be rescheduled only if the schedule allows, to be determined by the board.
- e. Mercy rule is not in effect

### 3. Player Eligibility

- a. Every player who is present and in uniform at game time shall be placed in the batting line-up and shall bat in that order for the entire game, regardless of whether he/she is playing a defensive position during that inning. For example, if there are fourteen (14) players, all fourteen (14) shall bat in order, even though only nine (9) are playing in the field at any one time.
- b. Substitution rules for defensive players are the same as regular Little League with the exception of batting. (Little League Rule 3.03) Each player must play defensively for a minimum of 6 consecutive outs, and a minimum of 3 innings in any game lasting 5 or more innings. **Every Player must get a minimum of 3 consecutive outs in the infield.** The 3-inning requirement may be superseded by the need for immediate disciplinary action during the course of a game. Notification of this action being taken must be made to the division representative within 24 hours. The bottom half of the sixth (6th) inning shall be counted in this tally if the home team is winning and the last half inning is not played. Defensive positions may change during the game with no constraints on substitutions (Free Substitution); except that a player removed as a pitcher may not return to pitch in that same game. Substitutions must be made between innings only. No substitutions will be made after an inning starts, except when a player is injured during an inning. A player that is injured during a game and is removed from the game due to the injury, may not re-enter the game unless that player is deemed fit to play. If that player misses an at bat, that player may not be allowed back into the game.

- c. Late arrivals will be placed at the end of the batting order. Late arrivals should play a minimum of four (4) defensive innings in each game, if possible, but it will not be enforced.
- d. If the manager believes that playing a player in the infield would pose a safety risk to the player he may submit a written request to the Division Director. The Division Director will bring the request for waiver to the attention of the Executive Board for consideration.
- e. If a game is terminated prior to the completion of six (6) full innings (or five and one half (5 ½) innings if the home team is winning) because of weather, darkness or time limit, and this action causes a player to play less than four (4) complete innings, that player must play the first four (4) innings of the next scheduled game plus make up

No eleven (11) or twelve (12) year old shall be allowed to pitch.

- 4. A manager may bench a player for disciplinary reasons, if justified. When this is done, the manager must report the benching action to the Division Director and to the chief umpire of the affected game(s). A player who is benched shall be listed in the official score book with the benched condition noted. Managers not complying may be subject to disciplinary action. The Division Director will notify the Executive Board of such cases.
- 5. Any player who does not play in a game because he/she is sick or injured must have this fact listed by the manager on his line-up card and it must be listed in the official score book with the nature of the condition shown. The manager must advise the Division Director of any player who does not play in two (2) consecutive games and the reason for it. The Division Director must be notified within twenty-four (24) hours from the end of the second game.
- 6. No more than three (3) adults (manager plus two (2) coaches) are allowed in the playing area at any time during the game including the dugout.
- 7. Violation of paragraphs 3, 4, 5, and 6 shall be cause for disciplinary action, as established by the Executive Board, against the offending manager.
- 8. Adults may be used as base coaches. If they physically assist a runner while the ball is in play, the runner will be out.
- 9. All players must wear protective cups.

## 9. Minor C Division

Amended 2/25/2019

\*\* League age 6 year old players may not pitch all others follow green book rules for pitching

**1. Game Lengths:**

A regulation game shall consist of up to 6 innings and no more than 2 hours in time. No New Inning after 1 hour 45 minutes "Drop Dead" 2 hours.

**2. Field Dimensions/Decorum:**

Bases are 60' and the pitching rubber should be 46' (Pitchers should not pitch closer than the leagues pitching rubber to prevent injuries).

**3. Batting Order/Substitutions:**

All teams shall use continuous batting order and free substitution for the entire season. The side is retired when three offensive players are legally put out; or when all players on the roster have batted one time in the half-inning; or when / the offensive team scores five (5) runs. The Batting Order shall remain the same throughout the game.

- a. Every player who is present and in uniform at game time shall be placed in the batting line-up and shall bat in that order for the entire game, regardless of whether he/she is playing a defensive position during that inning. For example, if there are fourteen (14) players, all fourteen (14) shall bat in order, even though only nine (9) are playing in the field at any one time.
- b. Every player who is present and in uniform at game time shall play a minimum of four (4) complete innings including at least (2) two inning of play in the infield. The bottom half of the sixth (6th) inning shall be counted in this tally if the home team is winning and the last half inning is not played. Defensive positions may change during the game with no constraints on substitutions (Free Substitution); except that a player removed as a pitcher may not return to pitch in that same game. Substitutions must be made between innings only. No substitutions will be made after an inning starts, except when a player is injured during an inning. A player that is injured during a game and is removed from the game due to the injury, may not re-enter the game unless that player is deemed fit to play. If that player misses an at bat, that player may not be allowed back into the game.
- c. Late arrivals will be placed at the end of the batting order. Late arrivals should play a minimum of four (4) defensive innings in each game, if possible, but it will not be enforced.
- d. If the manager believes that playing a player in the infield would pose a safety risk to the player he may submit a written request to the Division Director. The Division Director will bring the request for waiver to the attention of the Executive Board for consideration.

