

2018



Rule Book

**Warren Youth Baseball / Softball
2018 Board of Directors**

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President	Jason Hobbs
Vice President	Charles Taylor
Treasurer	Steve Magnuson
Secretary	April Yocum
Umpire-in-Chief	
Concession Stand Manager	April Yocum
Concession Stand Asst Manager	Gwynn Carnagua
Equipment	Jason Frazier
Information Director	Charles Taylor
Coach Director	Jason Hobbs
Team Mom Director	Shannon Frazier
Player Agent	Curtis White
Field Maintenance Manager	Curtis White
Sponsorship	Steve Magnuson
Fundraising	Cindy Hobbs
Safety Director	Charles Taylor
Tournament Director	Curtis White
Welcome Coordinator	Amanda Britton

Executive Committee: Jason Hobbs(chair), Charles Taylor, April Yocum, Curtis White, Steve Magnuson

Protest Committee: Umpire-in-Chief, Jason Hobbs, Charles Taylor, Steve Magnuson, Curtis White

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I. GENERAL MAKE-UP

- A. The League make-up shall be reviewed and implemented each year by the duly elected Board of Directors of Warren Little League.
- B. The League divisions for 2018 shall consist of the following age categories:
1. Baseball
 - Tee-ball – 3-4 yr old girls & boys
 - Rookie – 5-6 yr old girls & boys
 - Minors – 7-8 yr old girls & boys (board approved exceptions for 9 yr olds)
 - Major Minors – 9-10 yr old boys (board approved exceptions for 11 yr olds)
 - Majors – 10-12 yr old boys
 - Juniors – 13-15 yr old boys
 - Seniors – 16-18 yr old boys
 2. Softball
 - Major Minors – 9-10 yr old girls
 - Majors – 11-12 yr olds girls
- C. The League has adopted the 2018 rules provided by the Little League for baseball / softball. All rules stated in the Little League Rule Book shall govern conduct & play within the League except as such rules may be modified herein. In the event of conflict between the Little League Rule Book and these rules, these rules shall take precedence. **As of January 1, 2018, USABat Standard bats must be used in the Little League Major Baseball Division and below. Either USABat Standard bats or BBCOR bats must be used at the Intermediate (50/70) Baseball and Junior League Baseball Divisions.**
- D. The rules can be changed at the discretion of the board of directors, if we feel the integrity of the game or the safety of players are at risk.

II. PLAYER EVALUATIONS

- A. In an effort to attain balance, the League shall conduct evaluation sessions for all registered players participating in the Minor divisions and up.
- B. There will not be evaluation sessions for players participating in the Tee-ball and Rookie divisions in 2018

- C. Evaluation Procedure - All Minor & up divisions shall be evaluated in the following areas:
1. Batting – 5 swings at the ball off of a tee
 2. Infield – field 5 grounders & throw back to evaluator
 3. Outfield – field 5 fly balls & throw back to evaluator

III. GRADING PLAYERS

- A. All players will be graded by adding up their total score and divided by the number of evaluators that evaluated them.
- B. Official graders will be members of the 2018 board and/or selected volunteers by the board.
- C. The Player Agent is responsible for collating the grades.

IV. PLAYER SELECTION

- A. All divisions will implement the Core 6 & shall select the rest of the players by means of a draft conducted by the respective Player Agent of that division.
1. Core 6
 - From this season (2014) forward teams that lose a player due to a player aging out or a player not returning, the returning coach will keep their remaining core and begin the draft at their 1st position eligible. (Ex. 2 Team Division - Coach has 4 returning players next year, he will begin draft at position #5; New coach entering same division, no players, would get first 4 picks and so forth).
 - If a coach should leave or move up a division or choose not to return, his remaining CORE commitments in the vacated division, should be given the opportunity to remain together under the Asst. Coach or be redistributed to the draft.
 - The only exceptions to allowing players that did not play for that coach the previous year will ONLY be presented to the Directors of BSBL/SFBL or Player Agent and approved by the President of the league.
 - Parents must put in writing that they accept their child being with the CORE coach.
 2. Each manager will draw a drafting number & will draft in a snake format but will be a blind draw draft.
 3. No roster shall exceed 12 players, except in the 13 yr old and up divisions, which shall not exceed 14. May be waived with board approval.
 4. Each baseball & softball team is allowed 2 manager commitments (one for the manager & one for the coach, unless the manager or coach has more than one child playing in that division). This designation will be made at the pre-draft meeting.

5. The sons / daughters of managers are committed to their parent's team unless specifically exempted by the parents. The same commitment of draft rules apply to uncles / aunts, grandfathers / grandmothers or to older brothers / sisters who may be managing.
6. Manager's and coach's kids will be considered part of their Core 6.
7. Sponsorship commitments will be considered. The intention of "commitment" in this case is to allow a designation of a sponsor to a specific player. If no player is designated, than a specific team may be designated. In no circumstances, will a designation to both a player & a team be allowed.
8. Ride commitments will only be honored in the tee-ball and rookie divisions. All other ride commitments will be considered at time of draft, but no promises will be made.

