



DEER CANYON LITTLE LEAGUE

LOCAL RULES AND REGULATIONS [BYLAWS]

2025 SEASON

This document is a supplement to the official rules and regulations of Little League Baseball, Inc. It is intended to enhance the play of Deer Canyon Little League by highlighting certain areas of safety, conduct, and local play. All managers and coaches should become familiar with these local rules, along with the official rules and operating manual of Little League Baseball, Inc.

Download the Little League Rulebook App





Welcome to Deer Canyon Little League, a chartered member of Little League Baseball Inc. The goal of the Little League Baseball, together with our Board of Directors, managers, coaches, parents and volunteers, is to implement firmly in the children of the community, the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, that they may be well-adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens.

We should all take great pride in our facilities. Together we are responsible for them. We should remind ourselves that we volunteer our time for the enjoyment of the players of our league. Deer Canyon Little League parents and volunteers are all members of our community, and we all have children that we care about participating in our league. Some parents and children may not be aware of all the operating procedures of our league, so it is our responsibility to know the rules and to communicate these rules to them.

We encourage you to utilize the knowledge and experience of the many long standing managers, coaches, and Board Members if any situation should arise that would require assistance. Together, let us uphold the spirit that defines Deer Canyon Little League.



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Deer Canyon Little League 2025 Local Operational Procedures

Section 1 – General Information

- A. **Managers**: As per Little League regulations, in order to serve, a manager must be appointed by the League President and approved by the Board of Directors annually. The manager is responsible for all the activities and actions of their team and is accountable to the Board of Directors for the activities and actions of their coaches, players, team parents and themselves. **Managers must set the standard for proper actions and conduct themselves in a respectful manner.**

A manager or coach must be **fully knowledgeable of the regulations and playing rules of Little League Baseball, Inc. and of Deer Canyon Little League (DCLL)**. Managers are responsible for helping to stimulate interest among team members and parents for all Little League functions. This includes fundraisers, Opening Day Ceremonies, maintaining playing fields, assisting with tournament teams, working in the snack bar, and all functions through the final action of returning equipment.

- B. **Volunteer Positions Needed by Managers**: Managers should ask for the following volunteer positions at the Meet & Greet. **All volunteers must register through our website and complete a volunteer application and background checks prior to serving.** Managers will be required to have them turned in no later than one week prior to Opening Day for approval.
1. **Coaches**: Coaches are selected by the managers. 2 or more coaches will be needed. Coaches must fill out a coaches application and are subject to Board approval and Little League regulations before they work on the practice field or in a game.
 2. **Team Parent**: Coordinates team activities off the field (i.e. Opening Day Ceremonies, fundraiser, phone calling duties, team pictures, etc.).
 3. **Scorekeeper and Pitch Counter**: For all divisions Rookie and above, each team must send a representative to attend the scorekeeper meeting held by the league approximately two weeks prior to Opening Day. Additional training may be provided as needed by request
 - **Scorekeeper**: **The home team is responsible for supplying the official scorekeeper**, who is responsible for checking out the appropriate tablet for each division from Snack Shack at least 30 minutes before game time and to return the tablet to Snack Shack at the end of the game.
 - a. GameChanger is to be used as the official scorebook for the league.

- b. The entire team roster must be listed in the official scorebook, and the lineup card must be provided by each manager to the scorekeeper before every game.
 - c. Any absence and reason for absence must be noted on the position log.
 - d. Scorekeeper must sign the position log along with the umpire. The official start of the game, as determined by the umpire, must be noted on the position log.
- **Pitch Counter**: The away team is responsible for providing a pitch counter/scoreboard operator, who is responsible for retrieving the appropriate scorebook folder from the Snack Shack and returning it at the end of the game.
 - a. Pitch log must be signed by each manager on appropriate log at end of each game to be informed on each player's pitches thrown.
- C. **Identification Badges**: All approved volunteers will be issued an identification badge and **must wear that badge at all DCLL scheduled activities when they are interacting with players**. This includes all managers, coaches, helpers, and team parents. Meaning that during all games and practices a manager/coach must wear an identification badge or they may be asked to leave the field.
- D. **Scorebooks and Pitching Records**: Managers or their designee shall be responsible for signing the official scorebook and pitching record after each game. **Game statistics must be checked, and any discrepancies resolved prior to signing**. Official league scorebooks and pitching records shall be the only league reference in case of protest, resumed games, or tiebreakers. Pitching records will be available along with the scorebook for each division, at the snack bar.
- E. **Schedules**: Regular season and practice schedules are drawn up by the Division Directors of the league and approved by the President and Vice President.
- F. **Number of Regular Season Games**: The number of games played by each team during the regular season is established annually by the Board of Directors and recorded in Board meeting minutes.
- G. **Practice and Game Balls**: DCLL will provide each manager with practice balls. **Two game balls will also be supplied for each game**. These are not an unlimited resource. When Home Run balls are awarded to players, the team must provide a replacement ball to the umpire. At the conclusion of the game, each team will keep one game ball. Since **Little League Inc. discourages the awarding of "game balls", they should not be awarded**. In an effort to conserve costs, the league requests that all Tee Ball balls be given back to the league.
- H. **Equipment Bags**: Each team will receive an equipment bag consisting of catcher helmet, catcher glove, chest protector, shin guards, instant cool packs, and first aid kits. Tee Ball teams will receive a batting

tee. Farm teams may request a batting tee, if needed. Under no circumstances should the equipment from the League be altered. **DCLL requires an equipment deposit of \$100 per team.** Prior to receiving team equipment, the \$100 equipment deposit must be paid. The equipment deposit will be returned to the team when the team equipment has been returned. It is expected that team equipment is returned within 48 hours of the completion of each team's final game and the equipment deposit reimbursement will be paid within 48 hours of equipment bags being returned.

- I. **Game and Practice Time:** For Tball, Farm, Rookie, and Minor Divisions, the combination of game and practice time shall not exceed 10 hours per week, except for tournament play.

All players in the Rookie Division and above **must wear a protective cup in order to take the field.**

- J. **Time Limits:** The start of the game shall be defined as the time at which the umpire calls "play" just prior to the first pitch. The umpire shall be the sole judge of time limit expiration.

Time limits are computed from the SCHEDULED start time not the actual start time if starting late and a game follows on the same field. As outlined in the Little League Rules and Operating Manual, leagues scheduling more than one game on the same field may impose time limits on games prior to the last game. Time will be considered expired 15 minutes before the starting time of the game immediately following your game (only if a game is scheduled on the same field following the game). No new inning may start after the time has expired. Warm-up or infield practice is NOT guaranteed.

- K. **Games Called Due to Weather or Unfit Field Conditions:**

1. The Safety Officer is responsible for canceling games due to weather or unfit field conditions prior to the start of the game. If the Safety Officer is absent or unavailable, two Board Members can cancel games due to weather or unfit field conditions.
2. The Chief Umpire is responsible for restarting a game interrupted due to weather or unfit field conditions, once a game has begun.

- L. **Rescheduling of Games:** Rescheduling of postponed, incomplete, or tied games is the sole responsibility of the director of the division involved. Every effort will be made to reschedule a game, time permitting.

- M. **Players Withheld from Games:** Players may be deliberately withheld from games for only the following reasons:

1. Illness
2. Parent/Guardian request
3. Disciplinary

(Withheld players who attend their game may not dress in full uniform.)