- b. Any player who does not play in a game because he/she is sick or injured must have this fact listed by the manager on his line-up card and it must be listed in the official score book with the nature of the condition shown. The manager must advise the Division Director of any player who does not play in two (2) consecutive games and the reason for it. The Division Director must be notified within twenty-four (24) hours from the end of the second game.
4. **Runners:**

**No stealing.** The ball is dead whenever the pitcher has possession of the ball with both feet inside the pitching circle (any part of the foot touching the pitching circle shall be considered “inside” the circle for this rule). Any runners who have advanced at least half-way toward the next base will be allowed to complete their advance. Runners may advance only one base on an overthrow.
5. **Defensive positions:**

10 fielders are permitted on defense. Fielders should be placed in traditional baseball positions, plus one more outfielder. All managers should allow all players to play at least 9 outs per game on defense.
6. **Coaches (Defense and Offense):**

During a game, a maximum of four (4) adults will be allowed in a dugout. There must be at least one (1) adult in the dugout at all times. No more than two (2) offensive coaches, plus the pitcher, are allowed on the playing field at one time. All coaches, except the pitcher, must remain in foul territory during offensive play. Defensive coaches are not allowed on the playing field during play.
7. **Pitching:**

**FOR THE FIRST HALF GAMES:**  
Adult pitchers and attendant rules:

  - a. The Adult Team Pitcher may be changed during the game if so designated by the manager.
  - b. The Adult Team Pitcher shall deliver overhand pitches from the pitching rubber or within five (5) feet from the pitching rubber.
  - c. The fielding pitcher (uniformed player) will take a defensive position anywhere within the pitching mound dirt, such that the player does not interfere with the Adult Team Pitcher delivering the pitch. On each pitch, the fielding pitcher must keep one (1) foot within the pitching mound dirt until the batter hits a playable ball (fair or caught foul fly).
  - d. On each pitch, the ball remains dead until the batter hits a playable ball (fair or caught foul fly). When an infielder has control of the baseball the umpire shall call time and the ball will be dead. Runners shall be directed by the umpire to the base they were closest to when the ball became dead. Runners must maintain contact with the base and may advance only when the batter hits a playable ball. Players are not permitted to lead off bases or steal a base. Little League rules and penalties apply
  - e. The infield fly rule shall not apply. A Total of seven (7) pitches can be thrown. After seven pitches (7) the batter is out, a seventh (7th) pitch that is hit foul is not counted. A batter will bat until he hits a playable ball (fair or caught foul fly), he strikes out, or a total of seven (7) pitches have been thrown. Three (3) swinging strikes or seven (7) pitches and the batter is out. A seventh (7th) pitch that is hit foul is not counted.



### **FOR THE REMAINING GAMES:**

A player pitcher shall deliver as many pitches needed per batter up to a count of ball 4. If the player has not struck out, put the ball in play, or reached base safely, an offensive coach will pitch up to 4 additional pitches. If the player does put the ball in play or strike out within the 4 coach pitches, the at bat will be over and an out will be scored. The coach pitcher should pitch from inside the pitching circle and continue with the strike count acquired from the player pitcher. There are no walks. If the batter is hit by a pitched ball the batter shall have the choice of taking the base or continuing their turn at bat. Player pitch count shall be kept and documented.

Refer to 2019 LL rule book for player's pitch count.

\*\* For the safety of the players, it is the responsibility of the coaches to practice and teach pitching fundamentals to players prior to allowing them to pitch in a game.

8. **Scoring:**  
No wins or losses are recorded.

9. There is no infield fly rule.

10. All players must wear protective cups.

## **10. FARM DIVISION**

1. Starting time for games shall be determined annually and published in the league schedules.

2. Time Limits

a. No game shall exceed 2 hours on the game clock "Drop Dead". No new inning shall be started after 1 hour and 45 minutes. Six (6) innings will be played unless play is terminated by the chief umpire because of time, rain, darkness or other causes, which make further play impossible. An inning starts the moment the

b. The chief umpire shall start the game clock when he/she calls "play ball" and the clock shall run continuously. The official scorekeeper will record the official start time in the official scorebook. Only in the event of extenuating circumstances, as determined by the chief umpire, shall time be added to the game clock.

