

RANCHO SAN DIEGO



DAWGS

Rancho San Diego Little League

2017 League Rules


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Mailing Address: 2650 Jamacha Blvd #147-44 El Cajon, CA 92019
Fields Address: 12151 Calle Albara El Cajon, CA 92019

Little League International Headquarters • Williamsport, Pennsylvania USA
Western Region • Division III • Section 7 • District 41 • RSDLL

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Introduction

While approximately 3,000,000 children in countries all around the globe enjoy playing Little League, there are fewer than 100 employees of Little League in the world. The Little League program is provided on the local level by adult volunteers from within the community. Some may be the parents of current players but many are the parents of children who participated in the past. These volunteers give freely of their time to provide a healthy and wholesome, family oriented activity for the children of their community.

The general membership (usually parents) of each local Little League annually elect a Board of Directors and Officers to provide administration for their league, The league President selects all coaches and managers, which are then subject to approval of the local Board of Directors.

Every three years, local league Presidents within a designated district, elect a District Administrator to assist their leagues and to represent that community program's interests at the tri-annual International Congress of Little League Baseball. At the International Congress, District Administrators elect a regional representative for election to the Board of Directors of Little League Baseball, Incorporated.

This democratic process is designed to provide both enthusiastic participation and equitable representation from the local to the global level in the administration of the Little League program.

Rancho San Diego Little League

The following are rules adopted by the governing Board of Directors (BOD) of the Rancho San Diego Little League (RSDLL). In accordance with Little League International guidelines, these rules may augment the Little League International Rule book, also known as the Green Book or the Little League Operation Manual.

Article I

Manager & Coach Requirements & Responsibilities

Section A Manager and Coach Selections

1. Presidents' Option: The President of Rancho San Diego Little League (RSDLL) may consider the following characteristics when selecting baseball Manager Candidates.
 - a. Baseball knowledge
 - b. Knowledge of Little League rules
 - c. Ability to communicate with players and teach baseball
 - d. League involvement
 - e. Conduct on and off the field
 - f. Interaction with players and parents
 - g. Participation in the league offered Coach's clinic
 - All Manager and Coach candidates may be required to attend a Coaches clinic prior to being selected as a Manager.
2. The President will select and present all Manager choices broken down by division, to the Board of Directors (BOD) for approval by division, prior to tryouts.
3. Coaches will be presented to the President. The President will nominate, and the board will approve the coaches.

Section B Manager and Coach Recruiting Responsibilities

1. Managers are required to recruit team parents for the following duties:
 - a. 2 Coaches (to be approved by the Board of Directors)
 - b. 1 Team Parent
 - c. 1 Snack bar Supervisor, and Snack bar volunteers
 - d. 2 Scorekeepers
 - e. Field Maintenance Crew
 - f. Umpires

Section C Team Equipment and Uniforms

1. Equipment and Uniforms will be distributed and returned as follows:
 - a. Equipment Manager will build equipment bags for all levels.
 - b. All equipment and uniforms will be distributed after attendance at the first field maintenance work party.
 - c. Team Managers will checkout equipment and uniforms by signing for it.
 - d. The BOD may also decide that a deposit check is required.
 - e. All equipment and uniforms will be turned in on 1st Saturday following June 15th or at a predetermined date and site.
 - f. No RSDLL equipment or uniforms will be allowed to be used for any function not sanctioned by RSDLL or Little League Baseball.
 - g. Seniors, Juniors, & Majors Division will not be issued bats unless a Manager requests them.
2. Managers failing to return equipment or uniforms will not be allowed to Manage or Coach at RSDLL again.

Section D Managers and Coaches Gate, Equipment, and Field Keys

1. Managers will checkout keys by signing for them at the Managers meeting and providing a deposit check (amount to be determined by the BOD). All keys will be turned in at the same time as the equipment and uniforms.

Section E Managers and Coaches Field Maintenance

1. Two times per season, all Managers and Coaches will be required to participate in RSDLL field maintenance.
2. Field maintenance includes but not limited to:
 - a. Putting up or tearing down fences
 - b. Leveling the fields
 - c. Replacing base posts and mounds/plates
 - d. Cutting outfield and infield grass, edging infields, weed whacking around fences
 - e. Any other maintenance the BOD may deem necessary.

Section F Managers and Coaches Umpiring Requirements

1. Managers and Coaches may be required to work as Umpires throughout the season. It is possible but unlikely that Managers and Coaches will work within their respective divisions or within a competitive division that a sibling plays in.
2. A parent may substitute for a Manager or Coach provided a completed Volunteer Form is on file with the League.
3. It is the Manager's or Coach's responsibility to find a substitute for any umpiring assignment that has been scheduled where he/she will be unable to attend.
4. If a Manager (or his selected substitute) does not show for an umpiring assignment, he will be penalized. Possible penalties include but are not limited to a game suspension, losing their 'All-Star' vote, losing their ability to coach All-Stars and/or losing their ability to manage in future seasons.