V. REPLACEMENT PLAYERS

- A. Permanent Replacements (all divisions): In the event a permanent replacement is required, the vacancy will be filled after verification by the respective division's Player Agent within 5 calendar days from the time the loss occurred or became apparent. The Player Agent shall select the candidate from the current waiting list in the order they signed up in. Replacements shall not be allowed if less than 5 games remain in the regular season.
- B. Temporary Replacements (regular season only): In the event a temporary replacement player is required during regular season play, the vacancy may be filled by a player from the pool of players for that division made by the player agent. The player will be selected from the top of the list and once that player has played a game, their name will go to the bottom of the list. This process must go thru the Player Agent of the respective division.
- C. Temporary Replacements for Tournament play (all divisions): In the event a temporary replacement player is required, the vacancy may be filled by having a player from the same division or lower fill in. Provided, however, no team may utilize a temporary replacement player unless & until the replacement player's league play (including in-house tournament) play has ended. The player must also be approved by the Player Agent of that division, prior to game time.

VI. MANAGERS / COACHES

- A. Each team shall have 1 official manager & 1 official coach.
 1. All managers & coaches must fully complete & submit the volunteer application, pass the League's screening procedures & attend the manager / coach training class. If you are a previously convicted felon, you are not eligible to coach or manage a team at Warren Little League.
 2. Managers may only manage one (1) team, unless otherwise approved by the board of directors.

3. Official coaches must be announced at the pre-draft. No coach commitments will be allowed after the pre-draft meetings, which will be one hour before the draft.
 4. Only the official manager, coach & score keeper or team mom are allowed in the dugouts during regular season and post season tournament games. The maximum number of adults allowed in the dugout shall be three (3). **NOTE: ONLY PLAYERS & ADULTS MENTIONED ABOVE ARE ALLOWED IN THE DUGOUTS.**
 5. No player is allowed to leave the dugout without the permission of the manager.
- B. Responsibilities for Conduct & Adherence to Rules: Team managers are responsible for the proper conduct of their players, coaches, parents and other spectators as well as their own conduct during the games. Some examples of misconduct are, but not limited to:
1. Smoking and / or tobacco on the field, in / outside of the dugout.
 2. Throwing of rocks while on the premises of the League.
 3. The warm – up procedure of hitting / throwing the ball off of a fence is prohibited.
 4. No animals / pets are allowed on premises.
 5. Use of an ineligible player, including an illegal substitution.
 6. Failure to adhere to the minimum playing time or local pitching rules, whether intentional or inadvertent.

There shall be no time limitation for discovery of the infractions described in 5 & 6 above, the application of related penalties and the duration of the current season, including post-season tournament games shall be applicable.

YOU WILL BE ASKED TO LEAVE THE PREMISES IF ANY OF THE FOLLOWING OCCUR:

1. Alcohol consumption or possession while on the premises of the League for a minimum of 30 minutes following the last game of the day.
2. Intoxication while on the premises of the League.
3. Illegal drug consumption, possession, sale or purchase while on the premises of the League.
4. Swearing and / or foul language while on the premises of the League.
5. Physical fighting or threatening someone with physical violence while on the premises of the League.
6. Possession of firearms and / or ammunitions, knives and other weapons while on the premises of the League.
7. Possession of fireworks while on the premises of the League.

C. Penalties for Misconduct

1. All complaints made by anyone and for any reason must be made in writing and turned in to the Officer of the Day.
2. Conduct by a manager, coach and / or player resulting in ejection from a game will result in an automatic one (1) game suspension on the first offense of the person(s) involved. A 2nd ejection in the same season will result in suspension for a minimum of three (3) games or the remainder of the current season and an automatic review by the Board of Directors will be completed. Each suspension is subject to review and appeal with the request presented to the Officer of the Day, within thirty (30) minutes following the completion of the game in which an ejection and appeal pertain. A ruling by the Protest Committee must be made before the next game of the suspended person.

NOTE: Aggravating or mediating circumstances may result in further disciplinary action at the discretion of the Board of Directors.

3. Persons ejected from a game or who are carrying out a suspension, cannot attend the effected game or give any instructions or signals.
4. A Player Agent has the authority to suspend any manager / coach for conduct detrimental to Warren Little League. A verbal or written report shall be submitted to the Board of Directors at the next regularly scheduled board meeting or at a special meeting of the Executive Committee of the Board. The Board of Directors will determine the duration of the suspension.

VII. RESCHEDULING

IMPORTANT NOTE: It is the responsibility of both teams to contact the scheduler for a make-up date. Please keep in mind that we will try to get in every game as scheduled. Warren Little League reserves the right to cancel a game at any time due to rain or severe weather in the area.