3. Every player who is present and in uniform shall be placed in the batting line-up and shall bat in that order the entire game, regardless of whether he/she is playing a defensive position during that inning. For example, if there are twelve (12) players, all twelve (12) shall bat in order, even though only ten(10) are playing in the field at any one time.

4. Each player shall play defensively at least four (4) complete innings of each game. The bottom half of the sixth (6th) inning shall be counted in this tally if the home team is winning and the last half inning is not played. Each player shall play at least two (2) full innings in an infield position per game. The infield requirement can be waived if:

a. The manager believes that playing a player in the infield would pose a safety risk to the player and the manager submits a written

request to the Division Director. The Division Director will bring the request for waiver to the attention of the Executive Board for consideration.

5. Defensive positions may change during the game with no constraints on substitutions (free substitution). Changes must be made between innings only. No changes will be made after an inning starts, except when a player is injured during an inning.
6. If a player is injured and removed from the game, that player may not re-enter the game unless that player is deemed fit to play. If that player misses an at bat, that player may not re-enter the game.
7. Any player who does not play in a game because the player is sick or injured must have this fact listed by the manager on his line-up card and it must be listed in the official score book with the nature of the condition shown. The manager must advise the Division Director of any player who does not play in two (2) consecutive games and the reason for it.
8. A manager may bench a player for disciplinary reasons if justified. When this is done, the manager must report the benching action to the Division Director within twenty-four (24) hours and to the chief umpire of the affected game(s). A player who is benched shall be listed in the official score book with the benched condition noted.
9. Violations of paragraphs 3, 4, 5, 6, 7, or 8 shall be cause for disciplinary action, as established by the Executive Board.
10. Players are not permitted to throw the bat. Penalty - one (1) warning for each at bat then the player will be called out. During the second part of the season one (1) warning per player for the entire game then the player is called out on the second offense.
7. During a game, a maximum of four (4) adults will be allowed in a dugout. There must be at least one (1) adult in the dugout at all times. No more than two (2) offensive coaches, plus the pitcher, are allowed on the playing field at one time. All coaches, except the pitcher, must remain in foul territory during offensive play. Defensive coaches are not allowed on the playing field during play.
8. **Scoring:**  
No team may score more than 5 runs per inning during the 1<sup>st</sup>-5<sup>th</sup> inning. In the 6<sup>th</sup> or final inning (as designated before the start of the inning) there is no limit on runs scored. Only **ONCE** through the batting order..
12. Adults may be used as base coaches. If any base coach physically assists the runner while the ball is in play, the runner will be ruled out.

13. Adult pitchers and attendant rules:
- a. The Adult Team Pitcher may be changed during the game if so designated by the manager.
  - b. The Adult Team Pitcher shall deliver overhand pitches from the pitching rubber or within five (5) feet from the rubber.
  - c. The fielding pitcher (uniformed player) will take a defensive position anywhere within the pitching mound dirt, such that the player does not interfere with the Adult Team Pitcher delivering the pitch. On each pitch, the fielding pitcher must keep one (1) foot within the pitching mound dirt until the batter hits a playable ball (fair or caught foul fly).
  - d. On each pitch, the ball remains dead until the batter hits a playable ball (fair or caught foul fly). When an infielder has control of the baseball the umpire shall call time and the ball will be dead. Runners shall be directed by the umpire to the base they were closest to when the ball became dead. Runners must maintain contact with the base and may advance only when the batter hits a playable ball. Players are not permitted to lead off bases or steal a base. Little League rules and penalties apply
  - e. The infield fly rule shall not apply.  
During the first half of the season, a player will bat until he hits a playable ball (fair or caught foul fly), or a total of seven (7) pitches have been thrown. After seven pitches (7) the batter is out, a seventh (7th) pitch that is hit foul is not counted. During the second half, a batter will bat until he hits a playable ball (fair or caught foul fly), he strikes out, or a total of seven (7) pitches have been thrown. Three (3) swinging strikes or seven (7) pitches and the batter is out. A seventh (7th) pitch that is hit foul is not counted.
  - f. Intentional bunts shall not be allowed. If in the opinion of the chief umpire the batter has intentionally bunted, the batter shall be called out.
  - g. A batter hit by a pitch from the Adult Team Pitcher shall not be awarded first base.
  - h. The Adult Team Pitcher must make every effort to exit the playing field and not interfere with a play. If the Adult Team Pitcher touches a batted or thrown ball, the ball is dead. All base runners must return to the base occupied at the time the play started. The strike and pitch count returns to the previous count. The Adult Team Pitcher shall not return to the playing field until the play is dead.