Section G Scorekeeping

1. Each Seniors, Juniors, Majors, and Minors team will be required to have a minimum of two scorekeepers.
2. The home team's scorekeeper will keep the official book.
3. Remind your scorekeepers that when they are doing the official book that they must clearly mark all substitutions and pitching changes in the inning the substitution occurred.
4. Pitcher's name and number of pitches thrown must be filled in at the bottom of the score page in ink.
 - a. District Requirement: Senior and Junior baseball teams must have the opposing Managers sign each other's score sheets.
 - Both Managers must ensure that each of their score sheets reads the same before signing each other's score sheets.
5. Score sheets must be delivered to the snack bar at the end of each game and placed in the proper location.
6. The team scorekeepers will be required to attend at least one scorekeeper clinic.
 - a. RSDLL will hold 1 or 2 clinics prior to the season.
 - b. District 41 will hold at least one clinic.

7. The home team scorekeepers will not be allowed to discuss the score or any other information related to the score sheets (e.g., inning, batting order, and count) with anyone but the Umpire in Chief of the game being played.
8. No coaching or talking to players from the score booth.
9. Head scorekeeper will review scorebooks and post scores for Majors and Minor A on RSDLL website.
10. Head scorekeeper maintains standings for use in RSDLL playoff seeding and draft order for Majors in the following year. Standings are to be posted in the shadow box by snack bar.
11. Head scorekeeper will post "over the fence" home run list on website and next to snack bar

Article II Team Selection, Tryouts, Draft Procedures, Lost Players

Section A Team Selection and Team name Selection

1. All Divisions
 - a. In order to preserve team balance within the division, RSDLL will re-draft every year. Managers will have a blind draw to determine draft order.
 - b. Draft will be serpentine as shown in the following example:

Round	Team #1	Team #2	Team #3	Team #4	Team #5	Team #6
1	Pick 1 →	2 →	3 →	4 →	5 →	6 ↓
2	↓ 12	← 11	← 10	← 9	← 8	← 7
3	13 →	14 →	15 →	16 →	17 →	18 ↓
4	etc...	← 23	← 22	← 21	← 20	← 19

- c. Managers will select team names in inverse order which they drafted players.

Section B Tryouts Rules & Procedures

1. Tryouts will be organized and run exclusively by the respective Player Agent.
2. All players desiring to play in Minor A or Majors are required to tryout. If a prospective Major or Minor A player is sick or unable to tryout, the BOD may waive this requirement.
3. If a player is waived from tryouts they will be eligible for draft pursuant to Article II SecC:3:b..or placed on a waiting list pending Board approval.
4. The following information only may be asked of each player and/or distributed to all Managers:
 - a. Where did you play baseball last season?
 - b. What positions did you play?
 - c. What level of play (i.e., Seniors, Juniors, Majors, etc.)?
5. Players of the same age will be grouped together. Each player will be given a tryout number. Prior to each player trying out, the player will be announced by name and tryout number.
 - a. Tryout: 5 pitches will be delivered to each player for batting, 3 grounders, 3 fly balls, and the player may elect to throw 5 pitches from the mound.

Section C Draft – General

1. Drafts will be organized and run exclusively by the Player Agent.
2. The President, Vice-President and Player Agent are responsible for discussing and determining the number of teams in each division.
3. The draft will be completed per the Little League Operating Manual and Player Agents Handbook.
 - a. Managers must maintain the secrecy of player draft order.
 - b. Players shall never be told the position in which they were drafted.
 - c. Draft sheets will be surrendered to the Player Agent at the end of the draft.
4. Players unable to attend tryouts
 - a. Players unable to attend tryouts are ineligible to be drafted unless note in Article II Section B2 of the RSDLL Rules applies.
 - b. No team may draft a second non tryout player until all other teams of that division have also drafted a non-tryout or waive their right to such draft.
5. RSDLL provides an option wherein a player’s parent may submit a letter to the player agent, requesting not to be placed on one Manager’s team. If exercised, this letter must be submitted before the draft.
6. If a brother/sister option is declared in writing prior to the draft, the draft order must follow Little League rules.

Section D Draft – Juniors

1. RSDLL uses Draft Option B: Additional method for Plan B as stated in the Little League Operating Manual.
2. When there is an addition or subtraction of teams, RSDLL BOD will choose an appropriate option as stated in the Little League Operations Manual.

Section E Draft – Majors

1. RSDLL uses Draft Option B: Additional method for Plan B as stated in the Little League Operating Manual.
2. When there is an addition or subtraction of teams, RSDLL BOD will choose an appropriate option as stated in the Little League Operations Manual.

Section F Draft – Minor A

1. The Minor A draft will follow the Majors’ draft.
2. Numbers drawn from a hat will determine the draft order.
3. All rounds will be serpentine as shown in Article II Section A1b
4. There will be no coaches’ options in Minor A.
5. Each Manager’s child will be drafted in the round to be decided by a draft committee consisting of the Player Agent, President and one other Board Member who does NOT have a child in the Minor A Division.
6. The maximum number of players allowed on a Minor A team will be up to 12.
7. All team rosters will be decided by a draft, based on tryouts.
8. The remainder of the draft and all other options will be according to the Little League Operating Manual.