Our goal is to communicate a full slate of games to all families by April 1 so everyone can mark their calendars and never have to contend with the conflicts that often arise from a last-minute announcement of a rescheduled game. As a result, Warren Little League will operate on a “limited make-up” policy when it comes to games canceled due to poor weather or field conditions. If any games are re-scheduled they must be approved by the league scheduler. As a result, spring season game schedules may be deceiving because of the “extra games” built into your schedule. While teams in every division, except for Tee ball and Rookies are scheduled for 15 games, three of those games should be considered “extra” games to help offset rainouts. The softball schedule will probably have a different schedule and will depend on participation with inter-leaguing. Tee ball will be scheduled 8 games and Rookies will be

scheduled 14 games with two games being considered “extra” games to help offset rainouts. As in past years there will be no games scheduled on Sunday, the well-being of our families are a very high priority, therefore we schedule no games on Sunday so families may relax and enjoy their family without the stress of rushing to play baseball/softball. The spring season will start on Monday, April 23 and conclude by Saturday, June 9. There will be no scheduled games during Memorial Day weekend. (Friday-Monday). As consistent with past years, our hope is every team will play at least 12 games (some may even play more than that) without the frustrations of rescheduling games. However, it is possible not all teams will play all 12 regular season games due to weather circumstances beyond our control. There will be tournament games in all divisions, except tee ball and possibly softball. These games are not included in the total of regular season games. So families can plan their family vacations around their child’s tournament, you should note that tournaments should start around June 11 and conclude no later than June 16.

VIII. TEAM PLAY & RESPONSIBILITY FOR TEAMS INVOLVED IN INTRA-LEAGUE PLAY ONLY (EXCEPT PARK RULES, WHICH APPLY TO ALL TEAMS)

- A. All week day games should be started as close to the scheduled starting time as possible.
- B. The official score shall be kept by the home team & the home team will use the 3rd base dugout.
- C. The home & visiting team shall meet immediately after the game & agree on pitch count, pitchers & score. Home team shall turn in the game score & pitchers or record with pitch count by the end of the day that game was played. A log book will be kept in the club house for this purpose. Failure to comply will result in a warning of the manager for the 1st offense, 2nd offense will result in a suspension.
- D. **Assignment of diamond maintenance & concession stand duty is mandatory for all teams. Failure to fulfill this duty will result in disciplinary action by the Player Agent of the division, Officer of the Day or any other league official. Lining of the field, removal & storage of line chalker is the responsibility of the home team. Storage of line chalkers is provided in the small room located at the southwest corner of the clubhouse. Failure to comply will result in a warning of the manager for the 1st offense, 2nd offense will result in suspension.**
- E. **Visiting team is responsible for raking the infield after each game.**
- F. **All teams are responsible for cleaning out their dugouts & areas surrounding their respective sides of the field.**
- G. **Concession stand duty will be assigned by the board (max 3 times per team) and will be the responsibility of the coach and parents of that team how coverage will be handled. If there is no coverage, the game time will start, but play will NOT be allowed until the team responsible provides coverage and game time will not be extended. In the event games are**

cancelled for weather, your team will be responsible for concession stand duty on the night of the make up game.

NOTE: In the event rain has caused a problem on any of the diamonds, it is wise to plan for early arrival to allow time to work on the diamond. It should be understood that in the event a certain amount of work is necessary to make the diamond playable, representatives from both teams should help in this function.

- H. Minimum Players Rule: A team shall begin a game if only eight (8) players are available at the designated starting time. Teams must have six (6) of their own players to start.
1. For divisions in which nine (9) players are required to field an entire team & only eight (8) players are present, an automatic out will be recorded when the ninth (9th) player's position is scheduled to bat. If the ninth (9th) player later shows up, he / she shall be inserted into the game and no out shall be recorded.
 2. For divisions in which ten (10) players are required to field an entire team & only eight (8) players are present at the scheduled starting time, play shall begin, and an automatic out will be recorded when the ninth (9th) player's position is scheduled to bat, but no automatic out shall be recorded for the tenth (10th) player's batting position. In these divisions, teams shall also begin games when nine (9) players are present, with no out recorded for the ten (10th) player's batting position.

NOTE: The above minimum player rules also apply to situations where due to illness, injury or any other cause, a team has less than the normal number of players after a game has been started, including completion of a postponed game before a regulation length game was completed.

- I. Any player who arrives at the team dugout prior to that start of the 4th inning in any division baseball or softball must be inserted into the game. Any player that arrives after the start of the 4th inning will be withheld from the game.
- J. Time Limit: A maximum of one hour forty-five minutes (1:45) for six (6) inning games or two hours fifteen minutes (2:15) for seven (7) inning games exists for all games in all divisions, except teeball. On unlighted fields, umpires or Officer of the Day will determine when a game should be called for darkness.
1. At the end of the time limit, the inning in process shall be completed.
 2. It is the duty of the umpire & both managers to announce the official start time of each game. This time should be written in the home team's scorebook which is official.
 3. Once a game officially starts on a diamond, that game shall not be moved to another diamond. Exceptions to this rule may be made in post season tournament games.

