Chino American Little League
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2016/2017

# 2017 GENERAL PLAYING RULES

## 1) Registration (Online)

It is the obligation of the Chino American Little League to provide all eligible candidates with the opportunity to register and play baseball. Sufficient notice of dates for registration must be provided in order to insure eligible candidates have been properly notified.

- Eligibility – An applicant's eligibility shall be determined as described in the current Little League Regulations II and IV in conjunction with the league's boundaries.
- Late Applicants – Those candidates registering after the last sign-up date will be placed on a team if space is available, or be placed on a waiting list and remain on the list until an opening exists. Position on the waiting list shall be determined on a first come first serve basis for the appropriate division. Only exception to this is an returning league age 12 year old player.

## 2) Divisions

Chino American Little League operates the following divisions based on the guidelines of the Little League Baseball rules

- Senior Division ages 15-16
- Junior Division ages 13-14
- Major Division ages 10-12
- Triple A Division ages 8-11
- Double A Division ages 7-9
- Single A Division ages 6-7
- Tee Ball Division ages 4-5

## 3) Practice Sessions

- A practice is defined as two (2) or more Players from the same team brought together at any location for any period of time with the Manager or any Coach for the purpose of baseball skills instruction such as pitching, fielding, batting or base running. A Manager

or Coach with two (2) children on the same team shall not be charged with a practice when only his/her children are present.

- An event is defined as any practice, practice game, regular season game or any other time the Players are assembled for instructional purposes. This does not include team parties. Prior to opening day, each Manager shall hold no less than 2 and no more than 4 events per week, weather permitting.
- Practice sessions and practice games may not exceed:

    1. **Junior/Senior:** 2 hours 30 minutes
    2. **Major/Triple A:** 2 hours.
    3. **Double A/Single A/Tee Ball:** 1 hour 30 minutes

- A practice begins precisely at the time that the players are told to arrive and must conclude, with the Players being dismissed, prior to exceeding the maximum time limit outlined in the section above.
- Little League pitcher eligibility rules apply during practice games.
- No player will be denied privileges because of a school activity.
- Saturday practices will be permitted, but will not be compulsory on the part of the Player. A Player absent from this practice will not be denied any privileges.
- Sunday practices are not permitted.
- All practice sessions must be held on facilities covered by Little League liability insurance under the current charter application and assigned to the Division, unless approved in writing by the League President.
    1. **Double A/Single A/TEE BALL;** three (3) events per week
    2. **SENIOR/JUNIOR/MAJOR/Triple A;** four (4) events per week
- Teams are restricted to one (1) event per day. Practice on game day is prohibited.
- Penalties for practice and event violations:
    1. First Violation – Written reprimand
    2. Second Violation – Suspension (duration determined by the Board.)
    3. Third Violation – Cancellation of League membership and removal from the team.

**Note:** Depending on circumstances, the Board of Directors may assess a more severe penalty at any time; however, forfeiture of the game or games may not be involved.

## 4) Cancellation of Games

- If ½ hour prior to game time one of the following conditions exists, the scheduled game shall be cancelled:
- First stage smog alert and temperatures exceeding 100 degrees.
- Second stage smog alert regardless of temperatures.
- If other adverse weather conditions, physical destruction of fields and/or facilities, or results thereof make the playing field unsafe, the Board Member on Duty or their designee shall cancel a game.
- It is the responsibility of the Board Member on Duty to notify the Division Coordinator and Umpire in Chief of a cancelled game, on the day of the cancellation.

- Cancelled games in the **MAJOR** Division shall be played on the first Friday following the cancelled game at a time assigned by the Division Coordinator.
- Cancelled games in the **Triple A** Division will be reschedule by the Division Coordinator
- Cancelled or suspended **SENIOR/JUNIOR** Division games shall be rescheduled through the District interlock coordinator. The Division Coordinator shall contact the Umpire in Chief to obtain umpires for the game and the League President to schedule a Board Member to attend the game. In the event that an Association Umpire cannot be scheduled for the game, the Umpire in Chief shall select two (2) to three (3) Chino American Little League Umpires for the game.
- Cancelled games in the **TEE BALL/Single A/Double A** Divisions will NOT be rescheduled by the League. Managers may agree to reschedule cancelled games. All rescheduled games must be approved by the Division Coordinator to ensure Board notification and umpire scheduling, if necessary.
- Games are rescheduled in the order they were cancelled.
- Example 1 –Tuesday game is rained out. The game is rescheduled for Friday; at 5:00 PM
- Example 2 –Tuesday game is rained out and Thursday game is rained out. The Tuesday game is rescheduled for 5:00 PM Friday. Thursday game is rescheduled for 5:00 PM on the following Friday.
- In the event a team provides advanced notice that it cannot field nine (9) Players for a game, the Manager shall submit a written report to the Division Coordinator. This report must be submitted within 48 hours from the time of the scheduled game. The Board of Directors will review the Manager's report and determine whether the game will be forfeited or rescheduled. **Rescheduling of games due to travel ball events will NOT be permitted.**

## 5) Game Time Restrictions

- Each scheduled game has a playing time limit.
    1. **SENIOR/JUNIOR:** Game time limits are established by the District interlock and the Official Regulations and Playing Rules of Little League Baseball.
    2. **MAJOR:** All other games shall have no time limit. In the event of a tie at the end of regulation play, the game shall go into extra innings. If a tied game is called due to darkness or weather, the game will be finished on the next Friday. All pitchers of record, who have pitched in the game and have come out, cannot pitch on the continuation game on another day. The last pitcher of record can continue to pitch, if they have had the proper rest time, based on their pitch count. No new inning shall begin after 10:00 PM [Reg. X (a)].
    3. **Triple A/Double A:** All games shall be subject to a two (2) hour ***GAME TIME LIMIT*** rule. The game will stop at the two (2) hour time limit. In the case of a batter in the middle of an at bat, they will finish their at bat and it will count. In the case of the home team trailing and the home team fails to complete its final at bat, the score shall revert to the score at the end of the last complete inning. In the case of Triple A, the home team is winning in the bottom of fifth & the two (2) hour time limit comes, the home team will get the win. The Double A home team will have the same rule, except they will start in the bottom of the fourth, as well as the bottom of the fifth.



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4. **TEE BALL/Single A:** All games will end promptly after one and one half (1-1/2) hours of play.

- Official starting time is the time listed on the playing schedule. Every effort must be made to ensure that each game starts on schedule.
- A delay in starting a game may be invoked by the Board Member on Duty under the following conditions:
    1. The scheduled home plate umpire is not present to start the game at the scheduled time. If necessary, the Board Member on Duty shall appoint an umpire to avoid further delay.
    2. If a delay occurs, the Board Member on Duty shall adjust the official starting time accordingly.
    3. **MAJORS/Triple A:** If a game has continued into the scheduled start time for the next scheduled game.
    4. The field is in use by the Chino High School girls' softball teams
    5. The field, in the mind of the Board Member on Duty, requires an unusual amount of time to prepare.
    6. An air ambulance helicopter is landing or lifting off in the adjacent playing fields. Due to the proximity of the playing fields to Chino Valley Medical Center, these helicopters routinely use the fields as a heliport. Games that are in progress during this event must be delayed during the time in which the helicopter is operational service (rotor blades moving).

## 6) Field Decorum

- The actions and conduct of Players, Managers, Coaches and other League Officials must be above reproach. The unsportsmanlike display of thrown bats, protective helmets, equipment, etc. shall not be tolerated and in the on-duty Board Member's judgment, may warrant ejection from the game. Profane language will be cause for ejection from the game. Degrading personal comments will not be tolerated and may be cause for ejection.
- Any Manager, Coach or Player ejected from a game will be suspended for the next game. The ejected individual shall not appear at the ballpark for that game.
- After the game, teams will pick up all paper around the playing area. Players will not be served at the snack bar until the grounds are clean. The League is subject to a fine when grounds do not meet the school districts clean-up requirements
- ***NO SMOKING OR DIPPING IS ALLOWED ON THE PLAYING OR PRACTICE FIELD, THIS INCLUDES E-CIGARETTES/VAPE***

## 7) Field Preparation and Pre-Game Activities

- At no time will any Player be instructed to arrive at the ball park or any other location more than sixty (60) minutes prior to the scheduled starting time of a game. Pre-game warm-ups may include activities such as playing catch; stretching, ground ball/fly ball drills and soft toss batting drills (soft toss into existing fixed facility backstops and fencing

is prohibited). Live batting practice, defined as having a batter attempting to hit or bunt a pitched hard ball delivered by any Player, Manager, Coach, other adult or pitching machine, is strictly prohibited during pre-game warm-ups. Any Manager or Coach who violates this section shall be deemed to have violated the event restrictions and will be subject to the penalties listed above in Section 3.

- Both teams shall be responsible for the preparation of the playing field before the scheduled starting time. Both teams shall be responsible for chalking (painting), watering and dragging the infield, and obtaining necessary playing equipment such as bases, additional batting helmets, backstops or protective fences, etc.
- Line-up cards shall be prepared in triplicate. Copies shall be given to the opposing Manager and the Official Scorekeeper. All pitcher eligibility must be shown on the line-up card.
- A Manager may keep a Player completely out of a game or remove a Player during a game for disciplinary reasons only with the **prior permission** of the Board Member on Duty. Once permission is received, the Manager must notify the Umpire and the opposing Manager.
- All safety equipment must be worn as specified by Little League rules including: belts (if the pants have belt loops), a hard or soft cup for all male Players and for catchers a hard cup, throat guard and helmet.

## 8) General Compliance Rules

- **Senior/Junior**: Rules are established by the District interlock and the Official Regulations and Player Rules of Little League Baseball.
- **Major:** Every Player on a team roster, unless listed as absent, injured or disciplined, shall participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. **Note: Any player that does not complete his/her minimum play time due to a game being shortened *for any reason*, will start the next scheduled game.**
- **Triple A / Double A:** Every Player on as team roster, unless listed as absent, injured or disciplined, shall be placed in the batting order, bat throughout the game in order, and play defense at least every other inning.
- **Tee Ball and Single A:** Every Player on as team roster, unless listed as absent, injured or disciplined, shall be placed in the batting order, bat throughout the game in order, and play defense every inning.

**Note: Mandatory Play Rule Penalties shall be consistent with the Official Regulations and Playing Rules of Little League Baseball.**

- Any Manager failing to comply with the current Little League regulations on pitcher eligibility will receive a written letter of warning upon the first violation. A second violation will result in the Manager's suspension for two (2) consecutive games. Managers shall not appear at the ballpark for either game. A third violation of pitcher eligibility rules will result in the dismissal of the Manager.
- A Manager may come out twice in one (1) inning to talk to the pitcher. The pitcher must be removed if a Manager or Coach makes a third trip in the same inning to talk to the pitcher. The Manager or Coach may come out three (3) times in a game to the same

pitcher, but the fourth time out the pitcher must be removed. This rule applies to each pitcher who enters the game.

- One (1) or more cleared adults must be available as a Manager or Coach at all practices and games. A Manager or Coach must always be present in the "dugout" to supervise the Players. NO MORE THAN THREE TOTAL ROSTERED TEAM STAFF CAN BE PRESENT IN GAME AREA (DUGOUT OR FIELD COMBINED) DURING A GAME.
- **Triple A:** When a player is removed from the game due to injury, they cannot return to play within the same inning. This includes the Player's turn at bat. No automatic out will be recorded when an injury is involved.
- If a Player leaves the game for any reason other than being injured, an automatic out shall be recorded when the Player's turn at bat is missed. The automatic out shall be recorded only once per Player.
- Only the Manager, Coaches and Players are allowed to remain in the "dugout". The Team Mom may be in the Dugout for the Double A, Single A, and T-Ball divisions.