Section G Draft – Minor B

1. The Minor B draft will follow the Minor A draft.
2. Numbers drawn from a hat will determine the draft order.
3. All rounds will be serpentine as shown in Article II Section A1b.
4. There will be no coaches' options in Minor B.
5. Each Manager's child will be drafted in the round to be decided by a draft committee consisting of the Player Agent, President and one other Board Member who does NOT have a child in the Minor B Division.
6. The maximum number of players allowed on a Minor B team will be up to 12.
7. All team rosters for Minor B will be decided by a draft, based on tryout.
8. The remainder of the draft and all options will be according to the Little League Operating Manual.

Section H Draft – Minor C

1. This division will consist of player ages 6, 7 & 8.
2. The maximum number of players allowed on a Minor C team will be up to 12.
3. Team may pre-select up to 4 players.
4. All conflicts (same player picked by two teams) will resolve at the team selection, by the Managers, Player Agent and President.
5. The remaining players will be assigned on age, school and other factors determined by the Player Agent.

Section I Draft – Tee-Ball

1. This division will consist of players age 4, 5 & 6, with some 7 year olds (by parent request only. All other 7 year olds will play in the Minor C Division).
2. The maximum number of players allowed on a Tee-Ball team will be up to 12.
3. Team may pre-select up to 4 players
4. All conflicts (same player picked by two teams) will resolve at the team selection, by the Managers, Player Agent and President.
5. The remaining players will be assigned on age, school and other factors determined by the Player Agent.

Section J Late Sign-Ups

1. All late sign-ups (i.e. after the draft) will be put on a waiting list and distributed to the teams by the direction of the Player Agent
2. It is up to the Player Agent's discretion as to which team the players are distributed.
3. After the teams within RSDLL have been formed, the addition of a new team to any RSDLL Division will require approval by the BOD, and may require a re-draft of that Division.
4. No new team can be formed after league play commences.

Section K Lost or Dropped Players

1. When a team loses a player, the Manager is to notify the Player Agent immediately (within two days).
2. The Player Agent may assign a player to that Manager from the 'waitlist' in the order of their sign-up date (if the player's age and skill level are appropriate to that level).

3. If there is not a 'waitlist' of players or if there are no skill and age appropriate players for that level, the Manager will be given one week to scout the lower divisions and may NOT 'recruit' players from outside of the league in an effort to create or add to the 'waitlist'.
4. Manager will notify the Player Agent of their top three (3) choices in the order they want the players.
5. At no time is the Manager allowed to contact those players or players' parents. Nor shall a player from that Manager's team contact any prospective players from the 'waitlist' or who can potentially move up.
6. Players who refuse to move up will be ineligible to move up in the same calendar year.
7. Failure to notify the Player Agent of a lost player or to follow these procedures will cost the Manager the right to make a selection. The Manager could be subject to disciplinary action by the RSDLL BOD.
8. No player can be elevated to a Major Team's roster within 15 days of the regular end of season.
9. The Player Agent has final authority on player movement in the Minors division to ensure the safety of the players and the competitive balance of the league.

Article III Field Assignments

Section A Practice Field Scheduling

1. Practice preference forms will be distributed to each Manager at the Draft meeting. Managers will pick practice time slots in reverse order of the draft. If a division does not have a draft, then a random draw will determine the order of selecting practice time slots.
2. The remaining time slots will then be allocated in serpentine order.
3. Managers will return the form at the end of the meeting, and fields will be assigned.
4. If there are conflicts, the practice fields will be sorted prior to the conclusion of draft night.
5. If you wish to practice on another team's scheduled field/time you must call that Manager who is scheduled and confirm that they will not be using the field.
6. Late arrival does not cancel the scheduled team's right to practice on their field.
7. Any deviation to the practice schedule must be approved by the RSDLL Vice President (e.g., Batting Cages, Team Parties, etc.)
8. If there are make-up games that are scheduled at practice fields/times, the Vice President will notify the Manager who is scheduled to practice on that field.
9. Makeup games will have priority over practice.

Article IV Game Policies and Procedures

Section A Pre and Post Game Field Maintenance

1. All Managers and Coaches are required to work on the fields prior to and after all games.
 - a. The visiting team is responsible to setup the game field. This includes:
 - Wetting down the field lightly, surface moisture to keep the dust down.
 - Chalking the field

- Putting in the bases
 - Placing trashcans with liners next to the visitor and home team bleachers.
- b. The home team is responsible to tear down the game field. This includes:
 - Putting the bases away in the equipment shed
 - Dragging the field
 - Wetting down the field heavily, for deep moisture.
 - Dumping the trash cans
 - Sweeping out the dugouts
 - Escorting the snack bar crew from the snack bar to their cars if you are the last team to play.
 - Lock the equipment sheds and dugouts if you are the last team to play.
 - c. Note: Other inter-league team's rules for field setup and teardown vary. When other inter-league teams play at RSDLL fields, the RSDLL team is responsible for field setup and teardown.
2. On Saturdays the home team is responsible to help the next scheduled team setup the field.
 3. Managers are encouraged to assign a couple of parents as field crew persons to perform this duty.
 4. The Manager of the last game played for the day will lock the pedestrian gate on the way out.
 5. Both teams will have players and parents pick-up trash in and around dugouts and bleacher area after each game.