4. **PARK RULE:** All games shall cease at 10pm for twelve (12) and under age categories or 10:30pm for all other age categories while school is in session. The Warren Township School Schedule shall be used for this rule. In any event no game will continue after 11pm.
 5. Games in divisions with a maximum run per inning rule will cease when a team is mathematically eliminated, unless the coaches agree to continue.
 6. The no rest rule shall never be waived for pitchers during the regular season or postseason tournament or a combination thereof.
 7. In order to better assure that all games are started on time, the following schedule of events are to be followed:
 - At fifteen (15) minutes prior to scheduled game time the field is to be cleared & prepared. This should take five (5) minutes.
 - At ten (10) minutes prior to scheduled game time & for the next five (5) minutes the visiting team shall have the field.
 - At five (5) minutes prior to scheduled game time & for the next five (5) minutes the home team shall have the field.
 - Prior to scheduled game, if necessary, the umpire & the team managers & coaches shall meet at home plate to discuss any ground rules or special circumstances for preparation of starting the game.
NOTE: Prior to the start of the first (1st) game scheduled to be played on any particular day, an announcement will be made for all teams to line up on their respective foul lines for the playing of the National Anthem & the reciting of the Little League Pledge.
 - Any time prior to the fifteen (15) minute events above shall be equally divided between the two teams from the time that both teams are present & ready to use the field, unless a prior league game is still in progress.
 - All of the above events are subject to the playing field having been released for practice or play by the Field Manager & Assistant Field Manager. If games are running behind, there will be no infield practice. The game may begin immediately at the Umpire's discretion.
- K. **PARK RULE:** Uniforms & helmets – all players will dress in proper league attire, which includes cups for all male players. No jewelry of any kind taped or not, is permitted during games. Catchers are required to be properly outfitted with full gear & throat protector. Skull or airbrushed helmets are not permitted. No sunglasses are permitted unless Z-rating sunglasses or prescription transition sunglasses.
- L. **PARK RULE:** Diamond Clean Up – after each game both teams are responsible for cleaning up in & around their respective dugouts. Cleaning up of the bleacher area is the responsibility of the parents & guests who used them. This should be communicated by the team manager to those affected. The visiting team is responsible for raking the infield.
- M. **PARK RULE:** Cast Rule – no player will be allowed to play or base coach who is wearing a cast. A player may play with a soft cast if they: 1) have a

signed physician(s) statement stating the player is physically capable to play and 2) obtain a majority vote from the Warren Little League Executive Committee.

N. PARK RULE: Suspension of Play

1. Darkness – When games are stopped as announced by a League official, all games except those being played on lighted diamonds shall be terminated immediately.

Note: Any game suspended due to weather, curfew or light failure power prior to becoming an official game shall be continued at a later date from the exact point that it was terminated provided at least one (1) inning has been completed.

2. Determination of rainouts or related unfitness of play shall be made on a diamond by diamond basis by the Field Maintenance Manager and/or the Officer of the Day.

IX. UMPIRES

- A. Tee-Ball Division: The coaches of each team will be responsible for umpiring games.
- B. Rookie Division and up: The League will assign Official Umpires for these games. Under no circumstances shall a manager or coach umpire a game in their own division, unless both coaches of the game being played agree on the umpire and is approved by the Player Agent of that division.

NOTE: Remember that the league is for the enjoyment & development of the kids.

X. OFFICER OF THE DAY DUTIES & POWERS

- C. The League shall appoint from its Board of Directors at least one Officer of the Day for each regularly scheduled game day. The Officer(s) of the Day shall have the following duties and authority:
 - Responsible for the League's overall operations administratively for the period as scheduled by the League President.
 - Responsible for receiving disputes from managers, coaches, parents, players and umpires & for referring such disputes to the Protest Committee of the League or the Board of Directors of the League as appropriate.
 - Responsible for enforcement of the League's Rules. It is not the responsibility of the Officer of the Day to interpret the rulebook; this is the umpire's responsibility. Any disputes involving the umpire's interpretation shall be addressed to the umpire in the first instance. A protest regarding the umpire's ruling may be submitted to the Officer of the Day or the VP of the division in question within one (1) hour of the conclusion of the game.
 - Responsible for determining whether certain games will be rescheduled due to weather or postponed because of darkness. The

Field Manager or Assistant Field Manager shall make these determinations on a diamond by diamond basis because one or more diamonds may be suitable for play while others are not.

XI. POST SEASON IN-HOUSE TOURNAMENTS FOR INTRA-LEAGUE TEAMS

- A. Each division in Warren Little League will participate in a post-season tournament, except the tee-ball division.
- B. Pairings for the tournament will be done by a blind draw performed by Player Agent of that division.
- C. The scheduler is responsible for the format.
- D. The playing rules for all in house tournaments will be the same as these playing rules.
- E. Dates & times that games will occur are to be determined at the “draw”.
 - 1. In post season tournament games, there will be no time limit in effect.
 - 2. In post season tournament games, any such games that are suspended after the first (1st) inning of play is completed will be resumed from the exact point of suspension.
- F. The rest rule shall never be waived for post-season tournament games.
- G. Any violation of mandatory playing rules will result in forfeiture.
- H. A team will forfeit if unable to field at least eight players. Players may be called up from the same or lower divisions to field a team, but only if those players have finished play in their division, including tournament play and must be on an official roster at Warren Little League. You must have at least six of your own players to play and the Player Agent must approve the replacement players prior to the start of the game.