## 9) Manager Duties: It shall be the duty of the Team Manager:

- To hold a meeting of parents within one (1) week after the assignment of Players and one (1) week prior to the first League game and to explain the following:
    1. Team policy in regards to the playing of the team members.
    2. Team policy concerning attendance at practice of both Players and parents.
    3. Conduct expected of parents at the games.
    4. Team policy concerning parents' suggestions and requests, criticisms, etc.
    5. Explain obligations to parents concerning work duties, parties, snack bar duty, etc.
- To submit complete team staff applications to the League President.
- To be responsible for care, inventory and replacement of uniforms and equipment through his/her respective Division Coordinator.
- To be responsible for the notification to team personnel and parents of all League and team activities.
- To be responsible for the observance of Little League safety rules and be adequately familiar with the accident insurance procedures and to maintain an accurate roster with telephone numbers and addresses in case of an emergency.
- To choose the Team Parent, submit the name to the proper Board Member and insure that the Team Parent is following through on the duties as described in Section 11.
- To attend all League meetings when required, or if unable to attend, see that his/her team is represented.
- To ensure that he/she or his/her Coaches and equipment will be at the practices and games at the time stated to his/her Players.
- To ensure that no one under legally responsible age be left with the duties of the Manager of a team.
- To make sure the team is represented at each assigned work duty.
- To keep a roster of Players who have attended practices. If a Player should miss practice for an unexcused reason, the Manager may use their discretion as to whether the Player

should play the next game. In the event the Manager decides not to allow the Player to play in the next game, he/she must notify the Board Member on Duty.
- To turn in all equipment and compensation for missing articles to the Equipment Officer after completion of the season.
- To actively support the League in its endeavors to provide a viable Little League program.
- To carry out League assignments before, during and after season of play.
- To be familiar with local playing and Little League Rules and Regulations in order to arbitrate disputes.
- To ensure all game reports are delivered to his/her respective Division Coordinator.
- To perform other duties as assigned by the League.

## 10) The Team Coach: It shall be the duty of the Team Coach:

- To assist the Manager in carrying out a team policy consistent with the objectives of the League.
- To teach the Players not only the fundamentals of baseball and team play, but also the basic principles of sportsmanship and good conduct.
- To assume the duties of Manager in their absence.
- To assist with all League activities, in conjunction with the Manager, before, during and after the season of play.
- To be familiar with local playing and Little League Rules and Regulations.

## 11) The Team Parent: It shall be the duty of the Team Parent:

- To arrange the snack schedule
- To effectively communicate any and all League updates from the Auxiliary Coordinators.
- Assist the Manager and the Coach in coordinating various team activities such as the banner preparation, parties, picture day, fundraising, etc.

## 12) The Parents: It shall be the responsibility of the parents:

- To support the Manager, Coaches and primarily the Players.
- Present a positive atmosphere at games and practices.
- Assist with field preparation and equipment setup.
- Pick up Players promptly when a game or practice is to end.
- Notify the Manager or Coach when the Player will not be attending.
- Maintain the Players uniform in good clean condition.
- Ensure that the Player is properly equipped with baseball cleats, glove, and cup.
- Ensure that the Player arrives in their complete uniform and with all necessary equipment.
- Sell the fundraiser items and present the money on the time and day assigned by the League.
- Take responsibility upon any subsequent offenses.
- ***NO SMOKING OR DIPPING IS ALLOWED ON THE PLAYING OR PRACTICE FIELD, THIS INCLUDES E-CIGARETTES/VAPE.***

# 2017 MANAGER'S GUIDELINES

## 1) Guidelines

- The Chino American Little League Board requires that all Managers & Coaches fill out a Manager / Coaches Application. **All Applications to be reviewed by a Managers (Coaches) Committee. The President selects & appoints the Managers & Coaches. As such, no person becomes a manager or coach without the approval of the President. All appointments are subject to final approval by league's Board of Directors.**
- A Team should consist of
    1. One (1) Manager
    2. Two (2) Coaches
    3. One (1) Team Parent
    4. One (1) official scorekeeper – must be an adult and responsible for home games ( Except Tee Ball & Single A )
    5. Three (3) or less Alternate Coaches

- The Board requires that the Manager conduct a parent meeting. This meeting should cover the following information:
    1. Telephone contact information for the Manager, Coaches, and Team Parent
    2. Your expectations of the Players and parents
    3. How often you intend to practice and for how long
    4. An overview of the Division rules
    5. League activities where the parents can participate or help

## 2) Practice

- A practice is defined as when two (2) or more Players from the same team are brought together at any location for any period of time with the Manager or any Coach for the purpose of baseball skills instruction such as pitching, fielding, batting or base running. A Manager or Coach with two (2) children on the same team shall not be charged with a practice when only their children are present.
- An event is defined as any practice, practice game, regular season game or other time the Players are assembled for instructional purposes. Prior to opening day, each Manager shall hold no less than two (2) and no more than four (4) events per week, weather permitting.
- Practice sessions shall not exceed the following time limits:

    1. Senior/Junior – 2 hours 30 minutes
    2. Major Division – 2 hours
    3. Triple A Division – 2 hours
    4. Double A Division – 1 hour 30 minutes
    5. Single A Division- 1 hour 30 minutes

6. Tee Ball Division – 1 hour 30 minutes

- A practice begins precisely at the time that the Players are told to arrive and must conclude, with the Players being dismissed, prior to exceeding the maximum time limit outlined in the section above. Practice games shall not exceed two (2) hours (2 hours 30 minutes for Seniors/Juniors). Players may arrive at the practice game site 30 minutes prior to the scheduled start time for warm ups.
- No team shall hold more than two (2) practice games per week
- Saturday practices will be permitted, but will not be compulsory on the part of the Players. A Player absent from this practice will not be denied any privileges.
- Sunday practices are not permitted.
- All Managers must be at no less than two-thirds (2/3) of all practices and games. Shift workers may request the Board to waive this requirement, provided that proper replacement can be shown.
- All practice sessions must be held on facilities covered by Little League liability insurance under the current charter application and assigned to the Division.
- Once the season has started, each Manager shall hold no more than:
    1. Tee ball / Single A / Double A - three (3) events per week
    2. Triple A / Major – four (4) events per week

  **Note:** All events will comply with the same restrictions as indicated in this section.

- Teams are restricted to one (1) practice per day. Practices on game days are prohibited.
- Penalties for practice and event violations:
    1. First Violation – Written reprimand - signed manager's agreement
    2. Second Violation – Suspension (duration determined by the Board.)
    3. Third Violation – Cancellation of League membership and removal from the team.

**Note:** Depending on circumstances, the Board of Directors may assess a more severe penalty at any time; however, forfeiture of a game or games may not be invoked.

## 3) Manager Conduct

- Managers hold a position of trust and responsibility. It is required that the Managers have understanding, patience, and the capacity to work with young people.
- Managers must be sensitive to the mental and physical limitations of their Players and recognize that the game is a vehicle of training and enjoyment, not an end in itself. Managers must respect the feelings of their Players and be sensitive to their needs.
- Managers and Coaches should strive to be good role models. They must show, by example, that they respect the judgment and the authority of the umpire and they must instill in their Players a respect for the authority of the adult leaders in the League, including the umpires, and for the Players of other teams.
- Managers must demand good sportsmanship from their Players, discourage showmanship and individualism, and promote team unity.

- Managers must know the playing rules and regulations of Little League and be able to interpret them correctly, play by the rules and adhere to their intent, and instill in the Players a respect for the rules of the game.
- Managers must display a positive temperament at all times. Their language should be uplifting and encouraging.

## 4) Field Decorum

- The actions and conduct of Players, Managers, Coaches and other League Officials must be above reproach. Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct includes, but is not limited to, throwing bats, helmets and equipment, using profane language or gestures, and making degrading personal comments. Unsportsmanlike conduct can be the basis for immediate ejection from a game by the Board Member on Duty.
- Managers are NOT allowed on the playing field without permission of the umpire. Running out on the field to dispute judgment calls will not be tolerated. If a situation arises during a game where you feel an umpire may have been obstructed, or had a bad angle (example: first baseman pulling his/her foot), you may ask the umpire that made the call to appeal to the other umpire. This must be done after being granted time out and must be done in a non-threatening manner. Appeals on judgment calls will not be granted. All appeals must be made through a Player.
- If a Manager feels that the umpire has misinterpreted a rule, the procedure in the above section should be followed. Ask for time out, approach the home plate umpire in a positive manner, and ask for a clarification of the rule. If you feel that the rule was interpreted wrong, explain your interpretation to the umpire. If there is still a disagreement, request a League Official to mediate. If one is not available, or if there is still question about the rule, inform the home plate umpire and the scorekeeper that you are playing the game under protest. You must submit a letter explaining the protested event or situation to a Board Member within twenty-four (24) hours of the end of the game. The Board will meet and discuss the protest.
- The Manager is the ***only*** representative of the team that is allowed to address the umpire in an appeal situation.
- Managers are responsible for the conduct of their team and their fans. If events or conduct deteriorates, the Manager must diffuse the situation. Umpires will be advised to not tolerate verbal or physical abuse. The Board will support and encourage umpires to warn and subsequently eject Players, Managers or Coaches for unacceptable conduct or behavior.
- Spectators can be asked to leave the field for unacceptable conduct or behavior. They cannot be ejected.
- Any Manager, Coach or Player ejected from a game will be suspended for their next game. The Manager or Coach cannot be at the ballpark for that game. Any Manager, Coach or Player ejected from a game can be requested to appear before the Board of Directors for further disciplinary action.

- After each game, each team is responsible for picking up any and all trash around the playing and spectator area. Players will not be served at the snack bar until the entire grounds are clean. Continued permission to use the school facilities makes this a vital part of the Local League program, so it is imperative that the school grounds be kept clean. The League is subject to a fine when grounds do not meet the school district's clean-up requirements.

***NO SMOKING OR DIPPING IS ALLOWED ON THE PLAYING OR PRACTICE FIELD, THIS INCLUDES E-CIGARETTES/VAPE***

## 5) Manager Duties: It shall be the Duty of the Team Manager

- To hold a meeting of parents within one (1) week after the assignment of Players and one (1) week prior to the first League game and to explain the following:
    1. Team policy in regard to the playing of the team members.
    2. Team policy concerning attendance at practice of both Players and parents.
    3. Conduct expected of parents at the games.
    4. Team policy concerning parent's suggestions and requests, criticisms, etc.
    5. Explain obligations to parents concerning parties, snack bar duty, etc.
- To submit team staff applications to the League President.
- To be responsible for care, inventory and replacement of uniforms and equipment through their respective Division Coordinator.
- To be responsible for the notifications to team personnel and parents of all League and team activities.
- To be responsible for the observance of Little League safety rules and be adequately familiar with the accident insurance procedures and to maintain an accurate roster with telephone numbers and addresses in case of an emergency.
- To choose the Team Parent, submit the name to the proper Board Member and insure that the Team Parent is following through on the duties as described in Section 12.
- To attend all League meetings when required, or if unable to attend, see that their team is represented.
- To ensure that they or their Coaches and equipment will be at the practices and games at the time stated to their players.
- To ensure that no one under legally responsible age be left with the duties of the Manager of a team.
- To make sure the team is represented at each assigned work duty.
- To keep a roster of Players who have attended practices. If a Player should miss practice for an unexcused reason, the Manager may use his discretion as to whether the Player should play the next game. (The Board Member on Duty must be notified **prior** to sitting a Player for all or part of a game.)
- To turn in all equipment, and compensation for missing articles to the Equipment Officer after completion of the season.
- To actively support the League in its endeavors to provide a viable Little League program.

- To carry out League assignments before, during and after season of play.
- To be familiar with local playing and Little League rules in order to arbitrate disputes.
- To ensure all game reports are delivered to their Division Coordinator.
- To perform other duties assigned by the League.