The reason for deliberately withholding a player from a game must be stated on the pre-game lineup card. The scorekeeper must also record the reason in the official scorebook. Players may not be withheld from a game for disciplinary reasons without the prior approval of the League President or Player Agent. The approving officer shall indicate approval by initialing the pre-game lineup card and scorebook. The approving officer must report such action at the next meeting of the Board.

Deliberately withheld players are not subject to the mandatory play rules for that game. The entire team roster must be listed in the game scorebook and lineup card for every game. Any absence and reason for absence must be noted. Any player not listed in the batting lineup card cannot dress or take the field.

- N. **Batboys/Batgirls**: Batboys or Batgirls are not permitted. No on deck circle is allowed.
- O. **Visitors in Dugout**: No visitors will be allowed in the dugout during games.
- P. **Division Eligibility**: See Little League Baseball Rulebook “Divisions of Play”.
- Q. **Mandatory Play Rule**: It is the philosophy of Deer Canyon Little League to maximize the instructional opportunity that the players have in our league by rotating players into different positions and safely allowing our players to experience different situations that might prepare them for their next level. Since Little League is mainly instructional, we strongly recommend that players who are weaker in your estimation get rotated into the lineup as equally as possible to help them gain confidence and experience.
- R. **Forfeit**: In Rookie Division and above, **it will be considered a forfeit if a team cannot place eight (8) players on the field before the game begins.** The game will not be made up and will be considered a loss for the forfeiting team. Player unavailability due to school events may be considered a legitimate reason for changing the game schedule but the appropriate division director must be notified “in writing” one week (7 days) in advance of the event and must be approved by the board. If notified less than 7 days in advance, the game will be considered a forfeit.
- S. **Snack Bar**: A Snack Bar Buyout of \$45 will be assessed for each player upon registration. \$35 will be reimbursed to the parent/guardian for fulfilling 4 hours of shifts throughout the season. A parent/guardian who wishes to work toward reimbursement must sign up at the snack bar and schedule at least two shifts with the Snack Bar Coordinator.
 1. A shift is approximately 2 to 4 hours.
 2. A parent/guardian may not be reimbursed for more than the number of buyouts paid for.

3. No partial fulfillments will be allowed. Minimum of 4 hours must be completed for each reimbursement.
4. Any adult (18+) or approved teenager may fulfill one or more shifts toward any buyout reimbursement. No teenager will be allowed to fill a snack bar shift until they have been trained and certified by the Snack Bar Coordinator. Note: training is based on availability.

T. **Refund Policy**: No refunds will be issued after 5pm the day prior to Meet & Greet.

Section 2 – Conduct

A. **Actions on the Field**: The actions of the players, managers, coaches, umpires, league officials, parents and spectators **must be above reproach**. They shall not heckle or in any way “ride” or distract members of the opposing team. After first being talked to by the team manager, they may be asked to leave the playing field area by the umpire or any Board Member, if such action continues.

Managers, coaches and players during game play must remain in the dugout at all times with the exception of playing on defense, batting, base running and base coaching. The manager/coach can leave the dugout with the permission/request of the umpire. The dugout is defined as the enclosed area on either the first or third base side of the field. Managers and coaches cannot stand or sit on the outside of the enclosed area during game play.

1. **One manager and two coaches are allowed in the dugout for all divisions Minor and above.**
2. **In the Rookie Division one manager and three coaches are allowed,**
3. **Tee Ball and Farm Divisions allow an unlimited number of adults on field, as appropriate.**

B. **Code of Conduct Forms**: During online registration, parents will review and agree to policy. Parent forms will be kept with the Team Parent. Managers/coaches are also required to sign the Code of Conduct forms.

C. **Disciplinary Action Committee**: The League Disciplinary Action Committee shall be comprised of the League President and a minimum of two other Board Members (not affiliated with that division), as appointed by the League President.

D. **Suspensions Due to an Ejection**: Any manager, coach, player, or spectator ejected from a game for any reason will be suspended from the next following game. They may also be requested to appear before the Disciplinary Action Committee. This committee may subject the individual to additional disciplinary action. The ejected individual cannot attend, view, or communicate with their team during

the next scheduled game. Anyone who has been ejected twice in a season will not be eligible to attend any postseason play, including TOC, All-Stars, and any other DCLL function for that season.

- E. Suspensions Due to Rule Violations and/or Conduct:** Rule violations are considered very serious and ignorance will not be an acceptable defense. In the event of a pitching rule violation, the manager will at minimum serve a mandatory one game suspension. Other rule violations may also warrant a one or multiple game suspension depending on the severity and circumstance surrounding violation. The decision to suspend an offender, or not, and for how long, will be made by the Disciplinary Action Committee. The Disciplinary Action Committee's ruling will be final.
- F. Throwing of Equipment is NOT permitted:** Any player throwing equipment (helmet, bat, glove, etc.) in anger may be warned or ejected by the umpire. The manager and scorekeeper will be advised of the warning. A second infraction of this type during a game will result in the player's ejection. The player's manager is responsible for notifying the Player Agent of the ejection following the game. A manager also has responsibility to keep the Player Agent informed of any type of adverse behavior by a player so the appropriate action may be taken.
- G. Spectators:** Alcohol and/or tobacco are not permitted at DCLL facilities. Managers and coaches should monitor the behavior of their spectators and discourage unacceptable behavior. Unacceptable behavior may include but is not limited to "riding" or "heckling" umpires or members of the other team, attempting to distract members of the other team and directing derogatory comments toward other players or anyone in attendance. Any Board Member may eject any spectator exhibiting unacceptable behavior.

Anyone (parent, spectator, coach, manager or player) that gets ejected from a game cannot attend any DCLL games for that day and MUST leave the premises. Ejected persons cannot be within eyeshot of the field. This includes Hermosa Park. If the person refuses to leave, the team of the person in question will forfeit the game. If ejected, a spectator may wait in their vehicle until the end of the game.

- H. Authority and Responsibility for Events at DCLL Functions:** With the exception of the umpire's on-field duties, an officer of the Board has total authority and responsibility for events at DCLL functions. The League Officer on duty is charged with the responsibility of reporting to the Board of Directors any incidents that are averse to the principles of Little League Baseball.

Section 3 – Field Preparation and Use

- A. **Use of Practice Fields:** Use of the game fields for practice is permitted. The League Division Directors will set practice times for each division and distribute on draft day. The fields are controlled by this schedule and should not be changed without approval from the director or assigned designee. **No practice may be held on the fields at least one hour prior to the start of a game.**
- B. **Field Preparation Responsibilities:** Cooperation is encouraged and violations are subject to disciplinary action by the Board; Up to suspension from the next regularly scheduled game.
1. **Home Team is responsible for pre-game setup:**
 - Dragging the field
 - Marking the baselines and batter's boxes
 - Putting out the bases
 - Setting up the scoreboard
 - Setting up Scorekeepers table, chairs, and easy-up
 2. **Visiting Team is responsible for post game clean-up:**
 - Raking the mound, batter's boxes, and bullpen
 - Putting away the bases
 - Putting away the scoreboard after the game
 - Putting away Scorekeepers table, chairs, and easy-up
 - In the event the bases are missing, the visiting manager from the previous game may be held responsible.
- C. **Manager Cleanup Responsibilities:** Managers are responsible for cleaning up their respective dugout, bullpen, and spectator areas following games. **Food is not permitted in the dugouts** during games. Managers should not permit players to leave the dugout to purchase or consume food.