XII. IN HOUSE ALL-STAR GAMES

The player, manager and coach selection process, as well as the dates for these events will be submitted to the Board of Directors by the Player Agents of the divisions prior to the events for approval. Umpires will be selected by the Umpire-in-chief.

XIII. SANCTIONED POST SEASON TOURNAMENT (ALL-STARS) AND SUNDAY SHOWCASE TEAMS

BASEBALL:

Sunday Showcase Teams (All Divisions):

Managers for up to two Sunday ball teams per division will be selected by the League. The managers will have full authority to draft a team from eligible Warren Little League players. If we have enough interest and talent, we will offer two teams as follows. If we do not have enough interest and/or talent, we will offer one team. Each team will consist of 12 players. These teams will be financially self sufficient except for the league provided insurance. The teams will be responsible for all other fees for uniforms & Sunday games. The teams will be allowed to participate in tournaments during the regular season as long as they do not conflict with the regular season games. Team colors should consist of black or gold.

Post-Season Tournament (All-Star) Teams (Major Minor & Up Divisions):

- A. The League will only sponsor one (1) tournament (All-Star) team in each age group if applicable for participation in one sanctioned tournament.
 - 1. The League has no financial responsibility other than uniforms and entry fee to support All-Stars participating in tournament play. All uniforms must be approved by the board prior to being ordered or they will NOT be paid for by the League.
 - 2. League funds/awards may be available to teams in state level competition as determined by criteria approved by the League's Executive Committee.
 - 3. All players selected for All-Stars must either participate in a fundraiser for All-Stars, pay a fee or find a sponsor to purchase uniforms.
- B. The League President shall ensure that the Player Agent of each division eligible to select an All-Star team for participation in sanctioned tournament play conduct the selection process of players, managers & coaches according to approved guidelines. The Player Agent of each division shall make certain that this process is conducted in a timely manner to ensure its completion date will allow for proper procedures to be followed as dictated by tournament play.
- C. The League President shall have final approval & responsibility for all tournament (All-Star) team selections. He/She shall ensure that such selections meet all requirements of tournament play. He/She shall also affix his/her signature to all Tournament (All-Star) Team Roster Affidavits prior to the Tournament (All-Star) team managers submitting them to the proper authority for their review and approval by the Player Agent.
- D. Any player eligible as defined by Tournament Rules may be selected to sanctioned All-Star teams.
 - 1. The All-Star selection meeting is for **Managers only**. One (1) coach may attend this meeting in place of the manager. If neither can attend someone assigned by the League will represent the team.
 - 2. Each manager must submit a list of candidates from their team to the VP of the division involved to use as a guideline for the managers meeting for the all-star selection, but are not limited to this list.

NOTE: To be eligible, a player must have participated in one (1) more than 50% of games played.
 - 3. At this time the managers will, by unanimous vote only, name seven (7) players to the team.
 - 4. The manager will be selected first. This will be done by ballot with each manager allowed one (1) vote. The candidate receiving the most votes will be declared the manager pending Board

- approval. Candidates must be a manager or coach from the age group in which the all-star team is being selected.
5. The elected manager shall select the coach of his/her choice, but must have been a manager or coach from the age group in which the all-star team is being selected.
 6. In all cases of player and manager selection, the Player Agent of that League has the authority to break tie votes or to select players or managers if the managers fail to agree within a reasonable length of time.
 - a. If the Player Agent of that League is unable to attend the all-star selection process, someone appointed by that person will assume this responsibility.
 - b. In the absence of the Player Agent, someone appointed by that person will assume this responsibility.
 7. If a replacement player is needed, he/she must be approved for the eligibility by the Player Agent of that division and by chosen at the time of the All-Star selection.
 8. A second (2nd) coach may be selected by the All-Star team manager to help with practices, etc, but will remain unofficial, unless Tournament Regulations allow for a second (2nd) coach in all-star participation.

Post-Season Tournament (All-Star) Teams (Rookie & Minor Divisions):

The League will only sanction one (1) or two (2) tournament (all-star) team(s) in each division.

1. The league has no financial responsibility other than uniforms to support All-Stars participating in tournament play.
 2. All players selected for All-Stars must either participate in a fundraiser for All-Stars, pay a fee or find a sponsor to purchase uniforms.
- A. Any player who played the regular season at Warren Little League is eligible to be selected to sanctioned all-star teams.
1. The all-star selection meeting is for **Managers only**. One (1) coach may attend this meeting in place of the manager. If neither can attend someone assigned by the League will represent the team.
 2. Each manager will submit a list of candidates from their team to the Player Agent of the division involved to use as a guideline for the managers meeting for all-star selection, but are not limited to this list.
 3. At this time the managers will vote for the top seven (7) players in the league.
 4. The manager will be selected first. This will be done by ballot with each manager allowed one (1) vote. The board of directors will deem certain managers eligible and then managers will choose

from the board approved list. The candidate receiving the most votes will be declared the manager. Candidates must be a manager or coach from the age group in which the all-star team is being selected.