## 6) Cancellation of Games

- If one-half (½) hour prior to game time one of the following conditions exist, the scheduled game shall be cancelled.
    1. A first stage smog alert and temperatures exceeding 100 degrees.
    2. A second stage smog alert regardless of temperatures.
- If other adverse weather conditions or physical destruction of fields or facilities or results thereof make the playing field unsafe, the assigned Board Member on Duty shall cancel a game. Only the Board Member on Duty or their designee may cancel a game.
- Canceled games will not be rescheduled in the Double A, Single A or Tee Ball Divisions.

## 7) General Compliance Rules

- **Senior/Junior:** Rules are established by the District interlock and the Official Regulations and Playing Rules of Little League Baseball.
- **Major:** Every Player on a team roster, unless listed as absent, injured or disciplined, shall participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.
- **Triple A and Double A:** Every Player on a team roster, unless listed as absent, injured or disciplined, shall be placed in the batting order, bat throughout the game in order, and play defense at least every other inning.
- **Tee Ball and Single A:** Every Player on a team roster, unless listed as absent, injured or disciplined, shall be placed in the batting order, bat throughout the game in order, and play defense every inning.
- **Mandatory Play Rule Penalties shall be consistent with the Official Regulations and Playing Rules of Little League Baseball.**
- Any Manager failing to comply with the current Little League regulations on pitcher eligibility will receive a written letter of warning upon the first violation. A second violation will result in the Manager's suspension for two (2) consecutive games. Managers shall not appear at the ballpark for either game. A third violation of pitcher eligibility rules will result in the dismissal of the Manager.
- A Manager may come out twice in one (1) inning to talk to the pitcher. The pitcher must be removed if a Manager or Coach makes a third trip in the same inning to talk to the pitcher. The Manager or Coach may come out three (3) times in a game to the same pitcher, but the fourth time out the pitcher must be removed. This rule applies to each pitcher who enters the game.
- One (1) or more adults must be available as a Manager or Coach at all practices and games. A Manager or Coach must always be present in the "dugout" to supervise the Players.

- When a Player is removed from the game due to injury, they cannot return to play within the same inning. This includes the Player's turn at bat. No automatic out will be recorded when an injury is involved.
- If a Player leaves the game for any reason other than being injured, an automatic out shall be recorded when the Player's turn at bat is missed. The automatic out shall be recorded only once per Player.
- Only the Manager, Coaches and Players are allowed to remain in the "dugout". The Team Mom may be in the Dugout for the Pee Wee, Coach Pitch, and T-Ball divisions.

## 8) Field Preparation / Pre-Game Requirements / Scorekeeping

- At no time will any Player be instructed to arrive at the ballpark, or any other location, more than one (1) hour prior to the scheduled starting time of a game. Pre-Game warm ups may include activities such as playing catch, stretching, ground ball/fly ball drills and soft toss batting drills (soft toss into existing fixed facility backstops and fencing is prohibited). Live batting practice, defined as having a batter attempting to hit or bunt a pitched ball delivered by any Player, Manager, Coach, other adult or pitching machine, is strictly prohibited during pre-game warm-ups. Any Manager or Coach who violates this section shall be deemed to have violated the practice/event restrictions and will be subject to the penalties listed.
- Both teams of each game shall be responsible for the preparation of the playing field before the scheduled starting time. Both teams shall be responsible for chalking (painting), watering, and dragging the infield. Each team is equally responsible for obtaining all necessary playing equipment such as bases, additional batting helmets, and the portable pitchers plate (rubber).
- Line-up cards shall be prepared on the form provided by the League. One copy shall be given to the opposing Manager and one to the official scorekeeper. **All Pitcher eligibility must be shown on the line-up card.**
- A Manager may keep a Player completely out of a game or remove a Player during a game for disciplinary reasons only with the **prior permission** of the Board Member on Duty. Once permission is received, the Manager must notify the umpire and the opposing Manager.
- The official scorekeeper shall document the score, the names of pitchers and number pitches by each pitcher. At the conclusion of the game, both Managers must sign the scorebook/scorecard.
- **Triple A and Double A;** the home team Manager is responsible for submitting the scorecard immediately following the game into the cabinet in the scorebooth. Little League pitching rules exist for various reasons, not the least of which is to protect a Player's arm from injury due to overexertion. Therefore the importance of documenting pitching information cannot be over emphasized. It is imperative that the scorebook be accurate and completed promptly. Any Manager who fails to complete the scorecard, or returns it incomplete or inaccurate, will be subject to disciplinary action by the Board of Directors. Additionally, each home team Player who pitched during a game involving an inaccurate scorecard will be assumed to have pitched the maximum allowable pitch limit for the player's age. Failure of the Manager to acknowledge that any Player has in fact

pitched *more* than the maximum allowable pitch limit for the player's age will result in further disciplinary action by the Board of Directors.
- All safety equipment must be worn as specified by Little League rules including belts if the pants have belt loops, a hard or soft cup for all male players, and protective cup for catchers, etc.

## 9) The Team Coach: It shall be the Duty of the Team Coach

- To assist the team Manager in carrying out a team policy consistent with the objectives of the League.
- To teach the Players not only the fundamentals of baseball and team play, but also the basic principles of sportsmanship and good conduct.
- To assume the duties of Team Manager in the absence of the Manager.
- To assist with all League activities, in conjunction with the Manager, before, during and after the season of play.
- To be familiar with local playing and Little League rules and regulations.

## 10) The Team Parent: It shall be the Duty of the Team Parent

- To arrange for snack bar help as scheduled by the Snack Bar Coordinator.
- Assist the Manager and the Coach in coordinating various team activities such as the banner preparation, parties, picture day and fundraising.
- Read, understand, and comply with the guidelines of the Team Parent.

# 2017 REGULAR SEASON PITCHING REGULATIONS

**Regulation VI – PITCHERS –**

- Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
- Players once removed from the mound may not return as pitchers;
- The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
- League Age:

| | |
|---|---|
| 13-16 | 95 pitches per day |
| 11-12 | 85 pitches per day |
| 9-10 | 75 pitches per day |
| 7-8 | 50 pitches per day |

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:
1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. NOTE**: A pitcher who delivers forty-one (41) or more pitches in a game cannot play the position of catcher for the remainder of that day.**

- Pitchers league age 14 and under must adhere to the following rest requirements:
    1. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
    2. If a player pitches 51 – 65 pitches in a day, three (3) calendar days of rest must be observed.
    3. If a player pitches 36 – 50 pitches in a day, two (2) calendar day of rest must be observed.
    4. If a player pitches 21 – 35 pitches in a day, one (1) calendar days of rest must be observed.
    5. If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest is required.
- Each league must designate the scorekeeper or another game official as the official pitch count recorder.
- The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
- The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible

- Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.
- A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players)
- A player may not pitch in more than one game in a day.

**NOTES:**

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

**Example 1:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.
**Example 2:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.
**Example 3:** A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.
NOTE: The use of this regulation negates the concept of the "calendar week" with regard to pitching eligibility.

| League Age | Limit | Daily Pitches | | | |
|---|---|---|---|---|---|
| 13 to 16 | 95 | 1 – 20 | 21 – 35 | 36 – 50 | 51 – 65 |
| 11 and 12 | 85 | 1 – 20 | 21 – 35 | 36 – 50 | 51 – 65 |
| 9 and 10 | 75 | 1 – 20 | 21 – 35 | 36 – 50 | 51 – 65 |
| 7 and 8 | 50 | 1 – 20 | 21 – 35 | 36 – 50 | |

# 2017 SENIOR DIVISION PLAYING RULES

## 1) Skill Assessment

Skill assessments will be held for applicant's age fifteen (15) through sixteen (16) and will be conducted in a fair and equal manner under the direction of the Player Agent, Division Coordinator and the President.

- All prospective applicants League age fifteen (15) through sixteen (16) who are not currently assigned to a Senior Division team must participate in scheduled assessments to be eligible for selection in the Senior Division draft.
- Any applicant, who does not participate in scheduled assessment sessions, shall not be eligible for the draft for the current season.
- An applicant, who is unable to participate in the evaluations due a confirmed illness or injury, shall attend a make-up evaluation. If the applicant is unable to participate in an evaluation, prior to the Senior Division draft, due to an extended injury, (broken limb, recent surgery, etc.), the applicant will become eligible for the draft. The applicant must appear at an assessment and be identified as the applicant listed on the assessment list. Failure to appear will make the applicant ineligible for the Senior Division.
- Each Manager will be supplied with a list of applicants.
- Applicants will be divided into League age groups and be allowed to demonstrate their ability as follows:
    1. Field approximately three (3) hit balls at shortstop and throw to first base.
    2. Catch thrown balls at first and second base
    3. Field approximately three (3) hit balls in the outfield and throw to second base.
    4. Swing the bat at approximately five (5) pitched balls (pitching machine) and run to first base on the last swing (runners may be timed for speed)
- No assessments will be held without forty-eight (48) hours notification to all Senior Division Managers.

## 2) Player Selection

A draft system will be employed to achieve an equitable balance of player talent.
Managers must notify the Player Agent, in writing, of all options to be exercised no later than forty-eight (48) hours prior to the draft. The Player Agent shall attempt to notify all Managers of all Players available as an option prior to the try-out sessions. Once an option has been submitted, a written request to cancel it must be received by the Player Agent no later than forty-eight (48) hours prior to the draft. Failure to do so will obligate the Manager to complete the option. In cases where two (2) or more Managers attempt to exercise the same option, the draft order will determine who will receive the option. All options will apply according to the Little League rules

**Draft**

- Managers will draft in accordance with the "Plan A" draft system described in the current "Little League Baseball Operating Manual".

- Each Manager that must draft the maximum eight (8) players will be allowed one bonus pick at the completion of round four (4).
- Players shall never be told the position in which they were drafted.
- The draft order shall be based on the prior season win/loss record of the teams participating in the draft.
- In the case of an expansion season, the added team shall have the first selection. If two (2) or more expansion teams are added, then a coin flip shall determine the order.
- If ties exists in the previous regular season win/loss records, not including tournaments, playoffs or other post season games, the teams affected shall determine draft order by:
    1. Head to Head
    2. Runs allowed Head to Head
    3. Runs allowed League
    4. Runs scored League
    5. Coin toss in which the loser shall draft first
- The League Secretary shall record each draft in order and to which team the Player was selected
- Managers will be allowed a maximum of two (2) minutes from the prior draft selection to announce their selection.
- All draft selections are final immediately after their announcement is made.
- There shall be no trades of draft selections or current roster Players.

**Option Players**

- Any draft eligible Player whom a sibling is the member of a Senior Division team, is an Option Player
- The (step)son or (step)daughter of a Senior Division Manager is an Option Player.
- The sibling of a Player that is a member of a Senior Division Manager's team is an Option Player.
- When there are two (2) or more siblings in the draft, and the first brother or sister is drafted by a Manager, that Manager automatically has an option to draft the other brother or sister on the next turn. If the Manager does not exercise the option, the second sibling is then available to be drafted by any team.
- The League Player Agent shall notify the Senior Division Managers of all Option Players forty-eight (48) hours prior to the draft or immediately following a draft selection where an option is available.
- Managers who wish to exercise an Option Player must announce this not less than forty-eight (48) hours prior to the start of the draft.
- Option Players shall be selected during the following rounds:
    1. Sibling of current team member in round three.
    2. Sibling in the draft in consecutive rounds
    3. Son/Daughter of Senior Division Manager in rounds determined by League age.
- There are to be no pre-determined Coaches and therefore no Coaches Option Players.

**Roster Announcement**

- The Manager is required to contact each Player drafted and inform the parents of the Player's draft status.

- This notification must take place within twenty-four (24) hours of the draft.