Section B Wet Weather Policy

1. If it has been raining prior to game time:
 - a. All rainouts will be posted on the league website, as soon as possible
2. Suspending games: The Umpire has sole authority to suspend play due to field and playing conditions after the Managers have agreed to play.

Section C Game Start Times & Game Time Lengths

1. Visiting Team shall have infield for 10 minutes starting 35 minutes prior to game time. Home team shall have infield for 10 minutes starting 25 minutes prior to the game. (If there is not enough time for both teams to take infield prior to the game, then neither team shall take infield).
2. If the game prior to your game has run overtime, the newly arriving teams shall use the space off the fields to warm up prior to starting the game.
 - a. This will count as the infield practice.
 - b. Players and Coaches should use extra caution when warming up near the Tee-Ball field while a Tee-Ball game is in progress.
3. For Minor A, on Saturdays, no NEW inning will start 1 hour and 50 minutes have elapsed after the start of the game. No exceptions. All games, regardless of the day of the week, will end after 2 hours and 15 minutes (drop dead time limit). If the inning is incomplete then the game will revert back to the last complete inning for recording purposes unless the home team is ahead and batting. Pitch counts will still be counted and recorded.
4. For Minor B and Minor C games, the following time limits will apply, regardless of the day of the week: No NEW inning will start 1 hour and 40 minutes after the start of the game and the game IS OVER 2 hours after the start of the game. No exceptions.

5. There is no time limit on Majors, Juniors, or Seniors games.

Section D Practice and Game Balls

1. Baseball Managers will be given enough game and practice balls to last the entire season.
2. The home team will be responsible for supplying two (2) game balls to the Umpire prior to the start of each game.
3. All balls are to be returned to the league at the end of the little league season.

Section E 6th Grade Camp, Easter Break, or other Holidays

1. RSDLL will schedule games around spring break, holidays, 6th grade camp, and the 8th grade Washington DC trip, if possible.

Section F Rain Out Policy, makeup Games, and Incomplete or Tie Games

1. If your game is cancelled due to rain, the Vice President will schedule a makeup date if possible.
2. If your game is suspended or shortened due to weather, darkness, etc., the Vice President will schedule a makeup date if possible.
3. Each team will play on the rescheduled date or a forfeit may be issued.

Section G Pre-Daylight Savings Time Procedures

1. All games prior to daylight savings time will start at 4:30 pm during the week.
2. All games played prior to the Saturday of RSDLL's Opening Day festivities are considered practice games and do not count in the final standings.
3. Practice games will be played to their natural conclusion or until limited by darkness as determined by the plate Umpire. Any incomplete games during this timeframe will NOT be made up as they do not affect the league standings.

Section H Season Standings – Tie Breakers

1. Head to Head record during regular season play.
2. If RSDLL participates in inter-league games, those records count towards regular season standings. First tie-breaker is a RSDLL team's intra-league record during regular season play. Second tie-breaker is head-to-head play against RSDLL teams.
3. The 3rd tie-breaker is which team allowed the fewest TOTAL (both earned and unearned) runs over the season.
4. If still a tie, a coin toss will be used to determine seeding.

Section I Regular Season Playoff Format and Procedures

1. Team standings will be kept in the Seniors, Juniors, Majors, and Minor A Divisions.
2. The regular season standings will be used to seed the teams for the RSDLL playoffs.
3. The RSDLL Tournament will be a double elimination tournament.
4. The winner of the RSD playoffs will be nominated to represent RSD in the District 41 TOC tournament.
5. In RSDLL playoffs only, the higher seeded team has the option of being home or visitor.
6. Little League SEASONAL Rules apply for all play-off and tournament games.

Section J District T.O.C. League Representatives

1. The President will nominate the team(s) in accordance to Article IV Sec I:4 to represent RSDLL in the District 41 TOC tournament to the RSDLL Board of Directors.

2. The Board of Directors will vote and approve/disapprove the nomination.
3. The approved team will represent RSDLL in the District 41 TOC tournament.