Section 4 - Draft Policies

A. Draft Plan:

1. Each team should have the Manager or delegate attend player evaluations. Each manager's individual notes are the only reference they are to use during the draft. An independent pool, selected by the Player Agent and the League President, will attend player evaluations, grade the players, and force rank the player pool.
2. The managers will draw numbers to determine draft order. The order of the first round of the draft will be from first to last by numbers drawn.
3. All divisions will use the **Alternative Method for Plan B - Redraft** as outlined in Little League Operating Handbook.
4. The order of the draft will utilize a serpentine format as outlined below.

| | <u>Team A</u> | <u>Team B</u> | <u>Team C</u> | <u>Team D</u> |
|---------|---------------|---------------|---------------|---------------|
| Round 1 | 1 | 2 | 3 | 4 |
| Round 2 | 8 | 7 | 6 | 5 |
| Round 3 | 9 | 10 | 11 | 12 |
| Round 4 | 16 (etc) | 15 | 14 | 13 |

5. Managers will choose from a list of eligible players given by the Player Agent. Managers will pick from the eligible players only.
6. Any player who failed to attend player evaluations will become a hat-pick. During the draft, hat-picks can be taken in any round.
7. Every manager must select his child in the round in which he becomes available as outlined below determined by the age of the child:

| | <u>Senior</u> | <u>Junior</u> | <u>Major</u> | <u>Minor</u> | <u>Rookie</u> |
|---------|---------------|---------------|--------------|--------------|---------------|
| Round 3 | 16 | 14 | 12 | 11 | 9 |
| Round 4 | 15 | 13 | 11 | 10 | 8 |
| Round 5 | 14/13 | 12 | 10/9 | 9/8 | 7/6 |

8. In the Rookie and Minor Divisions, sibling options must be taken in the next consecutive round or the sibling will be available to be drafted by any team.
9. All trades must be discussed with and approved by the Player Agent on draft night.
10. The manager is not to contact his roster prior to receiving the finalized roster sent by the Player Agent.
11. Prior to draft night, the President, Vice President, Division Directors and Player Agent will meet to determine the number of teams per division and number of players per team.
12. Team selection and pre-season practice times will take place at the draft in reverse order from last to first.

B. Player Pools:

1. **The Major Division** player pool will be comprised of all registered league age 11 and 12 year-olds and league age 9 and 10 year-olds who elect to be eligible for the Major Division.
2. **The Minor Division** player pool will be comprised of all registered league age 9, 10 and 11 year-olds (and 12 with district approval) not drafted by the Major Division and league age 8 year-olds who elect to be eligible for the Minor Division. All registered 10, and 11 year-old players not selected in the major draft must be drafted to the Minor Division by the end of the draft.
3. **The Rookie Division** player pool will be comprised of all eligible players league age 7, 8 and 9 year-olds not drafted to Minor Division and league age 6 year-olds who elect to be eligible for the Rookie Division. All registered 8, and 9 year-old players not selected in the Minor draft must be drafted to the Rookie Division by the end of the draft. Any 7-year-old players that do not make the Rookie Division will automatically be placed in the Farm Division.
4. **The Farm Division** player pool will be comprised of all eligible players league age 7 not drafted to a Rookie team, and league age 5 and 6 years old who have played at least one year of Tball. Each team shall consist of at least 8 players. There will be no waiting list in the Farm Division. The Player Agent and/or Division Director, President and selected Board Members will assign players to team rosters attempting to balance teams by age and area of residence or school attended. Members of immediate family shall be kept together on Farm baseball teams. Managers of Farm baseball teams may trade players with the approval of the President, Player Agent and Division Director. Proposed trades must originate between the Manager and Player Agent and/or

Division Director. Managers and coaches are NOT to contact other managers, coaches, players or family members of players. The Player Agent and/or Division Director are the only ones authorized to initiate or negotiate trades among teams. All trades shall be made with the approval of the Player Agent, Division Director and the League President. Players may only be traded for players in their same division and prior to teams being announced to the general public.

5. **The Tee Ball Division** teams will be formed by the Player Agent and comprised of eligible players who are league age 4, 5, and 6 years old. Prior to the formation of teams, players will be assigned to teams governed in order by the following priorities:
 1. Age
 2. Parents' request
 3. Date of registration

Waiting List: All eligible 4, 5, and 6-year-old players registered following initial team assignments will be placed on a Tee Ball team immediately until Opening Ceremonies. Then placed on a waiting list in the order of their registration. The player with the lowest registration number will be the first player assigned to a team when an opening arises. Players on the Tee Ball Division waiting list refusing to report to an assigned team as requested will forfeit their right to play for the current season.

6. The Player Agent will maintain an alternate player pool for use in cases where a team needs a replacement player to avoid a forfeit. If a team needs a replacement player from the alternate player pool, please reach out to your Division Director, and the Division Director and Player Agent will assign a replacement player. **Managers and coaches are not allowed to recruit replacement players or suggest to the Division Director or the Player Agent which players they would prefer as a replacement. Tampering will be considered a rules violation.** Replacement players are not allowed to pitch as a replacement player. Please reference the Green Book for additional rules pertaining to the Alternate Player Pool.

Section 5 - Division Specifics

Junior/Senior Divisions

- A. **Rules of Play:** Will follow the Little League Handbook (Green Book) rules and District 71 developed guidelines for interleague play.

Rules of play will be the same as the home playing field (i.e. if our team plays their games at an Alta Loma field we must play by their local rules) to prevent confusion.

- B. **Determining Division Champions:** District 71 will conduct an inter-district tournament to determine a district champion.
- C. **Internal Playoff Rules:** Junior and Senior Divisions will be subject to guidelines established by District 71.

Major Division

- A. **Mandatory Play Rule:**

- **Continuous batting order must be used.** The manager is required to bat the entire roster.
- **No player shall sit out two (2) consecutive innings.**

Any manager that violates the mandatory play requirements shall be subject to the following penalties:

1. First Offense – is a verbal and/or written warning with notification to the disciplinary committee.
2. Second Offense – Suspension for the next scheduled game and disqualification from managing an All-star team.
3. Third Offense – Suspension for the remainder of the season.

If the violation is determined to have been intentional, the Board may assess a more severe penalty.

- B. **Pitch Limits:**

1. The manager must remove the pitcher when said pitcher reaches the limit for their age group at noted below: [Regulation VI (c)]
 - **11-12 year-olds 85 pitches per day**
 - **9-10 year-olds 75 pitches per day**
 - Exception: If a pitcher reaches the limit for their age while facing a batter, the pitcher may continue to pitch until that at-bat is complete or the inning ends.

2. Pitchers must adhere to the following rest requirements:

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

3. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. [Regulation VI (a)]
4. If a pitcher reaches 41 or more pitches, the player may not play the position of catcher for the remainder of that day. [Regulation VI (c) Note]

C. **Pitching Violations:** Rule violations are considered very serious and ignorance will not be an acceptable defense. In the event of a pitching rule violation, **the manager will at minimum serve a mandatory one game suspension and will be disqualified from managing an All-star team.** The decision to suspend an offender and for how long, will be made by the Disciplinary Action Committee and could include the duration of the season if the violation is deemed to be intentional. The Disciplinary Action Committee's ruling will be final.