**In Season Player Loss**

- Any Player that has an injury, illness, or family relocation that will prohibit their participation for a period greater than ten (10) days must be reported to the League President and Player Agent.
- The Player Agent will contact the parent of the Player within three (3) days of their notification to determine the expected date of the Player's return to participation.
- The Player Agent will determine if the team will be required to replace the injured Player by selecting a Player from the Junior Division or Player Agent List.
- The Player Agent shall notify the League of the Player participation condition and a special Executive Board meeting shall be called to vote on the release of the Player from the team roster.
- The Player Agent shall send a letter of release to the parents of the affected Player within two (2) days of the vote thus creating a roster opening.
- The Player Agent will then give written notification within twenty-four (24) hours to the affected team Manager that they must select a Player from the Major Division within seven (7) days.
- If the Manager fails to provide their selection to the Player Agent within the seven (7) day period, the Player Agent shall appoint a Player to fill the vacant roster spot.
- If the Junior Player refuses to move to the Senior Division, that Player shall be ineligible for the Senior Division for the remainder of that season. The Player Agent shall notify the affected team Manager and a three (3) day period will be given to select another potential roster replacement.
- No Junior Division Players shall be removed from their team roster if two (2) weeks remain in their regular season game schedule.

## 3) Participation and Substitution

- Line-up Cards and Batting Order
    1. The manager will complete a batting line-up card listing all players on the team roster. The line-up card will be the form provided by the League.
    2. Starting Players will be listed one (1) thru nine (9) in the batting order.
    3. All Players listed as eligible to play in the game must participate in the game.
    4. Substitute Players will be listed as a group with injured or absent Players. The Manager must note the injured or absent Player as such on the line-up card.
    5. All possible pitchers that might be used in the game shall be listed on the line-up card in the pitchers section and shall note the number of innings available for that particular game. Pitchers not listed are not eligible to pitch in the game.
    6. The line-up card is to be provided to the official scorekeeper as soon as possible prior to the start of the game.
    7. The Managers of each team participating in the game shall exchange line-up cards at the pre-game meeting held with the umpire at home plate.
    8. The line-ups will be reviewed by the Managers and any issues resolved prior to the first pitch of the game.

- Managers and Coaches
    1. Managers and Coaches must be listed on the official team roster in order to be allowed in the dugout during a game. A maximum of two (2) Coaches maybe listed on the team roster. The team scorekeeper must remain outside the dugout in the area provided. In the event of a Coach's absence, a League approved substitute may be used with notification of the Board Member on Duty.
    2. Any Manager that is unable to attend a game must notify the Board Member on Duty which roster Coach is in charge for that game.
    3. Only the Manager may make pitching changes and interact with the umpire.
    4. Any Manager or Coach ejected from a game will be suspended from the next game.

## 4) Specific Playing Rules for Senior Division

- California District 23 2016 Interlock Rules and Little League 2016 Baseball Rules apply to the Senior Division

## 5) Penalties

- **Warnings and Notifications**
    1. The formal rules review meeting that all Senior Division Managers are required to attend, will serve as the verbal notification. Copies of the Local League Rules and the Official Little League Playing Rules will be available and distributed.
    2. The rules acknowledgement signed by the Manager will serve as the written warning for compliance by Managers, Coaches, Players, Team Parents and parents. The team Manager is responsible for team compliance.

- **Suspension**

1. Any Manager or Coach who knowingly or willfully violates the League rules or the rules of Little League Baseball Inc., will be subject to discipline and/or immediate suspension for the remainder of the game in progress. Pending review by the Board of Directors, an additional period of suspension may be issued for the violation.
2. The Board Member on Duty shall notify the League President in writing of the violation and document the conditions and rules violated.
3. Further rules violations may cause removal of the offender from his/her position and/or possible suspension from the League.

# 2017 JUNIOR DIVISION PLAYING RULES

## 1) Skill Assessment

- Skill assessments will be held for applicant's age thirteen (13) through fourteen (14) and will be conducted in a fair and equal manner under the direction of the Player Agent, Division Coordinator and the President.
    1. All prospective applicants League age thirteen (13) through fourteen (14) who are not currently assigned to a Junior Division team must participate in scheduled assessments to be eligible for selection in the Junior Division draft.
    2. Any applicant, who does not participate in scheduled assessment sessions, shall not be eligible for the draft for the current season.
    3. An applicant, who is unable to participate in the evaluations due a confirmed illness or injury, shall attend a make-up evaluation. If the applicant is unable to participate in an evaluation, prior to the Junior Division draft, due to an extended injury, (broken limb, recent surgery, etc.), the applicant will become eligible for the draft. The applicant must appear at an assessment and be identified as the applicant listed on the assessment list. Failure to appear will make the applicant ineligible for the Junior Division.
    4. Each Manager will be supplied with a list of applicants.
    5. Applicants will be divided into League age groups and be allowed to demonstrate their ability as follows:
        - Field approximately three (3) hit balls at shortstop and throw to first base.
        - Catch thrown balls at first and second base
        - Field approximately three (3) hit balls in the outfield and throw to second base.
        - Swing the bat at approximately five (5) pitched balls (pitching machine) and run to first base on the last swing (runners may be timed for speed)
    6. No assessments will be held without forty-eight (48) hours notification to all Junior Division Managers.

## 2) Player Selection

A draft system will be employed to achieve an equitable balance of player talent.
Managers must notify the Player Agent, in writing, of all options to be exercised no later than forty-eight (48) hours prior to the draft. The Player Agent shall attempt to notify all Managers of all Players available as an option prior to the try-out sessions. Once an option has been submitted, a written request to cancel it must be received by the Player Agent no later than forty-eight (48) hours prior to the draft. Failure to do so will obligate the Manager to complete the option. In cases where two (2) or more Managers attempt to exercise the same option, the draft order will determine who will receive the option. All options will apply according to the Little League rules.

**Draft**

- Managers will draft in accordance with the “Plan B” draft system described in the current “Little League Baseball Operating Manual”.
- Each Manager that must draft the maximum eight (8) players will be allowed one bonus pick at the completion of round four (4).
- Players shall never be told the position in which they were drafted.
- The draft order shall be based a random drawing (number out of hat or rolled die)
- The League Secretary shall record each draft in order and to which team the Player was selected
- Managers will be allowed a maximum of two (2) minutes from the prior draft selection to announce their selection.
- All draft selections are final immediately after their announcement is made.

**Option Players**

- Any draft eligible Player whom a sibling is the member of a Junior Division team, is an Option Player
- The (step)son or (step)daughter of a Junior Division Manager is an Option Player.
- The sibling of a Player that is a member of a Junior Division Manager’s team is an Option Player.
- When there are two (2) or more siblings in the draft, and the first brother or sister is drafted by a Manager, that Manager automatically has an option to draft the other brother or sister on the next turn. If the Manager does not exercise the option, the second sibling is then available to be drafted by any team.
- The League Player Agent shall notify the Junior Division Managers of all Option Players forty-eight (48) hours prior to the draft or immediately following a draft selection where an option is available.
- Managers who wish to exercise an Option Player must announce this not less than forty-eight (48) hours prior to the start of the draft.
- Option Players shall be selected during the following rounds:
- Sibling of current team member in round three.
- Sibling in the draft in consecutive rounds
- Son/Daughter of Junior Division Manager in rounds determined by League age.
- There are to be no pre-determined Coaches and therefore no Coaches Option Players.

**Roster Announcement**

- The Manager is required to contact each Player drafted and inform the parents of the Player’s draft status.
- This notification must take place within twenty-four (24) hours of the draft.

**In Season Player Loss**

- Any Player that has an injury, illness, or family relocation that will prohibit their participation for a period greater than ten (10) days must be reported to the League President and Player Agent.
- The Player Agent will contact the parent of the Player within three (3) days of their notification to determine the expected date of the Player’s return to participation.

- The Player Agent will determine if the team will be required to replace the injured Player by selecting a Player from the Major Division or Player Agent List.
- The Player Agent shall notify the League of the Player participation condition and a special Executive Board meeting shall be called to vote on the release of the Player from the team roster.
- The Player Agent shall send a letter of release to the parents of the affected Player within two (2) days of the vote thus creating a roster opening.
- The Player Agent will then give written notification within twenty-four (24) hours to the affected team Manager that they must select a Player from the Major Division within seven (7) days.
- If the Manager fails to provide their selection to the Player Agent within the seven (7) day period, the Player Agent shall appoint a Player to fill the vacant roster spot.
- If the Major Player refuses to move to the Junior Division, that Player shall be ineligible for the Junior Division for the remainder of that season. The Player Agent shall notify the affected team Manager and a three (3) day period will be given to select another potential roster replacement.
- No Major Division Players shall be removed from their team roster if two (2) weeks remain in their regular season game schedule.

## 3) Participation and Substitution

**Line-up Cards and Batting Order**

- The manager will complete a batting line-up card listing all players on the team roster. The line-up card will be the form provided by the League.
- Batting Order will be a continuous batting order.
- No eligible player is allowed to remain on the bench for more than one complete inning or three consecutive defensive outs in a row.
- Substitute Players will be listed as a group with injured or absent Players. The Manager must note the injured or absent Player as such on the line-up card.
- All possible pitchers that might be used in the game shall be listed on the line-up card in the pitchers section and shall note the number of innings available for that particular game. Pitchers not listed are not eligible to pitch in the game.
- The line-up card is to be provided to the official scorekeeper as soon as possible prior to the start of the game.
- The Managers of each team participating in the game shall exchange line-up cards at the pre-game meeting held with the umpire at home plate.
- The line-ups will be reviewed by the Managers and any issues resolved prior to the first pitch of the game.

**Managers and Coaches**

- Managers and Coaches must be listed on the official team roster in order to be allowed in the dugout during a game. A maximum of two (2) Coaches maybe listed on the team roster. The team scorekeeper must remain outside the dugout in the area provided. In the event of a Coach's absence, a League approved substitute may be used with notification of the Board Member on Duty.

- Any Manager that is unable to attend a game must notify the Board Member on Duty which roster Coach is in charge for that game.
- Only the Manager may make pitching changes and interact with the umpire.
- Any Manager or Coach ejected from a game will be suspended from the next game.

**Specific Playing Rules for Junior Division**

- California District 23 2014 Interlock Rules and Little League 2014 Baseball Rules apply to the Junior Division

## 5) Penalties

**Warnings and Notifications**

- The formal rules review meeting that all Junior Division Managers are required to attend, will serve as the verbal notification. Copies of the Local League Rules and the Official Little League Playing Rules will be available and distributed.
- The rules acknowledgement signed by the Manager will serve as the written warning for compliance by Managers, Coaches, Players, Team Parents and parents. The team Manager is responsible for team compliance.

**Suspension**

- Any Manager or Coach who knowingly or willfully violates the League rules or the rules of Little League Baseball Inc., will be subject to discipline and/or immediate suspension for the remainder of the game in progress. Pending review by the Board of Directors, an additional period of suspension may be issued for the violation.
- The Board Member on Duty shall notify the League President in writing of the violation and document the conditions and rules violated.
- Further rules violations
- may cause removal of the offender from his/her position and/or possible suspension from the League.

# 2017 MAJOR DIVISION PLAYING RULES

## 1) Skill Assessment

Skill assessments will be held for applicant's age nine (9) through twelve (12) and will be conducted in a fair and equal manner under the direction of the Player Agent, Division Coordinator, and the President.

- Any applicant, who does not participate in scheduled assessment sessions, shall not be eligible for the draft for the current season.
- An applicant, who is unable to participate in the evaluations due a confirmed illness or injury, shall attend a make-up evaluation. If the applicant is unable to participate in an evaluation, prior to the Major Division draft, due to an extended injury, (broken limb, recent surgery, etc.), the applicant will become eligible for the draft. The applicant must appear at an assessment and be identified as the applicant listed on the assessment list. Failure to appear will make the applicant ineligible for the Major Division.
- Each Manager will be supplied with a list of applicants.
- Applicants will be divided into League age groups and be allowed to demonstrate their ability as follows:
    1. Field approximately three (3) hit balls at shortstop and throw to first base.
    2. Catch thrown balls at first and second base
    3. Field approximately three (3) hit balls in the outfield and throw to second base.
    4. Swing the bat at approximately five (5) pitched balls (pitching machine) and run to first base on the last swing (runners may be timed for speed)
- No assessments will be held without forty-eight (48) hours notification to all Major Division Managers.