5. The elected manager shall select the coach of his choice, but must have been a manager or coach from the age group in which the all-star team is being selected.
6. In all case of player and manager, the Player Agent has the authority to break tie votes or to select players or managers if the managers fail to agree within a reasonable length of time.
 - If the Player Agent is unable to attend the all-star selection process, then someone assigned by this person shall assume the responsibility as described in the preceeding paragraph.
7. Based on the regular season performance and the input of the manger and Player Agent of that division, the top twelve (12) players will be put on the team. The Board may choose to add a second team if deemed it would be beneficial to the players and the league. The second team would be made up of other nominated players.
8. If a replacement player is needed, he/she must be approved for eligibility by the Player Agent of that division.

SOFTBALL:

All age groups – Little League Tournament Teams:

All Little League Tournament Teams will be selected the same as baseball.

2018 Baseball Playing Rules for Intra-League only (Inter-League Divisions will play by the rules issued by the Inter-League Organization)

The 2018 Little League Baseball Rule Book will be the basic rules for play, subject to the Local Rule Exceptions.

LOCAL RULE EXCEPTIONS:

A. Major Division

****Major Rules Changes: To increase the speed & excitement of the game****

1. Wood bats that meet the requirements of the Little League Rulebook may be used.
2. **Major Baseball Bat rules- It shall not be more than 33 inches in length; nor more than 2⁵/₈ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest**

part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end.

3. Infield fly rule applies.
4. Defense: Defensively free substitution is permitted except teams will follow rules for pitchers. No player shall be made to sit out of the defensive lineup for no more than two innings at a time.
5. Batting: All players present are included in the batting line-up, which is batted in its entirety, irrespective of defensive alignment.
6. 10 Run Rule: Any game is over when the home team is ahead by ten (10) runs or more after three and one-half (3 ½) innings or the visiting team is ahead by ten (10) runs or more after for (4) complete innings. There is no run rule an inning in the major division.
7. Pitching: Rules per 2018
8. Little League book.

The table below gives an overview of the number of pitches that will be allowed per day for each age group during the regular season.

League Age Pitches allowed per day	
17-18.....	105
13-16.....	95
11-12.....	85
10 & under.....	75

The rest periods required during the regular season are listed below.

Pitchers league ages 7 through 16 must adhere to the following rest requirements:

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

9. Contact / Sliding: Rules per 2018 Little League Rule book.
10. Miscellaneous:
 - No steel cleats, weighted bat donuts or bat sleeves allowed at any time.
 - No designated batter or defensive player only.
 - Maximum bat circumference is two and one quarter (2 ¼) inches.
 - No on deck batters or hit sticks.
 - Pitch counter for each team must verify counts after each inning.

- If a pitcher hits two batters in an inning he/she will be warned, if the pitcher hits a third batter he/she must be removed as pitcher for the rest of that game.
- - Intentional walks – prior to a pitch being thrown, the defense elects to “intentionally walk” the batter by announcing such decision to the plate umpire. Such notification must be made by the defensive manager. The manager must request and be granted “time” by the umpire and then inform the umpire of the defense’s intent to walk the batter. The ball is dead and no other runners may advance unless forced by the batter’s award. Four pitches will be added to the pitch count.
- In Major division and up – after entering the batter’s box, the batter must remain in the box with at least one foot throughout the bat. Exceptions: on a swing, slap or check swing. When forced out of the box by a pitch. When the batter attempts a drag bunt or slap bunt. When a play has been attempted. When time has been called. In baseball – when the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher’s plate after receiving the ball or the catcher leaves the catcher’s box. In softball – when the pitcher leaves the eight foot circle or the catcher leaves the catcher’s box. On a three ball count pitch that is a strike that the batter thinks is a ball.
 - **Penalty:** If the batter leaves the batter’s box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.
 - **Major Division and all softball divisions:** No pitch has to be thrown and ball is live.
 - **50/70 and Junior/Senior baseball divisions:** No pitch has to be thrown and ball is live.

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B. Major Minor Division

- 1. New Major/Minor Bat Rules It shall not be more than 33 inches in length; nor more than 2⁵/₈ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30”) at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end. No BBCOR allowed**
2. Defense: Defensively, free substitutions are permitted, except teams will follow rules for pitchers. No player shall be withheld from the defensive line-up for more than two (2) consecutive innings.
3. Batting: All players present are included in the batting line-up, which is batted in its entirety, irrespective of defensive alignment.
4. 5 Run Rule: A five (5) run rule per half inning shall apply.
5. Pitching: Rules per 2018 Little League Rule book.
Players league age eleven (11) or (12) who are in the Minor Division may not pitch.