D. **Time Limit:** No new inning after 1 hour 45 minutes, "drop-dead" time limit of 2 hours.

E. **Mercy Rule** will be in effect following Little League Rules and Regulations [Rule 4.09 (e)]

- 15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings

F. **Intentional Walk:** The defense elects to "intentionally walk" the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat. The manager must request and be granted "time" by the umpire. A time out will be charged to the pitcher and **the pitch log will reflect the appropriate number of "balls" needed based on the count.**

G. **Stealing:** Base running and the development of catchers are important parts of the learning process.

1. Stealing of bases is allowed.
2. Runners cannot advance if the pitcher is on the pitcher's plate and the catcher is ready to receive the pitch.
3. Base runners shall not leave their bases until the ball has been delivered and has reached home plate.

H. Substitute Runners:

1. An injured or sick player unable to complete batting or running the bases must be replaced by the player who made the last out.
2. With two outs a pinch runner can be used for a pitcher and must be used for the catcher if he is on base.
3. The player who made the last out will be designated as the pinch runner.

I. Replacement of Lost Players: All players league age 9, 10, 11 and 12 are eligible to be moved up to the Major Division should an opening become available.

1. If a Major team loses a player from its roster through illness, injury, change of address, or other justifiable reason, the Major manager is required to IMMEDIATELY notify the Player Agent. **DO NOT** contact any prospective players, their parents or managers/coaches. All contact will be made through the Player Agent. Rules will be followed as set forth in the official regulations Rule III (d) that apply to the situation. The Player Agent shall establish the date of the loss and officially remove the player from the roster.
2. **The manager has 5 days from the date of player loss to replace the lost player. Managers will notify the division below of 4-5 players being considered within 1-2 days.** If the manager fails to replace a lost player within the allotted time, they must appear before the League Disciplinary Committee to explain their actions and face possible Board of Directors action. The Player Agent will then replace the lost player without manager input. **THE DECISION WILL BE IRREVERSIBLE.**
3. The Manager can replace lost players from the Minor Division league age 9, 10, 11 and 12. New players league age 10-12 joining the Minor Division, after the Major Draft, will be ranked and placed on the Player Agent list for movement to the Major Division should a spot become available. The Player Agent will maintain this list, which will be the only resource available to the manager for choosing players.
4. If a player is lost during the last two weeks of the regular season, a manager shall not draft any player, unless the roster falls below 10 players. In this situation, only a sufficient number of players to maintain a roster of 10 players shall be drafted.
5. If a player misses 3 consecutive team meetings, (i.e. 2 practices and a game, 1 practice and 2 games etc.), the manager must contact the Player Agent to discuss the situation. Board of Directors approval required for any action which seeks to limit the play beyond the minimum Little League play requirements.

6. An injured player shall not be replaced unless the parent or guardian and/or the physician of the player provide written notice to the Player Agent. This notice shall state that the player cannot return during the current playing season and therefore forfeits their place on the roster for the current season. Written notice from a doctor to return to play is required if injury lasts more than 7 days.

J. **Determining Division Champions:** Division champions will be determined by a double elimination tournament held at the end of the season. The number of non-competitive games will be established by the division directors prior to Opening Day. First round seeding for the tournaments will be determined by the standings of the competitive portion of the regular season. The number of competitive games can vary from season to season. The division directors will clearly communicate to the teams prior to Opening Day what part of the schedule will be determined competitive.

K. **Internal Playoff Rules:**

1. Games played during the tournament are **six innings or 2 hours and 45 minutes**, whichever comes first. There is a **3-hour drop-dead limit**, except in tie games where the inning can be completed (a new inning can't be started after 2 hours and 45 minutes). If at the end of 6 innings the game is a tie the game can go into extra innings if there is time left. When the time limit is reached the score will revert to the last complete inning where a team had the lead. If the game has been a tie the whole game and daylight is available, the game will continue.
2. Any game based upon the umpire's discretion, where a team is determined to be purposely delaying a game is forfeited to the opposing team. [Rule 4.15 (f)]
3. The allotted time per game will begin at the official start of the game, not the scheduled time of the game. (This will be used in case of game delays such as an umpire no-show)
4. **Managers must utilize a continuous batting order** during the tournament.
5. **No player shall sit out two (2) consecutive innings.**
6. Seeding will be by standings.
Tiebreaker: 1. Head-to-head win %; 2. Runs against; 3. Runs for; 4. Coin toss.
7. Home/Visitor is determined by seeding. The highest seed chooses home or away, on or before arrival to the fields for warm-ups, except for the championship game. The team from the winner's bracket will choose home or away in the 1st championship game. A coin toss will determine which team chooses if a 2nd championship game is played.

8. A Board Member or designee will serve as the official scorekeeper and official pitch counter throughout the playoffs. Both will sit at the same table throughout the entire game.
9. There must be a **minimum of 9 players to start a playoff game**. If enough players do not show up, that team will have to forfeit the game. A player will not be allowed to play if they are not at the field by the first pitch. The batting order is final when the first pitch of the game is thrown. Games will not be held up for late players, nor will games be rescheduled due to insufficient players.
10. There will be at least two umpires per game. Games can be played with one umpire if only one is available.
11. Games will be considered complete after four innings. If for some unforeseen reason the game is called before a complete game (rain, darkness, flood, monsoon, etc.) then Green Book rule 4.10(d) applies. The exception to this rule is when the game is called due to drop dead time. In that instance the team ahead at the end of the last completed inning wins. If there is a tie it will revert to the last inning there was a team leading.
12. **When a game is under protest, the game clock stops**, and a committee of **at least 2 Board Members not involved in the game must resolve the protest during the game**. The Board Members can be in person or on the telephone. Protest shall be considered only when based on a violation or interpretation of a playing rule, use of an ineligible pitcher or the use of an ineligible player and NOT for judgment calls [Rule 4.19]. Board Members to contact will be published before the playoffs begin.

Rule 4.19 (f) Note 2 *All Little League officials are urged to take precautions to prevent protest. When a protest situation is imminent, the potential offenders should be notified immediately.*

Minor Division

A. Mandatory Play Rule:

- **Continuous batting order must be used.** The manager is required to bat the entire roster.
- **No player shall sit out two (2) consecutive innings.**
- **No player shall sit twice before ALL players on the team roster have sat at least once.**
- **No player shall play more than three (3) innings in any one position in a regulation six-inning game, with the exception of the pitcher position which is governed by Little League pitch count limitations.**

Any manager that violates the mandatory play requirements shall be subject to the following penalties:

4. First Offense – is a verbal and/or written warning with notification to the disciplinary committee.
5. Second Offense – Suspension for the next scheduled game and disqualification from managing an All-star team.
6. Third Offense – Suspension for the remainder of the season.

If the violation is determined to have been intentional, the Board may assess a more severe penalty.