Article V All-Star Selections

Section A All-Star Voting and Procedures

1. All players of legal age and who have met play requirements will be included on the all-star ballot
2. All players who are selected as all stars will present their original birth certificate and proof of residence to the RSDLL Player Agent.
3. Players that will not be available to participate or commit for the entire all-stars schedule due to other commitments may be removed from the ballot.
4. Honorary or alternate all-stars will not be selected.
5. An All Star Committee will be selected to oversee the selection process. Responsibilities will include but are not limited to:
 - a. Generating the ballots for All Star voting.
 - b. Administration of voting by Managers, Coaches and Players.
 - c. Final authority to place players on their respective teams.
 - d. Counting valid ballots
6. The All Star Selection Committee will be comprised as follows:
 - a. RSDLL President: Chairman of the All Star Committee.
 - b. RSDLL Player Agent will represent the respective players.
 - c. RSDLL Board member at-large. A member from the sitting Board will be the final member of the Committee.
7. All RSDLL Teams will be represented by 11, 12, 13, or 14 players as determined by the BOD.
8. All Star Majors option to take 12 players will be approved by the President and the Majors Manager.

Section B Seniors, Juniors, Majors, and Minors Divisions

1. There will be multiple All Star ballots. From these ballots, three All Star Baseball teams will be selected.
2. All Managers and Coaches of record in the Seniors, Juniors, Majors, and Minor A divisions must vote for 14 players or their ballot will not be counted.
3. If a Manager and/or Coach is on record for two different teams in the Seniors, juniors, Majors, or Minor A divisions they may vote only one time, on one ballot.
4. All Players must vote for 10 to 14 players or their ballot will not be counted.
5. Voting will be in accordance with the table below.

		All Star Ballots by League Age				
		9-10	9-10-11	10-11-12	11-12	All Eligible Players
Players by League Age	12				X	
	11			X		
	10		X			
	9	X				
Managers and Coaches						X

6. Finalization of the selection of the baseball All Star teams will be as follows:
 - a. 1st 6 players of the team(s) will be determined by the top voting recipients selected by ballot.
 - b. The final players of the team(s) will be chosen by the All-star Manager from those players remaining on the ballots. The next highest vote recipients from the general balloting will be presented to the Manager for consideration.
 - c. 11 year olds in Minor A may only be selected to an All-Star team by the All-Star Manager and not voted in by the players, managers and coaches ballots.

Section C All-Stars Managers

1. All Managers and Coaches will submit a letter to the RSDLL President requesting to be considered as the all-star Manager.
2. The RSDLL President will make a nomination to the RSDLL Board of Directors for approval. The Board will vote on the President's nominations.
3. For the Senior and Junior teams, the Manager nomination must be a current Seniors or Juniors Manager or Coach
4. For the Majors team the Manager nomination must be a current Majors Manager or Coach of record
5. For the 9-10 year old and 10-11 year old teams, the Manager nomination may be a Major manager or Coach, or a Minor A Manager or Coach or a Minor B Manager or Coach.

Article VI Umpires and Scorekeepers

Section A Umpire Selections

1. The RSDLL Chief Umpire will schedule umpires for all games, and post the schedule on the bulletin board located outside the snack bar.

Section B Umpire Training

1. RSDLL will recruit new Umpires at registration. These Umpires may be adults or Junior Umpires
2. Those recruited will be placed in a training course. The new recruit training course will be instructed by returning qualified umpires. The RSD Umpire training program will include 2 rule review meetings and 1 field training. These training sessions may include those presented by the District 41 Umpire in Chief. The level of play each Umpire is assigned will be at the best discretion of the Umpire in Chief only.

Section C Manager and Coach Umpiring Requirements

1. Managers and Coaches will be required to work as Umpires throughout the season.
2. Once assigned, Managers and Coaches are responsible for those umpiring assignments they have been allocated. Should they not be able to make one of their umpiring assignments, it is their responsibility to find a replacement.
3. Failure to have umpires for a game falls directly to the manager of the responsible team and will result in an immediate one game suspension.

Article VII Division Rules

Section A Tee-Ball – Instructional Beginner Level

League Age	Eligibility
5	Tee-Ball Only
6	Tee-Ball Only
7	1st year players and by parents request only

1. General Rules – applies to the entire season:
 - a. All male players must wear athletic supporters
 - b. Time limit: 1.5 hours. It is anticipated that each team will bat and play the field 3 times
 - c. No score or standings are kept in the Tee-Ball Division
 - d. No umpires will be provided during the season. The Coaches act as umpires for the game.
 - e. The Season will be divided into two (2) segments as follows:
 - Segment 1: Games 1 – 10
 - Segment 2: Games 10 – end of season
2. Batting:
 - a. Only the batter will have a bat in their hand. There is no on-deck circle.
 - b. The entire team will be listed on the batting roster.
 - c. Each team will bat through the entire line-up each inning regardless of outs.
 - d. If a team achieves 3 outs within an inning, the bases should be cleared so the kids start to understand the 3 out principle.
 - e. No sliding or bunting is allowed.
 - f. There are no strikeouts and no walking the batter.
 - g. Batting differences by season segment:
 - Segment 1:
 - ◆ All innings of the game will use a tee for batting.
 - Segment 2:
 - ◆ Innings 1 – 2 will use a tee for batting.
 - ◆ Innings 3 – end of game will be optional coach pitch.
 - ◆ Coach pitch will be limited to five (5) pitches after which the ball will be placed on a tee.
 - h. Recommendations:
 - Change the batting order each inning so all players may lead off at some point.
 - Encourage players to bat from coach pitch when appropriate.
 - Last batter may run the entire bases unless there is a safety concern.
3. Field:
 - a. When the defense achieves an out(s), the offensive player(s) must return to the dugout. Players must learn the principle of safe vs. out.
 - b. Each team must have as many Coaches as needed to maintain control and safety at all times.