- i. The Adult Team Pitcher shall not dispute any call by an umpire, either on a pitch or on any fielding play. The first violation of this rule shall result in a warning by the umpire or board member. On the second violation, the Adult Team Pitcher shall be removed from the playing field for the duration of the game.
- j. The Adult Team Pitcher shall not talk to the batter, or any member of the offensive team, while on the playing field. The first violation of this rule shall result in a warning by the umpire, board member or Director.

On the second violation, the Adult Team Pitcher shall be removed from the playing field for the duration of the game and such removal shall be noted in the official score book.

The third violation will be reviewed by the Executive Board for discipline.

\*\*\*Hand signals may be used to assist in properly positioning the batter in the batter's box.

- 14. All players must wear protective cups.

## **B. TEE BALL DIVISION**

Amended 2/16/2016

- 1. Games will be four (4) innings or one and one half (1 ½) hours in length “Drop Dead”.
- 2. Practices: There shall be no more than two (2) practices per week with maximum duration of ninety (90) minutes each.
- 3. Every team member shall play and every player present shall bat in rotating order. The batting order may not be changed during a game unless there is an injury. Late arrivals will be added to the end of the batting order.
- 4. Defensive positions may change during the game with no constraints on substitutions (free substitution). Changes must be made between innings only. No changes will be made after an inning starts, except when a player is injured during the inning.
- 5. If a player is injured and removed from a game, that player may not re-enter the game.
- 6. First half each team will bat through the order once, second half the (3) outs will be counted but you will continue to bat through the order once.
- 7. Each team shall have all players on their roster on the field in defensive positions. The number eleven (11) and above players are to be utilized as additional outfielders. Six (6) will be the maximum amount of infielders including the catchers. All outfielders shall be on the grass behind the base

paths and not allowed on the dirt infield until the ball is hit.

8. Tee-ball uses no infield fly rule.

The season will be split in two, the first part of the season the ball will be hit off a batting tee. The second part of the season an adult pitcher will pitch four (4) overhand pitches to the batter. If the batter is not successful in hitting one of the four pitches, the batter will be able to use the tee. The adult pitcher will pitch overhand from one knee in the area that is half of the distance between the pitcher's mound and home plate. A fielding pitcher will play defense from the pitcher's mound. The Adult Team Pitcher must make every effort to exit the playing field and not interfere with a play.

If the Adult Team Pitcher touches a batted or thrown ball, the ball is dead. All base runners must return to the base occupied at the time the play started. The strike and pitch count returns to the previous count. The Adult Team Pitcher shall not return to the playing field until the play is dead.

9. The batter shall not deliberately bunt the ball. Batter must take a complete full swing at the ball. Penalty is a dead ball.  
at bat then the player will be called out. During the second part of the season one (1) warning per player for the entire game then the player is called out on the second offense.
11. Players are not permitted to lead off bases or steal a base. Little Leaguerules and penalties apply.
12. After the ball is batted the ball is in play until one (1) of the following conditions occurs:
  - a. The ball is returned to an infielder and is under his/her control within the sixty (60) foot baseline. The moment that this occurs, the runners will be positioned per Rule 12 c.
  - b. An overthrow to first (1<sup>st</sup>) base or third (3<sup>rd</sup>) base that travels into or beyond foul territory is considered a dead ball.
  - e. If a runner is more than one-half ( $\frac{1}{2}$ ) the way towards the next base he/she may proceed otherwise, he/she must return to the base previously occupied.
13. The ball will not be called dead by an umpire in the middle of a play. Play must be completed for stoppage of play to occur.
14. A ball that is hit and stays within the home plate foul area (**a line fifteen feet from the front of home plate drawn from the first (1<sup>st</sup>) base line to the third (3<sup>rd</sup>) base line**) is considered a foul ball.
15. Positions of Coaches:
  - a. Offensive - three (3) coaches, one (1) in each coach's box and one (1) to assist batter and set ball on tee.
  - b. Defensive - As many as three (3) coaches may be positioned in the

outfield grass behind players during the game.

- c. A coach is not permitted at any time either offensive or defensive to assist a player. The penalty is a dead ball and one (1) warning to the coach. the second (2<sup>nd</sup>) time the coach is not permitted on the field for the remainder of the game

**16.** Catchers will wear full protective catcher's gear while in the game.

**17.** All players must wear protective cups.