B. Pitch Limits:

1. The manager must remove the pitcher when said pitcher reaches the limit for their age group at noted below: [Regulation VI (c)]
 - **11-12 year-olds 85 pitches per day**
 - **9-10 year-olds 75 pitches per day**
 - **6-8 year-olds 50 pitches per day**
 - Exception: If a pitcher reaches the limit for their age while facing a batter, the pitcher may continue to pitch until that at-bat is complete or the inning ends.
2. **Pitchers must adhere to the following rest requirements:**
 - **1-20 Pitches = 0 Days Rest**
 - **21-35 Pitches = 1 Day Rest**
 - **36-50 Pitches = 2 Days Rest**
 - **51-65 Pitches = 3 Days Rest**
 - **66+ Pitches = 4 Days Rest**
3. A player who played the position of catcher for three (3) innings or less, moves to the pitcher

position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. [Regulation VI (a)]

4. If a pitcher reaches 41 or more pitches, the player may not play the position of catcher for the remainder of that day. [Regulation VI (c) Note]

- C. **Pitching Violations**: Rule violations are considered very serious and ignorance will not be an acceptable defense. In the event of a pitching rule violation, **the manager will at minimum serve a mandatory one game suspension and will be disqualified from managing an All-star team.** The decision to suspend an offender and for how long, will be made by the Disciplinary Action Committee and could include the duration of the season if the violation is deemed to be intentional. The Disciplinary Action Committee's ruling will be final.
- D. **Time Limit**: **No new inning after 1 hour 45 minutes, "drop-dead" time limit of 2 hours.**
- E. **Runs Limit**: No team shall be allowed to score more than **five (5) runs per inning** with the following exception: There is no run limit for the sixth inning.
- F. **Mercy Rule** will be in effect following Little League Rules and Regulations [Rule 4.09 (e)]
- 15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings
- G. **Intentional Walk**: The defense elects to "intentionally walk" the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat. The manager must request and be granted "time" by the umpire. A time out will be charged to the pitcher and **the pitch log will reflect the appropriate number of "balls" needed based on the count.**
- H. **Stealing**: Base running and the development of catchers are important parts of the learning process.
1. Stealing of bases is allowed.
 2. Runners cannot advance if the pitcher is on the pitcher's plate and the catcher is ready to receive the pitch.
 3. Base runners shall not leave their bases until the ball has been delivered and has reached home plate.
- I. **Substitute Runners**:
1. An injured or sick player unable to complete batting or running the bases must be replaced by the player who made the last out.
 2. With two outs a pinch runner can be used for a pitcher and must be used for the catcher if he is on base.

3. The player who made the last out will be designated as the pinch runner.

J. **Replacement of Lost Players:** All players league age 8, 9, and 10 are eligible to be moved up to the Minor Division should an opening become available.

1. If a player is lost in the Major Division, a player from the Minor Division may be called up to replace the player lost. All 9, 10, 11, 12, will be eligible to move up. If a selected player refuses to move to the Major Division, then he/she will be moved from his/her existing Minor team onto the Minor team that gave up a player to the Majors. Players that are reassigned will report to their new teams immediately (i.e. the very next practice or game, whichever comes first). Failure to report to the new team will result in forfeiture of the player playing the remainder of the season.
2. All 9-year-olds in the Rookie Division will be eligible to be moved up to the Minor Division should an opening become available. If a Minor team loses a player from its roster through illness, injury, change of address, or other justifiable reason, another player may be obtained through the Player Agent.
3. The manager is required to IMMEDIATELY notify the Player Agent of the loss of a player and the Player Agent shall establish the date of the loss and officially remove the player from the roster. The Player Agent may transfer players within the Division to replace the one lost or obtain an eligible 8 or 9-year-old from the Rookie Division to provide a balanced training program.
4. If a replacement player is deemed necessary, by the Player Agent and director of the division, the **manager will have 5 days to replace the player. Managers will notify the division below of 4-5 players being considered within 1-2 days.**
5. If a player is lost during the last two weeks of the season, a manager shall not draft any player, unless the roster falls below 10 players. In this situation, only a sufficient number of players to maintain a roster of 10 players shall be drafted.
6. An injured player shall not be replaced unless the parent or guardian and/or the physician of the player provide written notice to the Player Agent. This notice shall state that the player cannot return during the current playing season and therefore forfeits their place on the roster for the current season. Written notice from a doctor to return to play is required if injury lasts more than 7 days.
7. If a player misses 2 consecutive practices/games, the player may only play the minimum play

according to Little League Regulations (which is 2 defensive innings and 1 at bat). The respective division Player Agent must be notified of this action. If absences continue, the manager may seek further disciplinary action with the assistance of the Player Agent.

8. If a player misses 3 consecutive team meetings, (i.e. 2 practices and a game, 1 practice and 2 games etc.), the manager must contact the Player Agent to discuss the situation. Board of Directors approval required for any action which seeks to limit the play beyond the minimum Little League play requirements.
9. At any time if a player has an attendance issue the manager may notify the Player Agent.

K. Determining Division Champions: Division champions will be determined by a double elimination tournament held at the end of the season. The number of non-competitive games will be established by the division directors prior to Opening Day. First round seeding for the tournaments will be determined by the standings of the competitive portion of the regular season. The number of competitive games can vary from season to season. The division directors will clearly communicate to the teams prior to Opening Day what part of the schedule will be determined competitive.

L. Internal Playoff Rules:

1. Games played during the tournament are **six innings or 2 hours and 45 minutes**, whichever comes first. There is a **3-hour drop-dead limit**, except in tie games where the inning can be completed (a new inning can't be started after 2 hours and 45 minutes). If at the end of 6 innings the game is a tie the game can go into extra innings if there is time left. When the time limit is reached the score will revert to the last complete inning where a team had the lead. If the game has been a tie the whole game and daylight is available, the game will continue.
2. Any game based upon the umpire's discretion, where a team is determined to be purposely delaying a game is forfeited to the opposing team. [Rule 4.15 (f)]
3. The allotted time per game will begin at the official start of the game, not the scheduled time of the game. (This will be used in case of game delays such as an umpire no-show)
4. **Managers must utilize a continuous batting order** during the tournament.
5. The "No player shall sit twice before ALL players on the team roster have sat at least once" rule has been eliminated. It has been replaced with: **Players must play a minimum of three (3) innings per 6 inning game.**
6. **No player shall sit out two (2) consecutive innings.**

7. The “No player shall play more than three (3) innings in any one position in a regulation six-inning game” rule **has been eliminated**.
8. Seeding will be by standings.
Tiebreaker: 1. Head-to-head win %; 2. Runs against; 3. Runs for; 4. Coin toss.
9. Home/Visitor is determined by seeding. The highest seed chooses home or away, on or before arrival to the fields for warm-ups, except for the championship game. The team from the winner’s bracket will choose home or away in the 1st championship game. A coin toss will determine which team chooses if a 2nd championship game is played.
10. A Board Member or designee will serve as the official scorekeeper and official pitch counter throughout the playoffs. Both will sit at the same table throughout the entire game.
11. There must be a **minimum of 9 players to start a playoff game**. If enough players do not show up, that team will have to forfeit the game. A player will not be allowed to play if they are not at the field by the first pitch. The batting order is final when the first pitch of the game is thrown. Games will not be held up for late players, nor will games be rescheduled due to insufficient players.
12. There will be at least two umpires per game. Games can be played with one umpire if only one is available.
13. Games will be considered complete after four innings. If for some unforeseen reason the game is called before a complete game (rain, darkness, flood, monsoon, etc.) then Green Book rule 4.10(d) applies. The exception to this rule is when the game is called due to drop dead time. In that instance the team ahead at the end of the last completed inning wins. If there is a tie it will revert to the last inning there was a team leading.
14. **When a game is under protest, the game clock stops**, and a committee of **at least 2 Board Members not involved in the game must resolve the protest during the game**. The Board Members can be in person or on the telephone. Protest shall be considered only when based on a violation or interpretation of a playing rule, use of an ineligible pitcher or the use of an ineligible player and NOT for judgment calls [Rule 4.19]. Board Members to contact will be published before the playoffs begin.