- c. Only 6 players including the catcher will be allowed in the infield positions. Stacking players in the infield is not allowed. The remaining players will play in the outfield.
- d. Catcher must wear protective gear at all times.
- e. There will be no enforcement of the infield fly rule.
- f. Recommendations:
 - Rotate player’s positions every inning teaching proper positions.
 - Emphasize force out at 1st base at all times.
 - Players must stay in the field until the final runner has crossed home plate.

Section B Minor C – Instructional Level

League Age	Eligibility
6	Player must have at least 1 year of Tee-Ball experience or BOD approval
7	Recommended play level except as allowed in Tee-Ball
8	Recommended play level

1. General Rules – applies to the entire season:
 - a. All male players must wear athletic supporters.
 - b. Time limit: no new inning begins after 1 hour 40 minutes.
 - c. New inning begins when the final out of the previous inning is achieved.
 - d. The game is over at 2 hours (“Drop Dead” time limit)
 - e. No umpires will be provided during the season. The Coaches act as umpires for the game.
 - f. The season will be divided into four segments as follows:
 - Segment 1: Games 1 – 6
 - Segment 2: Games 7 – 12
 - Segment 3: Games 13 – end of season
2. Batting:
 - a. Pitching Machine or Coach Pitch. Players do not pitch at this level.
 - b. The entire team will be listed on the batting roster.
 - c. All players will bat in order regardless of their defensive position on or off the field.
 - d. Three (3) swinging strikes will constitute a strikeout and 1 out in the inning.
 - e. Stealing bases or leading off is not allowed.
 - f. Bunting is not allowed
 - g. There is no walking the batter.
 - h. Five (5) pitches maximum by Machine or Coach. If the last ball is fouled off the batter will receive an additional pitch.
 - i. Batting differences by season segment:
 - Segment 1:
 - ◆ All innings will bat the entire line-up.
 - ◆ If 3 outs occur, the bases will be cleared and batting will continue.
 - ◆ The last batter will advance only as far as the play will allow.
 - ◆ No score is kept, scoreboard is not used.
 - Segment 2:
 - ◆ Innings 1 – 2 will bat the entire line-up and the rules of Segment 1 will apply.

- ◆ Innings 3 – end of game will bat until 3 outs are completed or the entire line-up has batted, whichever comes first. Coaches as Umpires will maintain the count of outs.
 - ◆ If 3 outs have not been completed, the last batter will advance only as far as the play will allow.
 - ◆ Continuous batting will occur.
Example: Offensive inning #4, batter 7 was the final at bat. Offensive inning #5 begins with batter 8.
 - ◆ No score is kept, scoreboard is not used.
 - Segment 3:
 - ◆ All innings will play to 3 outs or 5 runs, whichever comes first.
 - ◆ Continuous batting will occur.
Example: Offensive inning #4, batter 7 was the final at bat. Offensive inning #5 begins with batter 8.
 - ◆ No score is kept, scoreboard is not used.
2. Field:
- a. Normal Little League positions are enforced with the following exception:
 - Four outfielders are allowed.
 - b. The ball is live until the player pitcher is in possession of the ball and on the mound.
 - c. There will be no enforcement of the infield fly rule.
 - d. No continuous running on over throws. Only one base will be allowed on overthrows.
 - e. One Coach is allowed on field for instruction during the segments 1 and 2 of the season.

Section C Minor B – Instructional Advanced Level

League Age	Eligibility
6	Player must have at least 1 year of Tee-Ball experience or BOD approval
7	Recommended play level except as allowed in Tee-Ball
8	Recommended play level
9 -11	1st year players, skill, safety reasons and by parents request

1. General Rules – applies to the entire season:
 - a. All male players must wear athletic supporters.
 - b. Time limit: no new inning begins after 1 hour 40 minutes.
 - c. New inning begins when the final out of the previous inning is achieved.
 - d. The game is over at 2 hours (“Drop Dead” time limit)
 - e. The season will be divided into four segments as follows:
 - Segment 1: Games 1 – 10
 - Segment 2 (aka Pool Play): Games 11 – end of the season
2. Pitching:
 - a. League Play. Pitch count will be strictly enforced in accordance with the Green Book. Option 1 from the Green Book will be used in enforcing required pitcher’s rest.
 - b. A player pitcher is to be removed if he/she hits two batters within an inning or three batters within the game.
3. Batting:
 - a. The entire team will be listed on the batting roster.