Please see Major Division section above for pitching rules.

6. Contact/Sliding: Rules per 2018 Little League Rule book.
7. Miscellaneous:
 - Dropped third strike, the batter is out.
 - There are no balks or infield fly rules.
 - No steel cleats, weighted bat donuts or bat sleeves allowed at any time.
 - No designated batter or defensive only player.
 - No one deck batters or hit sticks.
 - Pitch counter for each team must verify counts after each inning.
 - If the lead runner makes a move back to the base he was last on, he must go back to that base.

C. Minor Division

1. Defense: Defensively, free substitution is permitted.
 - a. Teams will play with ten (10) players, but four (4) must play in the outfield.
 - b. No player shall be withheld from the defensive line-up for more than two (2) consecutive innings.
2. Batting: All players present are included in the batting line-up, which is batted in its entirety, irrespective of defensive alignment.
3. No stealing: Stealing is not permitted. Runners may only advance as the result of the action by the batter.
4. Pitching:
 - a. To keep the speed of the game up, the coaches will pitch for the first 2 innings of each regular season game. A total of 6 pitches per at bat. The remainder of the game whether via time limit or complete 6 innings during regular season and post season will be kid pitch. A total of 6 pitches per at bat.
 - b. Seven (7) and eight (8) year olds can only pitch 50 pitches a game and must follow rest rules as stated in the Major Division section.
 - c. Any player league age 6 and playing in the minor division will only be allowed to pitch 35 pitches a day and must follow the little league rest rules.
 - d. Any player league age 9 or 10 and playing in the minor division is NOT allowed to pitch in the minor division.
 - e. The pitching rubber is placed at 40 ft.
 - f. Full count rules will be used, but no walks will be issued. If a batter obtains three (3) strikes, the batter is out. If a batter is thrown four (4) balls, the manager, coach or their designee for the offensive team will come in and pitch up to three (3) balls to the batter. When a coach comes out to pitch, the existing count will remain.

NOTE: If a batter fouls the third pitch, the batter will receive another pitch. The player will strike out on three strikes. Coach pitchers shall not coach once the ball leaves their hand. When the

ball is hit, the coach pitcher immediately gets out of fair territory to a position in foul territory. The player pitcher must remain on either side of the mound no closer than the pitching rubber until the ball is hit.

5. When Play is Dead: When a ball is thrown by a defensive player into the field and an infield player stops the lead runner per rules below (it is the opinion of the umpire when a player has requested the play to be called dead).
 - a. The progress of the lead runner may be stopped only when the pitcher has control of the ball and is on the pitchers mound.
 - b. Base runners (with the exception of the lead runner) that have advanced beyond the half way stripe when play is called dead by the umpire will be allowed to continue on to the next base. This does not apply to the runners forced to advance by the batter reaching first base. No half way stripe is used from home to first base.
 - c. The ball remains live until, in the judgment of the umpire, play has been halted.
6. 6 Run Rule: A six (6) run per half inning shall apply.
7. Miscellaneous:
 - Dropped third strike, the batter is out.
 - There are no balks or infield fly rules.
 - No steal cleats, weighted bat donuts or bat sleeves allowed at any time.
 - No designated batter or defensive only player.
 - Maximum bat circumference of two and five eighths (2 5/8) inches.
 - No on deck batters or hit sticks.
 - Pitch counter for each team must verify counts after each inning.

Rookie and Teeball Bat Rules

Under the USABat standard, certified Tee Ball bats (26" and shorter) will feature the USA Baseball mark and text which reads ONLY FOR USE WITH APPROVED TEE BALLS. All Tee Ball bats must feature the USA Baseball mark and accompanying text. Tee Ball bats that were produced and/or purchased prior to the implementation of the new standard can be certified using an Approved Tee Ball Sticker via the USA Baseball Tee Ball Sticker Program (USABaseballShop.com) beginning September 1, 2017.

D. Rookie Division

1. Defense: Defensively, free substitution is permitted.
 - a. Teams will play with ten (10) players, but four (4) must play in the outfield.
 - b. One (1) defensive coach may be placed in the outfield with its team while playing defense.