Rule 4.19 (f) Note 2 *All Little League officials are urged to take precautions to prevent protest. When a protest situation is imminent, the potential offenders should be notified immediately.*

Rookie Division

A. Mandatory Play Rule:

- **Continuous batting order must be used.** The manager is required to bat the entire roster.
- **No player shall sit out two (2) consecutive innings.**
- **No player shall sit twice before ALL players on the team roster have sat at least once.**
- **No player shall play more than three (3) innings in any one position in a regulation six-inning game, with the exception of the pitcher position which is governed by Little League pitch count limitations.**

Any manager that violates the mandatory play requirements shall be subject to the following penalties:

7. First Offense – is a verbal and/or written warning with notification to the disciplinary committee.
8. Second Offense – Suspension for the next scheduled game and disqualification from managing an All-star team.
9. Third Offense – Suspension for the remainder of the season.

If the violation is determined to have been intentional, the Board may assess a more severe penalty.

B. Pitch Limits:

1. The manager must remove the pitcher when said pitcher reaches the limit for their age group at noted below: [Regulation VI (c)]
 - **9-10 year-olds 75 pitches per day**
 - **6-8 year-olds 50 pitches per day**
 - Exception: If a pitcher reaches the limit for their age while facing a batter, the pitcher may continue to pitch until that at-bat is complete or the inning ends.
2. **Pitchers must adhere to the following rest requirements:**
 - **1-20 Pitches = 0 Days Rest**
 - **21-35 Pitches = 1 Day Rest**
 - **36-50 Pitches = 2 Days Rest**
3. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day. [Regulation VI (a)]

4. If a pitcher reaches 41 or more pitches, the player may not play the position of catcher for the remainder of that day. [Regulation VI (c) Note]
- C. **Pitching Violations:** Rule violations are considered very serious and ignorance will not be an acceptable defense. In the event of a pitching rule violation, **the manager will at minimum serve a mandatory one game suspension and will be disqualified from managing an All-star team.** The decision to suspend an offender and for how long, will be made by the Disciplinary Action Committee and could include the duration of the season if the violation is deemed to be intentional. The Disciplinary Action Committee's ruling will be final.
- D. **Time Limit: No new inning after 1 hour 30 minutes, "drop-dead" time limit of 1 hour 45 minutes.**
- E. **Runs Limit:** No team shall be allowed to score more than **five (5) runs per inning** with the following exception: There is no run limit for the sixth inning.
- F. **Mercy Rule** will be in effect following Little League Rules and Regulations [Rule 4.09 (e)]
- 15 runs after 3 innings, 10 runs after 4 innings, 8 runs after 5 innings
- G. **No Walks Permitted:** To pursue the development of players in the Rookie Division and to closer link this division to Little League playing guidelines the following rules have been established:
1. **No walks will be allowed in this division; The only exception will be a batter hit by a pitch.**
 2. When four balls are recorded on the batter a home team manager/coach will then pitch 1 to 3 pitches (depending on the number of strikes left) to the batter. The batter will be declared out if they fail to put the ball into play. Normal play rules apply if the ball is put into play.
 3. **The coach must pitch from the front of the mound** (within 5 ft of the pitcher's plate).
 4. The number of coach pitches will be determined as follows:
 - No strikes against the batter - 3 coach pitches
 - 1 strike recorded against the batter - 2 coach pitches
 - 2 strikes recorded against the batter - 1 coach pitch
 5. Infield fly rule does not apply to this division.
- H. **Stealing:** Base running and the development of catchers are important parts of the learning process.
1. Stealing of bases is allowed.
 2. A runner can advance one base only on a passed ball that crosses an **8 ft white line behind the catcher.** If the ball does not cross the 8 ft white line, the runner must return to the starting base.
 3. Runners may not advance if the pitcher has the ball on the mound.
 4. **The runner cannot steal home.**

- I. **Substitute Runners**: An injured or sick player unable to complete batting or running the bases must be replaced by the player who made the last out.
- J. **Replacement of Lost Players**: All players league age 8, 9, and 10 are eligible to be moved up to the Minor Division should an opening become available.
1. If a team loses a player from its roster through illness, injury, change of address, or other justifiable reasons, another player may be obtained through the Player Agent. The Player Agent will assign a player from the waiting list in the order of sign up date if a player is available.
 2. A manager is required to IMMEDIATELY notify the Player Agent of the possible loss of a player from their roster.
 3. The Player Agent shall establish the date of the loss and officially remove the player from the roster.
 4. If there are no players on the waiting list, the team will play short. If the team falls below 9 players, a player will be selected off another team. The Player Agent will decide on the replacement player.
 5. An injured player shall not be replaced unless the parent or guardian and/or the physician of the player provide written notice to the Player Agent. This notice shall state that the player cannot return during the current playing season and therefore forfeits their place on the roster for the current season. Written notice from a doctor to return to play is required if injury lasts more than 7 days.
 6. If a player misses 2 consecutive practices, the player may only play the minimum play according to Little League Regulations (which is 2 defensive innings and 1 at bat). If absences continue, the manager may seek further disciplinary action.
 7. If a player misses 3 consecutive team meetings, (i.e. 2 practices and a game, 1 practice and 2 games etc.), the manager must contact the Player Agent to discuss the situation. Board of Directors approval required for any action which seeks to limit the play beyond the minimum Little League play requirements.
 8. At any time if a player has an attendance issue the manager may notify the Player Agent.
- K. **Determining Division Champions**: Division champions will be determined by a double elimination tournament held at the end of the season. The number of non-competitive games will be established by

the division directors prior to Opening Day. First round seeding for the tournaments will be determined by the standings of the competitive portion of the regular season. The number of competitive games can vary from season to season. The division directors will clearly communicate to the teams prior to Opening Day what part of the schedule will be determined competitive.

L. Internal Playoff Rules:

1. Games played during the tournament are **six innings or 2 hours and 45 minutes**, whichever comes first. There is a **3-hour drop-dead limit**, except in tie games where the inning can be completed (a new inning can't be started after 2 hours and 45 minutes). If at the end of 6 innings the game is a tie the game can go into extra innings if there is time left. When the time limit is reached the score will revert to the last complete inning where a team had the lead. If the game has been a tie the whole game and daylight is available, the game will continue.
2. Any game based upon the umpire's discretion, where a team is determined to be purposely delaying a game is forfeited to the opposing team. [Rule 4.15 (f)]
3. The allotted time per game will begin at the official start of the game, not the scheduled time of the game. (This will be used in case of game delays such as an umpire no-show)
4. **Managers must utilize a continuous batting order** during the tournament.
5. The "No player shall sit twice before ALL players on the team roster have sat at least once" rule has been eliminated. It has been replaced with: **Players must play a minimum of three (3) innings per 6 inning game.**
6. **No player shall sit out two (2) consecutive innings.**
7. The "No player shall play more than three (3) innings in any one position in a regulation six-inning game" rule **has been eliminated.**
8. Seeding will be by standings.
Tiebreaker: 1. Head-to-head win %; 2. Runs against; 3. Runs for; 4. Coin toss.
9. Home/Visitor is determined by seeding. The highest seed chooses home or away, on or before arrival to the fields for warm-ups, except for the championship game. The team from the winner's bracket will choose home or away in the 1st championship game. A coin toss will determine which team chooses if a 2nd championship game is played.