- b. All players will bat in order regardless of their defensive position on or off the field.
 - c. Stealing bases or leading off is not allowed.
 - d. Bunting is not allowed during coach pitch situations.
 - e. Three outs will be played, OR batting the entire line up, OR a maximum run rule is achieved as per the Green Book (when score is kept during Pool Play and TOC). The last batter in the lineup reverts to 2 outs and the batter will only run what he/her normal hit will allow.
 - f. Batting differences by season segment:
 - Segment 1:
 - ◆ Innings 1 – 3 will be coach pitch.
 - ◆ Innings 4 – end of game will be player pitch.
 - ◆ Five (5) pitches maximum by the Coach. If the last ball is fouled off the batter will receive an additional pitch.
 - ◆ Three (3) swinging strikes will constitute a strikeout and 1 out in the inning.
 - ◆ Walks are not allowed during player pitch:
 1. If a batter receives 4 pitched balls, the batting team coach will pitch a maximum of 3 strikes to the batter. If the last ball is fouled off the batter will receive an additional pitch. If the last pitch is missed it will be considered a strikeout.
 - ◆ Continuous batting will occur.
Ex: Offensive inning #4, batter 7 is the final at bat. Offensive inning #5 begins with batter 8.
 - ◆ Score is kept by the home team for the purpose of managing the 3 out or 5 run policy, the continuous batting order and pitch count.
 - ◆ Scoreboard is not used.
 - ◆ Final score is not part of any standings or postings.
 - Segment 2:
 - ◆ All innings will be player pitch.
 - ◆ All innings will play to 3 outs or 5 runs, whichever comes first.
 - ◆ Walks are not allowed during player pitch:
 1. If a batter receives 4 pitched balls, the batting team coach will pitch a maximum of 3 strikes to the batter. If the last ball is fouled off the batter will receive an additional pitch. If the last pitch is missed it will be considered a strikeout.
 - ◆ If a player is hit by a pitch, they will advance to first base, in turn advancing all previous runners. If the bases are loaded, this will walk in a runner to score.
 - ◆ Continuous batting will occur.
 - ◆ Score is kept by the Home team, scoreboard is used if available.
4. Field:
- a. The ball is live until the player pitcher is in possession of the ball and on the mound. The mound is defined as a 10 foot circle with the pitching rubber as the center.
 - b. No continuous running on over throws. Only one base will be allowed on overthrows.
 - c. One Coach is allowed on field for instruction during segment 1 of the season.
 - d. Umpires will not be provided during segment 1 of the season. The Coaches act as umpires
 - e. If the Coach pitching to his player is hit with the batted ball, the ball is dead and the play is replayed.
 - f. There will be no enforcement of the infield fly rule.

5. Catcher Assistance:
 - a. Minor B managers have the option to recruit a parent volunteer to assist the catcher during Minor B games when their team is in the field. This Parent volunteers' responsibility will be limited to gathering errant balls that get past the catcher during games and return them to either the catcher or pitcher. This parent volunteers' actions are limited to gathering errant balls and if necessary, assisting in coaching the catcher ONLY. They are in NO WAY to interact or coach the batter or criticize or interject on an umpire's calls, including but not limited to balls and strikes. Failure to do so may result in an ejection from the playing fields. This parent volunteer may be a coach. However, no more than 2 coaches and the manager may be in the dugout during games.

Section D Minor A – Instructional Competitive Level

League Age	Eligibility
8	Board approval only
9	Recommended play level except as allowed in Minor B Division
10	Recommended play level except as allowed in Minor B Division
11	1st year players, skill, safety reasons and by parents request
12	Not allowed except with waiver through District 41 (per LL Rules)

1. General Rules – applies to the regular season:
 - a. All male players must wear athletic supporters.
 - b. Score and standings will be kept for playoff seeding.
 - c. Playoffs will follow the regular season.
 - d. Pitch counts will be strictly enforced.
 - e. Official Little League rules will be enforced
2. Pitching:
 - a. League Play. Pitch count will be strictly enforced in accordance with the Green Book. Option 1 from the Green Book will be used in enforcing required pitcher's rest.
3. Batting:
 - a. The entire team will be listed on the batting roster.
 - b. All players will bat in order regardless of their defensive position on or off the field.
4. TOC/Playoff Rule Adjustments:
 - a. The entire team will be listed on the batting roster.
 - b. Each player will play at least 6 consecutive defensive outs
 - c. No minimum infield play requirements

Section E Majors – Competitive Level

League Age	Eligibility
9	Board approval only
10	Exceptional players only. Not to take the place of 11 or 12 year olds of equal talent.
11	Recommended play level except as allowed in Minor A Division
12	Recommended play level except as allowed in Minor A Division