## 2) Player Selection

A draft system will be employed to achieve an equitable balance of player talent.
Managers must notify the Player Agent, in writing, of all options to be exercised no later than forty-eight (48) hours prior to the draft. The Player Agent shall attempt to notify all Managers of all Players available as an option prior to the try-out sessions. Once an option has been submitted, a written request to cancel it must be received by the Player Agent no later than forty-eight (48) hours prior to the draft. Failure to do so will obligate the Manager to complete the option. In cases where two (2) or more Managers attempt to exercise the same option, the draft order will determine who will receive the option. All options will apply according to the Little League rules.

**Draft**

- Managers will draft in accordance with the "Plan B" draft system described in the current "Little League Baseball Operating Manual".
- The draft order shall be based a random drawing (number out of hat or rolled die)

- Each Manager that must draft the maximum eight (8) players will be allowed one bonus pick at the completion of round four (4).
- Players shall never be told the position in which they were drafted.
- The League Secretary shall record each draft in order and to which team the Player was selected
- Managers will be allowed a maximum of two (2) minutes from the prior draft selection to announce their selection.
- All draft selections are final immediately after their announcement is made.
- There shall be no trades of draft selections or current roster Players.
- All players who are league age twelve (12) must be drafted to a Major Division team. Exceptions can only be made with written approval from the District Administrator, and only if approved by the Board of Directors and the parent of the player.

**Option Players**

- Any draft eligible Player whom a sibling is the member of a Major Division team, is an Option Player
- The (step)son or (step)daughter of a Major Division Manager is an Option Player.
- The sibling of a Player that is a member of a Major Division Manager's team is an Option Player.
- When there are two (2) or more siblings in the draft, and the first brother or sister is drafted by a Manager, that Manager automatically has an option to draft the other brother or sister on the next turn. If the Manager does not exercise the option, the second sibling is then available to be drafted by any team.
- The League Player Agent shall notify the Major Division Managers of all Option Players forty-eight (48) hours prior to the draft or immediately following a draft selection where an option is available.
- Managers who wish to exercise an Option Player must announce this not less than forty-eight (48) hours prior to the start of the draft.
- Option Players shall be selected during the following rounds:
    1. Sibling of current team member in round three.
    2. Sibling in the draft in consecutive rounds
    3. Son/Daughter of Major Division Manager in rounds determined by League age.
- There are to be no pre-determined Coaches and therefore no Coaches Option Players.

**Roster Announcement**

- The Manager is required to contact each Player drafted and inform the parents of the Player's draft status.
- This notification must take place within twenty-four (24) hours of the draft.

**In Season Player Loss**

- Any Player that has an injury, illness, or family relocation that will prohibit their participation for a period greater than ten (10) days must be reported to the League President and Player Agent.
- The Player Agent will contact the parent of the Player within three (3) days of their notification to determine the expected date of the Player's return to participation.

- The Player Agent will determine if the team will be required to replace the injured Player by selecting a Player from the Triple A Division.
- The Player Agent shall notify the League of the Player participation condition and a special Executive Board meeting shall be called to vote on the release of the Player from the team roster.
- The Player Agent shall send a letter of release to the parents of the affected Player within two (2) days of the vote thus creating a roster opening.
- The Player Agent will then give written notification within twenty-four (24) hours to the affected team Manager that they must select a Player from the Triple A Division within seven (7) days.
- If the Manager fails to provide their selection to the Player Agent within the seven (7) day period, the Player Agent shall appoint a Player to fill the vacant roster spot.
- If the Triple A Player refuses to move to the Major Division, that Player shall be ineligible for the Major Division for the remainder of that season. The Player Agent shall notify the affected team Manager and a three (3) day period will be given to select another potential roster replacement.
- No Triple A Division Players shall be removed from their Triple A team roster if two (2) weeks remain in their regular season game schedule.

## 3) Participation and Substitution

**Line-up Cards and Batting Order**

- The manager will complete a batting line-up card listing all players on the team roster. The line-up card will be the form provided by the League.
- Starting Players will be listed one (1) thru nine (9) in the batting order.
- All Players listed as eligible to play in the game must participate in the game.
- Substitute Players will be listed as a group with injured or absent Players. The Manager must note the injured or absent Player as such on the line-up card.
- All possible pitchers that might be used in the game shall be listed on the line-up card in the pitchers section and shall note the number of innings available for that particular game. Pitchers not listed are not eligible to pitch in the game.
- The line-up card is to be provided to the official scorekeeper as soon as possible prior to the start of the game.
- The Managers of each team participating in the game shall exchange line-up cards at the pre-game meeting held with the umpire at home plate.
- The line-ups will be reviewed by the Managers and any issues resolved prior to the first pitch of the game.

**Substitution**

- Substitution rules will align with tournament rules (Mirrorer Substitutions).
- No substitutions may take place until the top of the third (3rd) inning.
- All substitute Players not injured or absent must be entered into the game in the top of the fourth (4th) inning.
- The starting Players removed from the game for the purpose of entering substitute Players may not be re-entered until the top of the fifth (5th) inning.

- Substitutions must be announced to the official scorekeeper prior to the first pitch of the third (3rd) inning, fifth (5th) inning etc.
- If a Player becomes injured and is not able to continue playing in the game, the umpire, official scorekeeper and the opposing Manager shall be notified immediately. The opposing Manager shall select the substitute Player to be entered into the game.
- The injured Player's replacement must bat in the position the injured Player was listed on the batting order.
- A Player removed from the game due to an injury shall not return to play within the same game.

**Managers and Coaches**

- Managers and Coaches must be listed on the official team roster in order to be allowed in the dugout during a game. A maximum of two (2) Coaches maybe listed on the team roster. The team scorekeeper must remain outside the dugout in the area provided. In the event of a Coach's absence, a League approved substitute may be used with notification of the Board Member on Duty.
- Any Manager that is unable to attend a game must notify the Board Member on Duty which roster Coach is in charge for that game.
- Only the Manager may make pitching changes and interact with the umpire.
- Any Manager or Coach ejected from a game will be suspended from the next game.

## 4) Specific Playing Rules for Major Division

**Penalties**

**Warnings and Notifications**

- The formal rules review meeting that all Major Division Managers are required to attend, will serve as the verbal notification. Copies of the Local League Rules and the Official Little League Playing Rules will be available and distributed.
- The rules acknowledgement signed by the Manager will serve as the written warning for compliance by Managers, Coaches, Players, Team Parents and parents. The team Manager is responsible for team compliance.

**Suspension**

- Any Manager or Coach who knowingly or willfully violates the League rules or the rules of Little League Baseball Inc., will be subject to discipline and/or immediate suspension for the remainder of the game in progress. Pending review by the Board of Directors, an additional period of suspension may be issued for the violation.
- The Board Member on Duty shall notify the League President in writing of the violation and document the conditions and rules violated.
- Further rules violations may cause removal of the offender from his/her position and/or possible suspension from the League.

# 2017 TRIPLE A DIVISION PLAYING RULES

## 1) Skill Assessment

Skill assessments will be held for applicant's age eight (8) through eleven (11) and will be conducted in a fair and equal manner under the direction of the Player Agent, Division Coordinator, and the President. There is the possibility of a league age 12-year-old playing AAA division when that player is deemed a safety risk.

- All prospective applicants League age eight (8) through twelve (12), who are not currently assigned to a Major Division team, must participate in scheduled assessments to be eligible for selection in the Triple A Division.
- Any eight (8) year old applicant, who does not participate in scheduled assessment sessions, shall not be eligible for the draft to the Triple A Division for the current season.
- An applicant, who is unable to participate in the evaluations due a confirmed illness or injury, shall attend a make-up evaluation. If the applicant is unable to participate in an evaluation, prior to the Triple A Division draft, due to an extended injury, (broken limb, recent surgery, etc.), the applicant will become eligible for the draft. The applicant must appear at an assessment and be identified as the applicant listed on the assessment list.
- Each Manager will be supplied with a list of applicants.
- Applicants will be divided into League age groups and be allowed to demonstrate their ability as follows:
    1. Field approximately three (3) hit balls at shortstop and throw to first base.
    2. Catch thrown balls at first and second base.
    3. Field approximately three (3) hit balls in the outfield and throw to second base.
    4. Swing the bat at approximately five (5) pitched balls (pitching machine) and run to first base after the last swing (runners may be timed for speed).
- No assessments will be held without forty-eight (48) hours notification to all Minor Division Managers.

## 2) Player Selection

A draft system will be employed to achieve an equitable balance of player talent.

**Draft**

- Managers will randomly draw names from a hat to determine the draft order.
- The first pick, and all subsequent picks, shall be an eleven (11) year old Player until all available eleven (11) year old Players have been drafted.
- The ten (10) year old Players shall be picked next until all available ten (10) year olds have been drafted.
- The nine (9) year old Players shall be picked next until all available nine (9) year olds have been drafted, then eight (8) year olds.

- The draft order shall serpentine through each round. Example: Round 1 - team one (1) picks first and team six (6) picks last. Round 2 - team six (6) picks first and team one (1) picks last. The order reverses each round. Players shall ***never*** be told the position in which they were drafted.
- The League Secretary shall record each draft in order and to which team the Player was selected.
- Managers will be allowed a maximum of two (2) minutes from the prior draft selection to announce their selection.
- All draft selections are final immediately after the announcement is made in that round.
- There shall be no trades of draft selections.
- Triple A Division Managers and League Officials may attend the draft. Managers are not allowed to seek help from any person in attendance, regarding which Player to select.
- The Player Agent shall announce which Players have been selected during the Major Division draft prior to the start of the Triple A Division draft.

**Option Players**

- Any draft eligible Player whom a sibling is the member of a Triple A Division team, is an Option Player.
- The (step)son or (step)daughter of a Triple A Division Manager is an Option Player.
- When there are two (2) or more siblings in the draft and the first brother or sister is drafted by a Manager, that Manager automatically has an option to draft the other brother or sister on the next turn. If the Manager does not exercise the option, the second sibling is then available to be drafted by any team.
- The League Player Agent shall notify the Triple A Division Managers of all Option Players prior to the draft or immediately following a draft selection where an option is available.
- Managers who wish to exercise an Option Player must announce this when they select an Option Player.
- Option Players shall be selected during the following rounds:
    1. Sibling of current team member in round three.
    2. Sibling in the draft in consecutive rounds.
    3. Son/Daughter of Minor Division Manager with the first pick of the age group.
- There are to be no pre-determined Coaches and therefore no Coaches Option Players.

**Roster Announcement**

- The Manager is required to contact each Player drafted and inform the parents of the Player's draft status.
- This notification must take place within twenty-four (24) hours of the draft.
- If the Manager is unable to reach the Players' parents, the Manager must report this to the Player Agent.
- The Player Agent will then attempt to contact the parents.
- The Player Agent shall report the Player as unavailable to the Board of Directors so the Player may be released. The Player will be replaced using the replacement policy below.