10. A Board Member or designee will serve as the official scorekeeper and official pitch counter throughout the playoffs. Both will sit at the same table throughout the entire game.
11. There must be a **minimum of 9 players to start a playoff game**. If enough players do not show up, that team will have to forfeit the game. A player will not be allowed to play if they are not at the field **by the first pitch**. The batting order is final when the first pitch of the game is thrown. Games will not be held up for late players, nor will games be rescheduled due to insufficient players.
12. There will be one umpire per game.
13. Games will be considered complete after four innings. If for some unforeseen reason the game is called before a complete game (rain, darkness, flood, monsoon, etc.) then Green Book rule 4.10(d) applies. The exception to this rule is when the game is called due to drop dead time. In that instance the team ahead at the end of the last completed inning wins. If there is a tie it will revert to the last inning there was a team leading.
14. **When a game is under protest, the game clock stops**, and a committee of **at least 2 Board Members not involved in the game must resolve the protest during the game**. The Board Members can be in person or on the telephone. Protest shall be considered only when based on a violation or interpretation of a playing rule, use of an ineligible pitcher or the use of an ineligible player and NOT for judgment calls [Rule 4.19]. Board Members to contact will be published before the playoffs begin.

Rule 4.19 (f) Note 2 *All Little League officials are urged to take precautions to prevent protest. When a protest situation is imminent, the potential offenders should be notified immediately.*

Farm Division

A. Playing Rules:

1. Farm will be entirely non-competitive. No score shall be kept in a Farm Division game.
2. There shall be no league standings in the Farm Division.
3. The pitcher shall be no closer than 43 ft from the plate when the ball is hit by the batter.
4. Designated Tee Ball or level 1 safety baseballs shall be used in all games and practices.
5. The defensive team may field ALL players; 1 pitcher, 1 catcher, 4 infielders and all other players may be positioned around the outfield area accordingly.
6. Every player shall play a **minimum of five (5) different positions** over the course of the season.
7. **All players present will bat in a continuous batting order.** The batting order is continuous from game to game. Therefore, if the last batter in the last game is Batter #5, then Batter #6 will lead off in the next game. Because the division is deemed developmental, all players should get an equal number of at bats during the season. The batting order may not be changed once the game has begun. Players who arrive late will be added at the end of the batting order.
8. Prior to the ball being put into play, outfielders must not come into the infield and remain at least **5 feet behind the grass line.**
9. Managers are strongly encouraged to move players around in defensive positions during each game. Although players may play back to back innings at one position, moving players from infield to outfield, and rotating defensive positions greatly enhances the player's enjoyment and ability to learn and develop.

B. Pitching:

1. An offensive coach will pitch three **(3) overhand pitches.** The coach may stand or kneel to deliver the pitch. The coach should make every attempt to stay clear of any batted balls. If a batted ball does strike the coach-pitcher in any way, it will still be considered a live ball and the defensive players should be taught to react accordingly. If the batter fouls off the last pitch from the coach, another pitch may be thrown. If the batter cannot put the ball in play on the coach pitches, the tee will be placed at home plate and the batter will be allowed

three (3) swings to put the ball into play. If the player is unsuccessful after the third swing from the tee, he/she will be considered out for that at-bat.

2. The player occupying the defensive position of pitcher shall remain in contact with the pitching plate (or within 4 ft to one side of the offensive coach, if the coach is in contact with the pitching plate while he is pitching) until the ball is hit.

C. **Batting:**

1. A ball is deemed foul consistent with conventional baseball rules. In addition, **a ball that travels less than 15 ft (15') in fair territory from home place will be called foul.**
2. A 15 ft (15') arc shall be drawn from the first base foul line to the third base foul line before the start of each game. A ball fielded within the 15 ft (15') arc will be deemed foul.
3. When the bat makes contact with the tee prior to making contact with the ball, the swing shall be called a strike.

D. **Managers/Coaches:**

1. Three (3) defensive coaches are permitted on the field for instructional purposes, coaches are not permitted to touch a live ball, but they may instruct players. At least one Board approved volunteer must remain in the dugout at all times. The Team Mom may serve as the dugout supervisor. One of the defensive coaches is responsible to make any calls regarding runners being safe or out at the bases.
2. Four (4) adult coaches will be required, two base coaches, batter helper/pitcher and dugout supervisor.
3. Two offensive coaches are permitted in the coach's boxes, near first and third base, but they are not permitted to assist base runners.
4. Players shall not be used as base coaches.

E. **Base Running:**

1. Runners must stay in contact with the base until the ball is hit.
2. If a base coach physically interferes or assists his runner, the runner will be called out.
3. **There is no base stealing** in the Farm Division.
4. Base runners may **advance no more than two bases on a batted ball** (except for the last batter of the inning on a hit may run all bases).

F. **Stopping Play**: Play stops when the ball is returned to the coach in the area of the pitching mound.

G. **Regulation Game**:

1. **Game is one hour**, and no play shall commence beyond the one-hour mark, regardless of what point in the inning a game may be in. If it is near the time limit, a game may be called as complete at the end of an inning but short of the 1-hour limit.
2. **The side is retired when three outs are recorded, or five (5) runs are scored.**

H. **Umpires**:

1. Managers or coaches who are on the field assisting the defense shall be considered umpires and will make all calls involving outs.
2. All umpires' decisions are final and may not be protested. If a play is close, managers from both teams may confer to come up with an agreeable ruling. Keep in mind that this is a non-competitive division and the goal is for the kids to have fun and learn how to play baseball.
3. When a base runner is called out, the player needs to return to the dugout and not continue to run the bases.

Tee Ball Division

A. **Rules for Tee Ball**:

1. Tee Ball will be entirely non-competitive. No score shall be kept in a Tee Ball Division game.
2. There shall be no league standings in Tee Ball Division.
3. There will be a **60-minute time limit** from the scheduled start time for all Tee Ball games.
4. **The entire line-up will bat in each half inning.** Coaches are encouraged to mix up the batting line up each game.
5. Coaches should focus on **rotating their players to multiple positions** while keeping safety as their top focus. This is a mandatory requirement.
6. While the batting tee is being used, an approved adult of the offensive team must be near home plate to assist batters and remove the batting tee from the plate area should there be a possibility of a runner scoring. This approved adult will act as the home plate umpire.