1. General Rules – applies to the entire season:
 - a. All League Age 12 players must play in the Majors Division unless a waiver is granted at the District 41 level (this is per Little League Rules). Games will be played in accordance with the green book.
 - b. All male players must wear athletic supporters.
 - c. No game time limit.
 - d. Score and standings will be kept for playoff seeding.
 - e. Playoffs will follow the regular season
 - f. Pitch counts will be strictly enforced.
 - g. Official Little League rules will be enforced
2. Pitching:
 - a. League Play. Pitch count will be strictly enforced in accordance with the Green Book. Option 1 from the Green Book will be used in enforcing required pitcher’s rest.
3. Batting:
 - a. The entire team will be listed on the batting roster.
 - d. All players will bat in order regardless of their defensive position on or off the field.
4. TOC/Playoff Rule Adjustments:
 - a. Minimum play time and batting rules will revert to District 41 TOC Rules

Section F Baseball 10 Run Rule

1. The 10 Run Rule will be in effect during all interleague games.

Section G Baseball Minimum Play Rules and Substitution Charts

- All substitute players must be inserted into the game line-up at the top of the third (3rd) inning. No exceptions.

Division	Baseball Minimum Play Requirements
Juniors and Seniors	Per the Little League Rulebook
Majors	Each team will bat the entire lineup as the batting roster. 2 consecutive innings and one at-bat per the RSDLL rules
Minor A	Each team will bat the entire lineup as the batting roster. All players must play 4 innings of a 6-inning game. If the game is shortened, 3 of 5 innings or 2 of 4 innings must be played All players must play 1 inning of infield during their team's first 4 defensive innings. All substitutes must enter the game by the top of the 3rd inning. If a team has less than 13 players in attendance for a game, all players must play infield at least 2 innings if their team plays 6 defensive innings.
Minor B	Each team will bat the entire lineup as the batting roster. All players must play 4 innings of a 6 inning game. If the game is shortened, 3 of 5 innings or 2 of 4 innings must be played All substitutes must enter the game by the top of the 3rd inning. Free substitutions are allowed. Players may only play two innings at the same position per 6-inning game (except pitchers who will adhere to the pitch count rules.) In Minor B, players must play infield at least 2 innings per game.
Minor C	Each team will bat the entire lineup as the batting roster. All players must play 4 innings of a 6-inning game. If the game is shortened, 3 of 5 innings or 2 of 4 innings must be played All substitutes must enter the game by the top of the 3rd inning. Free substitutions are allowed. Players may only play two innings at the same position per 6-inning game. In Minor C, players must play infield at least 2 innings per game. 4 Outfielders may be used
Tee-Ball	All players must play all innings each game. All players must play the infield at least 1 inning. All players must play outfield for at least 1 inning.

Article VIII Example Substitution Charts:

Section A For teams with 12 players on the roster

4 Inning Minimum Play for 12 Player Rosters						
Playing Spots	Inning 1	Inning 2	Inning 3	Inning 4	Inning 5	Inning 6
1	Player 1	Player 1	Player 1	Player 1	Player 1	Player 1
2	Player 2	Player 2	Player 2	Player 2	Player 2	Player 2
3	Player 3	Player 3	Player 3	Player 3	Player 3	Player 3
4	Player 4	Player 4	Player 10	Player 10	Player 10	Player 10
5	Player 5	Player 5	Player 5	Player 5	Player 4	Player 4
6	Player 6	Player 6	Player 11	Player 11	Player 11	Player 11
7	Player 7	Player 7	Player 7	Player 7	Player 6	Player 6
8	Player 8	Player 8	Player 12	Player 12	Player 12	Player 12
9	Player 9	Player 9	Player 9	Player 9	Player 8	Player 8
Subs						
1	Player 10	Player 10	Player 4	Player 4	Player 5	Player 5
2	Player 11	Player 11	Player 6	Player 6	Player 7	Player 7
3	Player 12	Player 12	Player 8	Player 8	Player 9	Player 9

Section B For teams with 13 players on the roster

4 Inning Minimum Play for 12 Player Rosters						
Playing Spots	Inning 1	Inning 2	Inning 3	Inning 4	Inning 5	Inning 6
1	Player 1	Player 1	Player 1	Player 1	Player 1	Player 1
2	Player 2	Player 2	Player 2	Player 2	Player 3	Player 3
3	Player 3	Player 3	Player 13	Player 13	Player 13	Player 13
4	Player 4	Player 4	Player 10	Player 10	Player 10	Player 10
5	Player 5	Player 5	Player 5	Player 5	Player 4	Player 4
6	Player 6	Player 6	Player 11	Player 11	Player 11	Player 11
7	Player 7	Player 7	Player 7	Player 7	Player 6	Player 6
8	Player 8	Player 8	Player 12	Player 12	Player 12	Player 12
9	Player 9	Player 9	Player 9	Player 9	Player 8	Player 8
Subs						
1	Player 10	Player 10	Player 4	Player 4	Player 5	Player 5
2	Player 11	Player 11	Player 6	Player 6	Player 7	Player 7
3	Player 12	Player 12	Player 8	Player 8	Player 9	Player 9
4	Player 13	Player 13	Player 3	Player 3	Player 2	Player 2