**In Season Player Loss**

- Any Player that has an injury, illness, or family relocation that will prohibit their participation for a period greater than ten (10) days must be reported to the League President and Player Agent.
- The Player Agent will contact the parent of the Player within three (3) days of their notification to determine the expected date of the Player's return to participation.
- The Player Agent will determine if the team will be required to replace the injured Player by selecting a nine (9) year old Player from the Double A Division.
- The Player Agent shall notify the League of the Player participation condition and a special Executive Board meeting shall be called to vote on the release of the Player from the team roster.
- The Player Agent shall send a letter of release to the parents of the affected Player within two (2) days of the vote thus creating a roster opening.
- The Player Agent will then give written notification within twenty-four (24) hours to the affected team Manager that they must select a nine (9) year old Player from the Double A Division within seven (7) days.
- If the Manager fails to provide their selection to the Player Agent within the seven (7) day period, the Player Agent shall appoint a Player to fill the vacant roster spot.
- If the Double A Player refuses to move to the Triple A Division, that Player shall be ineligible for the Triple A Division for the remainder of that season. The Player Agent shall notify the affected team Manager and a three (3) day period will be given to select another potential roster replacement.
- No Double A Division Players shall be removed from their team roster if two (2) weeks remain in their regular season game schedule.
- Triple A Division players may be called up to the Major Division to replace an injured or released player. If the Triple A Player refuses to move to the Major Division, that Player shall be ineligible for the Major Division for the remainder of that season. Additionally, the player will be removed from his/her current team to fill the opening left by the next player that has accepted the move up to the Major Division.

## 3) Participation and Substitution

**Line-up Cards and Batting Order**

- The Manager will complete a batting line-up card listing all Players on the team roster. The line-up card will be the form provided by the League.
- All team Players will be listed in the batting order unless listed as absent or injured.
- All Players listed as eligible to play in the game must participate in the game.
- The Manager must note the injured or absent Player, separately, as such on the line-up card.
- All possible pitchers that might be used in the game shall be listed on the line-up card in the pitchers section.
- Pitchers not listed are not eligible to pitch in the game.
- The line-up card is to be provided to both scorekeepers as soon as possible prior to the start of the game.

- The home team shall be the official scorekeeper. It is recommended that both teams keep score in order to better resolve rules violations.
- The Managers of each team participating in the game shall exchange one copy of the line-up cards at the pre-game meeting held with the umpire at home plate.
- The line-ups will be reviewed by the Managers and any issues resolved prior to the first pitch of the game.
- The home team scorekeeper must retrieve the League official scorebook from the snack bar and use it at the game for the official record.
- The official scorebook must be signed by both Managers and returned to the snack bar by the home team Manager at the conclusion of the game. At no time is the official scorebook to be taken home or given to anyone other than the Official Scorekeeper.
- When the official scorebook is returned with the pitching record incomplete, an assumption will be made that the pitchers listed on the line-up have pitched the maximum number of pitches allowed for their age group and are subject to the rest rules.
- No team shall play with less than eight (8) Players.

**Substitution**

- All Players not injured or absent must be entered into the game.
- No Player, unless injured, is to be "sat out" defensively more than one inning consecutively. Exception given for Players "sat out" for disciplinary reasons with **prior** Board Member on Duty approval.
- Substitutions must be announced to the Official Scorekeeper prior to the first pitch of the inning.
- If a Player becomes injured and is not able to continue playing in the game, the umpire, Official Scorekeeper and the opposing Manager shall be notified immediately.
- All Players shall bat as listed on the line-up every turn throughout the game unless injured.
- The injured Player's turn at bat shall be skipped. At no time shall there be a substitute batter.
- No out will be recorded for an injured Player's at bat.
- Any Player that leaves the game in progress will record an out the first time he/she is due to bat.

**Managers and Coaches**

- Managers and Coaches must be listed on the official team roster in order to be allowed in the dugout during a game. A maximum of two (2) Coaches may be listed on the team roster. The team scorekeeper must remain outside the dugout; on the Triple A field, behind the home plate fence; on the Major Field, in the scorekeeper's box. In the event of a Coach's absence, a League approved substitute may be used with notification of the Board Member on Duty.
- Any Manager that is unable to attend a game must notify the Board Member on Duty which rostered Coach is in charge for that game.
- Only the Manager may make pitching changes and interact with the umpire.
- Any Manager or Coach ejected from a game will be suspended from the next game.

## 4) Specific Playing Rules for Triple A Division

The official Little League playing rules are to be followed.

- Warm-up pitches are limited to eight (8) per inning.
- The Manager may make two (2) trips to the mound in one inning; on the third (3rd) trip the pitcher must be removed. The Manager may make four (4) trips to the mound in a game to visit the same pitcher; on the fourth (4th) trip, the pitcher must be removed.
- The Board Member on Duty and the umpires shall closely monitor the game to ensure that there are no attempts to intentionally delay the game.
- No team may score more than five (5) runs in an inning.
- The five (5) run per inning rule is waived in the 6th inning. Whenever possible, the umpire or Board Member on Duty should advise the Managers when it appears obvious that the 4th or 5th inning will be the last of the game. When this advisement is made, the five (5) run per inning rule is waived. However, a game can be concluded without this advisement ever occurring.
- Base stealing is permitted; however, there is no leading off.
- Pitchers may be warmed up by Players wearing a helmet and face mask only. No Coaches, parents, or Managers may warm-up players. This includes games and practices.
- At no time shall a Player bat without an approved batting helmet. This includes practice, batting cages, soft toss and any other time a Player may swing a bat.
- A pitcher that hits two (2) batters in any one inning or three (3) batters with a pitched ball in any single game must be immediately removed from the pitcher's position by the team manager.
- Free substitutions except for the pitcher.
- A Player who has attained the league age of twelve (12) is not eligible to pitch in the Minor Division.
- Adults must Coach first base but may be accompanied by a Player wearing a batting helmet.
- Protests are not permitted in the Triple A Division. If the Board determines a rule violation has affected the outcome of a game, the game may be replayed.

## 5) Penalties

**Warnings and Notifications**

- The formal rules review meeting, that all Triple A Division Managers are required to attended, will serve as the verbal notification. Copies of the Local League Rules and the Official Little League Playing Rules will be available and distributed.
- The rules acknowledgement signed by the Manager will serve as the written warning for compliance by Managers, Coaches, Players, Team Parents and parents. The team Manager is responsible for team compliance.

**Suspension**

- Any Manager or Coach who knowingly or willfully violates the League rules or the rules of Little League Baseball, Inc., will be subject to discipline and/or immediate suspension for the remainder of the game in progress. Pending review by the Board of Directors, an additional period of suspension may be issued for the violation.
- The Board Member on Duty shall notify the League President in writing of the violation and document the conditions and rules violated.
- Further rules violations may cause removal of the offender from his/her position and/or possible suspension from the League.

**Playoffs & League Champion**

- Regular season Rules and Regulations will apply to the division championship.
- No new inning after 2 hours.

# 2017 DOUBLE A DIVISION PLAYING RULES

## 1) Player Selection

- Players will be assigned to teams by a random distribution after Manager and brother/sister options have been exercised.
- Team names will be randomly drawn by the Player Agent/President/VP to determine the order of distribution.
- Team rosters shall not exceed fourteen (14) Players.
- The Manager is required to contact each Player assigned and inform the parents of the Player's assignment. This notification must take place within forty-eight (48) hours of assignment.
- If the Manager is unable to reach the Player's parents, the Manager must report this to the Player Agent. The Player Agent will then attempt to contact the parents.

## 2) General Game Rules

- No Protests are allowed in this division.
- A six (6) inning or two (2) hour drop dead time limit will be observed.
- All eligible players must participate, exceptions for injury and/or approved disciplinary action, see Manager and Coaches Section.
- No team shall play with less than nine (9) Players without approval from the Board Member on Duty.
- Each team shall field ten (10) players when possible, with the one (1) additional outfielders positioned at least fifteen (15) feet beyond the baseline.
- All pitching rules and restrictions must be adhered to, see pitching section.
- No base on balls (walks) allowed, see coach pitch section.
- A five (5) run per half inning restriction is applied until otherwise specified; see Official Little League Playing Rules Section.
- No infield fly rule
- Bunting is allowed
- No leading off and/or stealing bases, see base running
- All safety equipment must be worn as specified by Little League rules including belts if the pants have belt loops, a hard or soft cup for all male players (catchers must wear protective cup), etc.
- A pitcher that hits two (2) batters in any one inning or three (3) batters with a pitched ball in any single game must be immediately removed from the pitcher's position by the team manager.
- During games, each player must wear the uniform (i.e. Hat, shirt, and pants) provided by the League for the season. Other than size alterations, the uniform provided by the League shall not be modified in any way. Decisions regarding colored sleeves, socks, team jackets and belts are at the discretion of the team manager.
- In a continuation game, an absent player from the original game, cannot start at the beginning of the make up game

## 3) Participation and Substitution

**Line-up Cards/Batting Order and Scorekeeping**

- The Manager will complete a batting line-up card listing all Players on the team roster. The line-up card will be provided by the League and managers shall include the following information:
    1. All rostered players listed in the preferred batting order with noted absent or injured players.
    2. There will be no changes to the batting order during a game (except for adding late arrivals to bottom of the order)
    3. All eligible Pitchers must be shown on the line-up card. Pitchers not listed are not eligible to pitch in the game.
    4. Line-up cards shall be given to the opposing Manager and official scorekeeper as soon as possible prior to the start of the game.
    5. Line-ups should be reviewed by the Managers and any issues resolved prior to the first pitch of the game.
- The home team shall be the official scorekeeper. It is recommended that both teams keep score in order to better resolve disputes
- The official scorekeepers shall use the Double A Division scorecard to document: 1) the innings, 2) the names of pitchers and 3) number of pitches by each pitcher. At the conclusion of the game, both Managers must sign the scorecard. The home team Manager is responsible for submitting the form immediately following the game. Using the 2-hole punch provided in the Snack Bar, the scorecard will be placed on the Double A Division clipboard, also located within the Snack Bar.

**NOTE:** Little League pitching rules exist for various reasons, mostly in part to protect a Player's arm from injury due to overexertion. Therefore the importance of documenting pitching information cannot be overemphasized. It is imperative that the scorecard be accurate and completed promptly. Any Manager who fails to complete the scorecard or returns it incomplete or inaccurate will be subject to disciplinary action by the Board of Directors.
Additionally, each home team Player who pitched during a game involving an inaccurate scorecard will be assumed to have pitched at least seventy-five (75) pitches.

**Substitution**

- All Players in attendance must be entered into the game, exceptions for injuries and/or approved disciplinary action, see Manager and Coaches section.
- No Player is to be "sat out" defensively more than one inning consecutively. Exceptions: Injuries or disciplinary reasons with prior Board Member on Duty approval. Once permission is received, the Manager must notify the umpire and the opposing Manager.
- Any player withheld from the defensive portion of an inning must be positioned defensively for the entire next inning unless injured.
- Free substitutions are allowed with the exception of the pitcher. It is the responsibility of the Manager to inform the official scorekeeper of all pitching changes.

- If a Player becomes injured and is not able to continue playing in the game, the umpire, Official Scorekeeper and the opposing Manager shall be notified immediately.
- All Players shall bat as listed on the line-up every turn throughout the game unless injured.
- The injured Player's turn at bat shall be skipped. At no time shall there be a substitute batter.
- No out will be recorded for an injured Player's at bat.
- Any Player that leaves the game in progress will record an out the first time he/she is due to bat.

## 4) Managers and Coaches

- In accordance with The Official Little League Regulations and Local League Policies, the actions and conduct of players, managers, coaches and other League Officials must be above reproach. Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct includes, but is not limited to, throwing bats, helmets and equipment, using profane language or gestures, and making degrading personal comments. Unsportsmanlike conduct can be the basis for immediate ejection from a game by the On-Duty Board Member.
- One (1) or more adults must be available as a Manager or Coach at all practices and games. The Manager or Coach must always be present in the "dugout" to supervise the Players.
- Only the Manager, Coaches and Players are allowed to remain in the "dugout".
- A manager may keep a player completely out of a game or remove a player during a game for disciplinary reasons only with the prior permission of the Board Member on Duty (reference Manager Guidelines). Once permission is received, the manager must notify the Umpire and the opposing Manager.
- Adult base Coaches are permitted on both bases. Players are permitted to coach only at first base with an adult coach. Player coaches must wear batting helmets. Managers may be on the field of play to provide instructions to their players in their defensive half of an inning. A maximum of two (2) coaches may be on the field but must remain in the grass area of the outfield no closer than where it comes into contact with the dirt edge of the infield.