7. **Only Board approved adult volunteers are allowed on the playing field or in the dugout.**
8. Two of the other approved adults from the offensive team must occupy the coaching boxes at first and third base. The fourth approved adult should occupy the dugout.
9. The defensive team may position approved adults behind the infield. These approved adults may instruct defensive players but must not interfere or obstruct play. They may also act as base umpires. At least one adult must remain in the dugout if any players remain on the bench.
10. **Only 6 players may be in the infield.** The remainder of the team may play in the **outfield but must remain in the grass** portion of the field.
11. If advancing runners have not passed a halfway point between bases, they must return to the previous base once the pitcher has control of the ball in the pitching circle or the umpire has ruled the play dead.
12. A “dead ball” occurs when a player is injured. **Runners may advance only one base.**
13. **There are no strikeouts in Tee Ball.**
14. If a player is fielded out, the runner must return to the dugout.
15. **Stealing is not allowed.** Runners must stay in contact with the base until the ball is hit. A runner leaving a base too soon must return back to the next available base if the batter has become a runner.
16. When, in the umpire’s judgment, a play has been completed, “time” will be called. The manager or coach at home plate will place the ball on the tee. After checking defensive players, the umpire will call “play” and the batter may swing at the ball.
17. A runner or runners may advance at their own risk on an overthrown ball. **Only one base is allowed on each overthrow.** There may be multiple overthrows on any one play entitling runners to advance one base each overthrow.
Runners may not advance on overthrows from the catcher to the pitcher.
18. **No player may play more than one inning at any one position per game.**
19. The infield fly rule will not be used.

Section 6 – Tournament Team Selection

- I. **Determining Tournament Managers:** As per Little League Regulations, a manager must be appointed by the League President and approved by the Board of Directors. It is recommended that existing managers be given the priority of being selected as the manager of a tournament All-Star team per the pecking order listed below. Coaches can be selected if there is no eligible manager available. How managers conduct themselves during the regular season will be a determining factor in their appointment to an All-Star manager.
1. First place Major manager has 1st right of refusal for any All-Star team desired.
 2. First place Minor manager has 1st right of refusal for the (8/9/10's) All-Star team.
 3. Board Members will vote on each additional vacancy to determine the All-Star manager for any unclaimed team. Managers & coaches from the regular season may submit a request to manage an All-Star team to the League President.

All-Star managers must notify the League President as to who their two roster coaches are at the beginning of tournament season. Little League will only allow the rostered manager and coaches to be in the dugout during tournament play. All-Star managers will be notified of their selection at the conclusion of the All-Star draft, but still allowing them time to make a 13th and 14th pick of the draft if requested.

II. **Junior/Senior Division Teams:**

Refer to Little League Baseball Rulebook - Tournament Rules and Guidelines

- **Junior/12U/11U/10U:** A district tournament team will be selected from eligible players who have played in at least 8 games.
- **Senior:** No minimum regular season games required for Senior Division.

Twelve players will be selected for the team. The All-Star manager staff will be determined prior to All-Star selection.

- A. The Player Agent will prepare a ballot and conduct an election among the Major Division players in their age group. **Each player must select 6 candidates.** The (3) players receiving the most votes must be selected by the managers to be automatically on the Major tournament team. Players may not vote for any player on their current season team. The managers will pick the balance of the All-Star team from the remaining pool of players. **Any player that does not vote cannot receive votes.** All-Star votes will be counted by the Player Agent and 2 Board Members,

not affiliated with that division, as appointed by the Player Agent.

B. The league managers will select (7) more players for the team in the following manner:

1. Managers will nominate players from their own team.
2. Managers will use the ballots prepared by the Player Agent.
3. The 1st ballot will be taken after discussion; Majority (51+%) selections are elected.
4. If required, a 2nd ballot will take place after discussion; Majority selections are elected.
5. The approved Manager's staff will also be eligible to participate in the vote.

C. The All-Star manager will select the final (2) players from the remaining players on the list to complete the roster. The All-Star manager may choose to select an additional 13th or 14th player for the team from the candidate list, subject to Board approval.

III. **12U Team (10/11/12)**: A district tournament team will be selected from eligible 10/11/12 year-old players who have played in at least 8 games in the Major Division. Twelve players will be selected for the team. The All-Star manager staff (2 coaches) will be determined prior to All-Star selection.

A. The Player Agent will prepare a ballot and conduct an election among the Major Division players in their age group. **Each player must select 6 candidates.** The (3) players receiving the most votes must be selected by the managers to be automatically on the Major tournament team. Players may not vote for any player on their current season team. The managers will pick the balance of the All-Star team from the remaining pool of players. **Any player that does not vote cannot receive votes.** All-Star votes will be counted by the Player Agent and 2 Board Members, not affiliated with that division, as appointed by the Player Agent.

B. The league managers will select (7) more players for the team in the following manner:

6. Managers will nominate players from their own team.
7. Managers will use the ballots prepared by the Player Agent.
8. The 1st ballot will be taken after discussion; Majority (51+%) selections are elected.
9. If required, a 2nd ballot will take place after discussion; Majority selections are elected.
10. The approved Manager's staff will also be eligible to participate in the vote.

C. The All-Star manager will select the final (2) players from the remaining players on the list to complete the roster. The All-Star manager may choose to select an additional 13th or 14th player for the team from the candidate list, subject to Board approval.

IV. 10U Team (8/9/10) and 11U Team (9/10/11):

There will be two district tournament teams:

- 10U (8/9/10 year-old) team with eligible players, who have played in at least 8 games from either the Minor or Major Divisions.
- 11U (9/10/11 year-old) team with eligible players, who have played in at least 8 games from either the Minor or Major Divisions.

Both teams will have a roster of 12 players. The Board will review all candidates and may nominate any remaining players with Board approval.

- A.** The Player Agent will prepare a ballot and conduct an election among the Major Division players in their age group. **Each player must select 6 candidates.** The (3) players receiving the most votes must be selected by the managers to be automatically on the Major tournament team. Players may not vote for any player on their current season team. The managers will pick the balance of the All-Star team from the remaining pool of players. **Any player that does not vote cannot receive votes.** All-Star votes will be counted by the Player Agent and 2 Board Members, not affiliated with that division, as appointed by the Player Agent.
- B.** The league managers will select (7) more players for the team in the following manner:
1. Managers will nominate players from their own team.
 2. Managers will use the ballots prepared by the Player Agent.
 3. The 1st ballot will be taken after discussion; Majority (51+%) selections are elected.
 4. If required, a 2nd ballot will take place after discussion; Majority selections are elected.
 5. The approved Manager's staff will also be eligible to participate in the vote.
- C.** The All-Star manager will select the final (2) players from the remaining players on the list to complete the roster. The All-Star manager may choose to select an additional 13th or 14th player for the team from the candidate list, subject to Board approval.
- V.** Players selected to participate in the All-Star tournament team will be notified after District approval. All players who participate in Deer Canyon Little League are eligible and automatically nominated for All-Star participation subject to the following and subject to final Board approval:

Board of Directors

BOD – Board Member on Duty: All Board Members will split the responsibility of being on-site at the fields. Each Board Member is required to fulfill a designated # of commitments each season.

League Reps:

DCLL President: Sandy Woodard (909) 368-9617

Email: President@DeerCanyonLL.com

DCLL Vice President: Tristen Rutledge

Email: VicePresident@DeerCanyonLL.com

District 71 Administrator: Rick Fontana (909) 518-4697

Email: Rick.Fontana@LPL.com

District 71 Information Officer: Sandy Woodard (909) 368-9617

DISCLAIMER

THE DEER CANYON LITTLE LEAGUE BOARD OF DIRECTORS RESERVES THE RIGHT TO MODIFY THE LOCAL OPERATIONAL PROCEDURES AT ANY TIME AS NEEDED. IF THERE ARE ANY CONFLICTS WITH THE LOCAL OPERATIONAL PROCEDURES, THE LITTLE LEAGUE REGULATION GREEN BOOK SHALL SUPERSEDE.