- c. No player shall be withheld from the defensive line-up for more than two (2) consecutive innings at a time.
- 2. Batting: All players present are included in the batting line-up, which is batted in its entirety, irrespective of defensive alignment.
- 3. No Stealing: Stealing is not permitted. Runners may only advance as the result of the action by the batter.
- 4. Pitching: Coaches will pitch the entire game.
 - a. It will be left up to coaches whether or not to pitch to the female players overhand or underhand.
 - b. The pitching rubber is placed at 25 ft.
 - c. When the ball is hit the coach pitcher must immediately get out of fair territory.
 - d. Coach pitchers may not coach players while on the field pitching. Penalty: interference.
 - i. Batters will be permitted 6 balls to hit. However, if the batter obtains 3 strikes (by swinging at and/or hitting a foul ball for the first and/or second strikes and swinging at and missing the ball for the 3rd strike) they will still be called out. If a player has not yet struck out, a fouled 6th pitch will entitle the batter to an additional pitch (or more with each subsequent foul ball). For the first two weeks of the season, the batter will receive 6 pitches from the coach. If after those 6 pitches, the batter has not advanced to first, the batter will be given the opportunity to hit off of a tee.
 - e. No walks will be issued.
 - f. The pitcher's helper shall be within the circle and no closer to the plate than the pitching rubber until the ball is hit.
 - g. Chest guards for the pitcher's helper are optional and will be supplied by the league.
- 5. When Play is Dead: When a ball is thrown by a defensive player into the infield and an infield player has control of the ball and puts both hands up to call time (it is the opinion of the umpire when a player has requested the play to be called dead).
 - a. The progress of the lead runner may be stopped only by an infielder, who has control of the ball. The fielder must raise two hands and call time to request the play to be called dead. It is the opinion of the umpire when a player has requested the play to be called dead. Outfielders may not request the play to be called dead even if the outfielder is standing in the infield.
 - b. Base runners (with the exception of the lead runner) that have advanced beyond the half way stripe when play is called dead by the umpire will be allowed to continue on to the next base. No halfway stripe is used from home to first base by the batter

reaching first base. No halfway stripe is used from home to first base.

c. The ball remains live until, in the judgment of the umpire, play has been halted.

6. 5 Run Rule: A five (5) run per half inning shall apply.

7. Miscellaneous:

- No steel cleats, weighted bat donuts or bat sleeves allowed at any time.
- No designated batter or defensive only player.
- No on deck batters or hit sticks allowed.
- As this league is used to get kids ready for Minors and Majors it is strongly encouraged that defensive throws are attempted to get runners out at bases instead of fielding the ball and immediately calling time. It is also encouraged to not have defensive players chase base runners all over the field, only run player down within reason.
- No score will be kept the first two weeks as this will be used for instruction.
- Runners may advance two bases on a batted ball no matter what base they are on unless the below rule below takes place:
- If a batted ball is hit in the outfield grass the batter and runners may advance as far as possible
- After the completion of the 3rd week, 7 yr olds are not allowed to use the batting tee
- After the completion of the 4th week, 6 yr olds are not allowed to use the batting tee
- After the completion of the 5th week, all players are not allowed to use the batting tee
- A team must have 6 players to play a game
- Time limit is 1 hr 30 minutes

A. TEE-BALL DIVISION (BOYS AND GIRLS COMBINED)

1. League Philosophy: It is the intention of the League to promote the learning skills of baseball fundamentals and basic skills.
 - a. No league standings will be posted.
 - b. Team practice will be limited to two (2) per week once league play has begun.
 - c. Outs will not be kept, but if a player gets out on a base, he/she must leave the field.
 - d. Managers are encouraged, but are not required, to rotate the batting line-up and fielding position every game.
2. Batting: All players present are included in the batting line-up.
 - a. An inning is complete once both teams have batted through their line up one time.
 - b. Batters and runners may advance a maximum of two (2) bases per batted ball.
3. Defense: All players may play on defense each inning.

- a. For fall ball, five (5) or six (6) players are allowed in the infield area, all other players on the outfield area. An adult will play the position of catcher rather than a player.
 - b. Outfield players must be in the outfield and in fair territory prior to each pitch. They are not allowed to be in the infield.
 - c. Two (2) adult coaches are permitted in the outfield to help organize and position his/her defensive players. Only verbal help is permitted.
 - d. Pitcher's helper must not be in front of the pitching rubber until the ball is hit.
4. Length of Game: Games will be one hour in length.
 5. Pitching: The pitching rubber shall be twenty-five (25) feet from home plate. One (1) adult pitcher, wearing a ball mitt, will either pitch overhand or underhand from the pitching rubber to each player on his/her team. Once the ball is hit, the adult pitcher must exit fair territory into a position in foul territory.
 - a. Each player will receive up to five (5) pitches.
 - b. Any player unable to hit fairly one (1) of the five (5) thrown pitches will be given the opportunity to hit the ball off a batting tee. No exceptions.
 6. No Stealing: Stealing is not permitted. Runners only advance as the result of action by that batter.
 7. When Play is Dead: When a ball is thrown by a defensive player into the infield and an infield player while in control of the ball raises both of their arms to request the play to be stopped. An outfielder may not request play to be stopped.
 8. Miscellaneous:
 - No steal cleats, weighted bat donuts or bat sleeves are allowed at any time.
 - No designated batter or defensive only player.
 - Maximum bat circumference of two and one quarter (2 ¼) inches.

The Little League Pledge

**I trust in God
I love my country
And will respect its laws
I will play fair
And strive to win
But win or lose
I will always do my best.**



Parent/volunteer Pledge

**I will teach all children to play fair & do their best.
I will positively support all managers, coaches and
players.**

**I will respect the decisions of the umpires.
I will praise a good effort despite the outcome of the
game.**