## 5) Specific Playing Rules for Double A Division

**Field Preparation & Pre-Game Requirements**

- At no time will any Player be instructed to arrive at the ballpark, or any other location, more than one (1) hour prior to the scheduled starting time of a game.
- Pre-game warm-ups may include activities such as playing catch, stretching, ground ball/fly ball drills and soft toss batting drills. Live batting practice, defined as having a batter attempting to hit or bunt a pitched ball delivered by any Player, Manager, Coach, other adult or pitching machine, is strictly prohibited during pre-game warm-ups. Any Manager or Coach who violates this section is subject to penalties, see penalties section.

- Both teams of each game shall be responsible for the preparation of the playing field before the scheduled starting time. Both teams shall be responsible for chalking (painting), watering, and dragging the infield. Each team is equally responsible for obtaining all necessary playing equipment such as bases, additional batting helmets, and the portable pitchers plate (rubber).

**Playing Time Restrictions**

- In accordance with sections VII (h) and X(c) of the Official Little League Playing Rules, League policy imposes a two (2) hour drop dead playing time limit or six (6) inning restriction, whichever comes first for this division. This rule shall be enforced during both regular season and division championship formats.
- There shall be one-half (1/2) hour scheduled between games for field preparation and team warm-up.
- The scheduled game time is the official start time, unless amended by the Board Member on Duty.
- Intentional game delays will be closely monitored by the Board Member on Duty and the umpire(s).
- The Official Little League Playing Rules are to be followed.
    1. Warm-up pitches between innings are limited to five (5) or less per inning.
    2. Batters must be ready to go when it's their turn at the plate.
    3. Each defensive player takes the field immediately when the offensive side is retired.
    4. No team may score more than five (5) runs in an inning, unless advised of rule waiver.
    5. Pitcher eligibility rules as listed in the Little League Baseball Operational Manual, section VI shall apply, see Pitching Section.
    6. Pitcher warm-ups must be done utilizing another Player in full catcher's gear. Non Players (i.e. Parents and/or Coaches) are not allowed to warm-up pitchers on or off the field.

## 6) Coach Pitch

- Only team assigned managers and coaches are permitted to throw coach pitches during games.
- Coaches must remain in the pitchers circle and shall not interfere with the field of play or an automatic out will be charged to the batter.
- Upon ball four (4), the batter will be thrown a maximum of five (5) pitches from the coach. The number of strikes on the batter will remain and the umpire will call balls and strikes on the next five (5) pitches. The batter will continue batting until a third strike occurs, the ball is hit into play, or the batter is put out. If after five (5) pitches none of the above occurs the batter shall be ruled out.
- Foul balls on two (2) strikes do not count towards the five (5) total coach pitches.

- Bunting or half swings are not allowed on pitches delivered by the coach. All such attempts shall be called strikes by the umpire.
- Batter/Base runners may advance a maximum of two (2) bases on a ball pitched by a coach with liability of being put out. Once the batter reaches second base the play is dead. Runners who over run their maximum base will be allowed to return to the proper base without liability of being put out.
- During a coach pitch, the player pitcher, must remain completely inside the pitcher's circle until the ball is hit when the coach is pitching. The catcher must wear full catcher's gear and remain behind home plate to receive coach pitch.
- A pitcher that hits two (2) batters in any one inning or three (3) batters with a pitched ball in any single game must be immediately removed from the pitcher's position by the team manager.

## 7) Batting and Base Running

- All players on the line-up card shall bat in the order listed, see line-up card section.
- There is no base-on-balls (Walks) in the AA Division, see Single A Section.
- A batter that throws the bat after striking the ball shall be issued a warning on the first offense and be called out upon any subsequent offenses.
- A base runner is awarded one base on an overthrow to first or third base when the ball goes out of play (beyond the fence line).
- The infield fly rule shall not be imposed.
- Sliding rules are in place for safety reasons.
- No head first sliding while advancing bases is allowed or the player will be called out.
- There will be no base stealing or leading off. All runners must remain in contact with the base until the ball is hit. After the ball has been hit, runners may advance at their own risk until the ball has been returned to the pitching circle. At that point the ball is "dead" and the base runners may advance no further. A runner, who has reached the halfway point between the bases, has the option of continuing forward to the next base or back to the previous base. (The umpire will make the determination of whether the runner has reached the halfway point). The runner is in jeopardy of being put out in either case. If a play is made on the runner the ball is back in play and the runners may continue until the ball is again ruled dead by being in the pitcher's circle. This rule does not apply on a Coach pitched ball.
- While legitimate doubles, triples and home runs are encouraged, managers and coaches are discouraged from instructing their base runners to take advantage of the limited fielding skills of the defense. This does not promote the good base running skills that are required when the players move up to more advance levels of play.

## 8) Penalties

- Any violations to the rules & policies set forth by The Little League Organization or Local League Playing Regulations will result in disciplinary action, especially violations regarding but not limited to, practices and events, mis-conduct, eligible player participation, failure to comply with pitching regulations, etc.
- Generally speaking the following penalties will be assessed depending on the severity of the offense being violated:
    1. First Violation – Written Reprimand
    2. Second Violation – Suspension (duration determined by Board)
    3. Third Violation – Cancellation of league membership/removal from the team

**NOTE:** Immediate dismissal may be warranted depending on the circumstances subject to review from the League Board.

- Any Manager failing to play an eligible Player for the entire game will be suspended for two (2) consecutive games. Managers shall not appear at the ballpark while under suspension. A second violation in which a Manager fails to play a Player will result in removal from the team.
- Any Manager failing to comply with the current Little League regulations on pitcher eligibility will receive a written letter of warning upon the first violation. A second violation will result in the Manager's suspension for two (2) consecutive games. Managers shall not appear at the ballpark for either game. A third violation of pitcher eligibility rules will result in the dismissal of the Manager.

**Playoffs & League Champion**

- Regular season Rules and Regulations will apply to the division championship.
- No New Inning after 2 hours.

# 2017 SINGLE A DIVISION PLAYING RULES

## 1) Team Formation

- Players will be assigned to teams by a random distribution after manager/coach and brother/sister options have been exercised.
- Team names will be randomly drawn by the Player Agent to determine the order of distribution.
- Single A eligibility is limited to six (6) year-olds and seven (7) year olds only. However, only those six (6) year-olds who played Little League T-Ball the previous year as a five (5) year-old are eligible for Single a.
- Team rosters shall not exceed fifteen (15) players.

## 2) Specific Playing Rules for Single A Division

The Single A program is designed so that our youngest players can practice and develop basic skills. With this in mind, the program is intended to be purely instructional, with competition taking a back seat to fun! Along the way, it is inevitable that the average youngster will learn the fundamentals of batting, throwing, fielding and running. For most players and their parents, the Single A program is an early and youthful experience with organized sports. It is imperative that this contact be an enjoyable one!

The following playing rules are designed to maximize the opportunity for each ball player to learn and practice the fundamentals of baseball.

## 3) General Rules and Safety

- The Single A program is established for eligible six (6) and seven (7) year olds only.
- At no time will a score be kept.
- All male players must wear an athletic supporter with either a hard or soft cup.
- All players present for a game must be listed on the line-up.
- The infield fly rule shall not be called.
- No protests are permitted.
- Adult first base and third base coach are permitted while a team is up to bat.
- The defensive manager or coach shall act as the umpire. Batters and runners called out shall return to the “dugout”. If in doubt, the decision should go to the runner.
- A maximum of 2 Coaches, or a Manager and a Coach, are permitted to remain in the **outfield only** for instructional purposes while a team is on defense.
- Flexiball safety type baseballs must be used by players during all warm-ups, practices, and games.

**The League shall provide a playing schedule.**

- During games, each player must wear the uniform (i.e. hat, shirt. And pants) provided by the League for the season. Other than size alterations, the uniform provided by the League shall not be modified in any way. Decisions regarding colored sleeves, socks, team jackets and belts are at the discretion of the manager.

## 4) Fielding Positions

- Each team shall field their entire roster. One player shall be assigned to each position (first, second, shortstop, third and pitcher).
- Managers and coaches must insure that their infielders do not position themselves on the baselines.
- All remaining players shall be placed in the outfield. All outfielders shall be positioned at least (20) feet behind the infielders until the ball is hit.
- **Each team is required to field a new group of infielders each inning.** Provided that there are at least twelve (12) players present, six (6) players who were in the outfield the previous inning shall be positioned in the infield. This rotation will continue throughout the game to ensure that all players get an opportunity to play in the infield. It is acknowledged that, when more than twelve (12) players are present, it will take 3 innings to give every player a turn in the infield. No player will be assigned to an infield position a second time until **all** players have had their turn.
- The player positioned as pitcher must remain inside the pitcher's circle (approximately 10 feet in diameter) until the ball is hit. The catcher must remain behind home plate until the ball is hit and must wear full catching gear.

## 5) Base Running

- All runners must remain in contact with the base until the ball is hit. After the ball is hit, runners may advance at their own risk until the ball has been returned to the pitching circle. At that point the ball is "dead" and the base runners may advance no further.
- While legitimate doubles, triples and home runs are encouraged, managers and coaches are discouraged from instructing their base runners to take advantage of the limited fielding skills of the defense. This does not promote the good base running skills that are required when the players move up to more advance levels of play.
- A runner who has not reached the halfway point between bases when the ball is thrown to, and reaches, the pitcher shall return to the last base achieved without risk of being put out.
- A base runner is awarded one base on an overthrow at first or third base when the ball goes out of play.

## 6) Batting

- All Players in attendance shall bat ***EVERY*** inning.
- There are no “on deck” batters. All players not batting are to remain behind the safety screens and sitting on the bench until called to the plate by the manager or coach.
- Managers and coaches may pitch underhand or overhand, depending on the ability of the player at bat. A player will get a maximum of 3 pitches. After 3 pitches, if the ball is not hit fair, the player will be allowed 3 swings off the tee. When the ball is hit from the tee, the batter will be limited to a double.
- Bunts are not permitted, and batters shall not take half swings or attempt a swinging bunt.
- An arc of 15 feet from home plate shall be marked from first base line to the third base line. Any batted ball that comes to a rest without reaching this line is a foul ball. A ball coming to rest on the lines of the arc is a fair ball.
- The three out rule is waived. Instead, the half inning is complete when each player on the team has had a turn at bat, regardless of the number of outs. It is permissible for a Manager to vary the batting order each inning to avoid having the same player batting last. When the last batter steps up to the plate, the Manager or Coach shall call out “last batter”. After hitting the ball, the last batter of the half inning may run the bases until an out is made on any runner or the ball is returned to the pitcher’s circle.
- No player shall bat more than once per inning.
- A batter that throws the bat after striking the ball shall be issued a warning on the first offense and then be called out upon any subsequent offenses.

# 2017 TEE BALL DIVISION PLAYING RULES

## 1) Team Formation

- Players will be assigned to teams by a random distribution, after manager/coach and brother/sister options have been exercised.
- Team names will be randomly drawn by the Player Agent to determine the order of distribution.
- Team rosters shall not exceed fifteen (15) players.

## 2) Specific Playing Rules for Tee Ball Division

The Tee Ball program is designed so that our youngest players can practice and develop basic skills. With this in mind, the program is intended to be purely instructional, with competition taking a back seat to fun! Along the way, it is inevitable that the average youngster will learn the fundamentals of batting, throwing, fielding and running. For most players and their parents, the Tee Ball program is their first experience with organized sports. It is imperative that the initial contact be an enjoyable one!

The following playing rules are designed to maximize the opportunity for each ball player to learn and practice the fundamentals of baseball.

## 3) General Rules and Safety

- At no time will a score be kept.
- All male players must wear an athletic supporter with either a hard or soft cup.
- The defensive manager or coach shall act as the umpire. Batters and runners called out shall return to the “dugout”. If in doubt, the decision should go to the runner.
- An adult first base and third base coach is permitted while a team is up to bat. On defense, there will be a maximum of three adults (parents or coaches) allowed on the playing field to advise the players, one in the infield and two in the outfield.
- The infield fly rule shall not be called.
- The three out rule is waived.
- No protests are permitted in Tee Ball.
- No game is to begin without the protective screens in place on the field.
- One or more adults must be available as a manager or coach at all practices and games. The manager, coach, or team mom must always be present in the “dugout” to supervise players.
- If a player temporarily leaves the game due to injury, he/she may return to play at any time. No automatic out will be recorded when a player is unable to return to play in time for his/her turn at bat.
- Flexiball safety type baseballs must be used by players during all warm-ups, practices, and games.

## 4) Fielding Positions

- Each team shall field their entire roster. One player shall be assigned to each infield position; first, second, shortstop, third and pitcher. No **"extra"** players shall be positioned inside the 20 foot line for outfielders. The catcher's position will not be utilized due to safety reasons. Managers and coaches must insure that their infielders do not position themselves on the baselines.
- All remaining players shall be placed in the outfield. All outfielders shall be positioned at least 20 feet behind the infielders as delineated by the arc line.
- Each team is required to field a new group of infielders each inning. In the case that nine players are in attendance then the manager must rotate the other 3 players. No player will be assigned to an infield position a second time until **all** players have had their turn.
- The player positioned as pitcher must remain inside the pitcher's circle until the ball is hit.
- Fielders must not attempt to interfere with a base runner when not attempting to "put out" a runner.

## 5) Base Running

- All runners must remain in contact with the base until the ball is hit. After the ball is hit, runners may advance at their own risk until the ball has been returned to the pitching circle. At that point the ball is "dead" and the base runners may advance no further.
- Runners shall not advance on an error on a ball thrown to the pitcher.
- Managers and coaches are discouraged from instructing their base runners to take advantage of the limited fielding skills of the defense.
- A runner who has not reached the halfway point between bases when the ball is thrown to, and reaches, the pitcher shall return to the last base achieved without jeopardy of being put out.
- A base runner is awarded one base on an overthrow at first or third base when the ball goes out of play.

## 6) Batting

- All players in attendance shall bat ***EVERY*** inning.
- There are no "on deck batters". All players not batting are to remain behind the safety screens sitting on the bench until called to the plate by the Manager or coach.
- The manager or coach of the team at bat shall place the ball on the tee when he is confident that all participants are ready for action. He will call out batter up prior to placing the ball on the tee.
- When the last batter of the inning steps up to the plate, the manager or coach shall call out "last batter". After hitting the ball, this last batter of the half inning may run the bases until an out is made or he reaches home plate.
- No player shall bat more than once per inning.

- There is NO pitching in Tee Ball. The ball is hit off a batting tee, placed on home plate.
- There are no strikeouts.
- An arc of 15 feet from home plate shall be marked from the first base line to the third base line. Any batted ball that comes to rest without reaching this line is a foul ball. A ball coming to rest on the lines of the arc is a fair ball.
- The bat must strike the ball in order for the ball to be playable. If, in the manager or coach's opinion, the tee was struck and not the ball, a foul ball should be called. Bunting and half swings are not permitted.
- A batter that throws the bat after striking the ball shall be issued a warning on the first offense and then be called out upon any subsequent offenses.

# 2017 DIVISION CHAMPIONSHIP FORMAT

**1) JUNIOR DIVISION**

The Junior Division participates in the District 23 Junior Division Interlock. If played, a Division championship format will be determined by the District Administrator and/or staff. This may include an interdivision interlock championship or a champion based on best overall record within the interlock.

**2) MAJOR DIVISION**

The Major Division Championship will be based on the win/loss record of regular season league play. All teams shall qualify to participate in the Division Championship. The Division Championship criteria are as follows:

- All teams will compete in the Division Championship, three rounds, best two out of three.
- The Championship game will be played by the highest and lowest seed winner of the first round. This will be a best two (2) out of three (3) round and the winner of this round will be declared the Division Champion. The winner of the Division Championship will represent Chino American Little at the District Tournament of Champions (T.O.C.)

**3) TRIPLE A DIVISION**

The Triple A Division Championship will be a seeded by their game schedule to be followed by a single elimination tournament.

- ALL Triple A Teams will go to the Playoffs
- Playoffs will be a Tournament with a 1 Game Elimination.

**4) DOUBLE A DIVISION**

The DOUBLE A Division Championship will use a pool play qualifier their seed position to be followed by a double elimination tournament.

- ALL Double A Teams will go to the Playoffs
- Playoffs will be a Tournament with a 2 Game Elimination.

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**5) SCHEDULES**

Division Championship schedules will be prepared by the Board of Directors. Championship rounds will commence immediately following regular season play. Regular season Little League Baseball Rules and Regulations and Local Playing Rules will apply to the Division Championships. Exception Minor & Pee Wee Division

There will be no ties in the playoffs & the two (2) Hour Time Limit, will change to no new inning after two (2) Hours.

# 2017 ALL STAR SELECTION FORMAT

**1) All-Star Selection Process**

- The framework and guidelines for Tournament Play as established by Little League Baseball, Inc., and detailed annually in "Tournament Regulations", shall be followed by Chino American Little League.
- The All-Star Committee, consisting of the League President, Vice President, the Player Agent, and the League Secretary, will be responsible for the All-Star team selection.
- The All-Star selections by the League President, Vice President, Secretary, Player Agent and the All-Star Managers will be determined with consideration to proper attitude and sportsmanship of eligible players.
- Chino American Little League will form one (1) Junior and three (3) Major Division Tournament teams. Each Major Division team will be composed of players that are the same league age. Major Division All Star teams will consist of league age twelve (12), eleven (11), ten (10), nine (9) year old players. Junior/Senior All Star Teams will be combination age teams selected from their divisions.
- Eligible players, who meet the requirements of the tournament regulations and who have played in at least sixty percent (60%) of his/her Division team's Regular Season games, shall be eligible for All-Star selection. All Division players that qualify will be eligible for selection.
- It is not required that players be selected by position. The All-Star Manager shall determine a player's position.
- A ballot listing all eligible players will be prepared by the Player Agent.
- Junior/Senior Division Players will vote for five players for the All Star Team.
- Major Division players will select five players for each All Star Team. All twelve (12) year olds will vote for five (5) players in each eligible age group (12, 11, and 10). Eleven (11) year olds will vote for five (5) players in the eleven (11) year old group and five (5) players in the ten (10) year old group. Ten (10) year-olds will vote for five (5) players in the ten (10) year old age group.
- Voting players may not vote for players on their own team. The League President, Secretary and Player Agent shall count the ballots. The five (5) players receiving the most votes in each age group for Majors, or overall for Juniors/Seniors, will be placed on the respective All-Star teams.
- If a tie occurs during the player vote, the fifth player will be selected by the Division Managers.
- The Division Managers will then select the next five (5) All-Star players in the following manner: (this process applies individually to all teams)
    1. Each Manager will nominate two (2) players from his/her team. Any additional nominees must be approved by the All-Star Committee before their name is placed on the ballot.
    2. Manager(s) may nominate other eligible players, not from his/her team, for consideration on the All-Star ballot. A maximum of three (3) eligible players may be added to the ballot.



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3. A ballot listing all of the nominated players will be prepared by the Player Agent. Each Manager shall vote for five (5) players, excluding his/her own team members.
4. The League President, Secretary and Player Agent shall count the ballots. The five (5) players receiving the most votes will be added to the All-Star team.
5. If a tie occurs during the player vote, the fifth player will be selected by the All Star Manager. This player must be chosen from the players that tied in the Major Managers vote.
6. Major Managers may, with the approval of the All Star Committee, nominate eligible ten (10) & nine (9) old players from the Triple A Division for All Star selection.

- The Team All-Star Manager will then select the final three (3) players for the All-Star team. These players must be selected from the list of players that were nominated by the Major Managers.
- No substitute players will be selected. The Team All-Star Manager will select any player replacements according to Little League Tournament Regulations.
- The All-Star voting shall occur prior to the end of the Regular Season and shall be directly supervised by the Player Agent or League President.
- The selection of the managers of the All-Star teams shall be the decision of the Board of Directors and have final approval by the President of the League. Approval will be subject to the consideration of proper attitude, sportsmanship, All Star experience, and ability to interpret and apply the rules of Little League Baseball.
- The Team All-Star Manager shall select Coaches and a Scorekeeper, subject to the approval of the Board of Directors.
- The League Secretary shall record the All-Star selections and include them in the League's minutes.
- The Player Agent shall prepare the All-Star tournament affidavit(s), obtain the certified copies of birth certificates from the parents of the selected players, and secure the accreditation of the All-Star team through the District Administrator.
- Equipment for the All-Star teams will be issued by the Equipment Manager and be the responsibility of the All-Star Manager.
- Due to the sensitive nature of the All-Star selection, only the President, Vice President, Player Agent, League Secretary and Managers are allowed at the selection meeting. **Coaches are not allowed to attend.** Anyone who is found to have violated the confidentiality and trust of the selection process is subject to discipline, including termination of League membership.

# 2017 PLAYER DIVISIONS

**T BALL DIVISION - FOUR (4) AND FIVE (5)**

Non-competitive league for four (4) and five (5) year olds. No more than three (3) events per week (games and practices) 1 ½ hour time limit. Two games will be scheduled per week once the season has started. Registration includes hat, shirt, pants, pictures and medal .

**SINGLE A DIVISION- SIX (6) & SEVEN (7)**

Non-competitive league for six (6) and seven (7) year olds. No more than three (3) events per week (games and practices) 1 ½ hour time limit. Two games will be scheduled per week once the season has started. Registration includes hat, shirt, pants, sox, belt, pictures and medal .

**DOUBLE A DIVISION – AGES SIX (6), SEVEN (7) AND EIGHT (8)**

Non-competitive league for seven (7) and eight (8) year olds. No more than three (3) events per week (games and practices) 1½ hour time limit, two (2) hours for games. Two games will be scheduled per week once the season has started. All teams qualify for post-season playoffs. Registration includes hat, shirt, pants, sox, belts, pictures and trophy or medal.

**TRIPLE A – AGES EIGHT (8) – ELEVEN (11)**

Competitive league for nine (9) through eleven (11) year olds. No more than four (4) events per week (games and practices) two (2) hour time limit, two (2) hours for games. Two games will be scheduled per week once the season has started. All teams qualify for post-season playoffs. Registration includes hat, shirt, pants, sox, belt, picture & trophy or medal.

**MAJOR DIVISION – AGES TEN (10) – TWELVE (12)**

Competitive league for ten (10) through twelve (12) year olds. No more than four (4) events per week (games and practices) two (2) hour time limit, two (2) hours for games. Two games will be scheduled per week once the season has started. All teams qualify for post-season playoffs. Registration includes hat, shirt, pants, sox, belt, pictures & trophy or medal.

**JUNIOR DIVISION – AGES THIRTEEN (13) AND FOURTEEN (14)**

Competitive league for thirteen (13) and fourteen (14) year olds. No more than four (4) events per week (games and practices) two (2) hour time limit, two (2) hours for games. High school dimension fields and advanced playing rules. Two games will be scheduled per week once the season has started. Registration includes hat, shirt, pants, socks, belt, pictures & trophy or medal.

**SENIOR DIVISION – AGES FIFTEEN (15) AND SIXTEEN (16)**

Competitive league for fifteen (15) and sixteen (16) year olds. No more than four (4) events per week (games and practices) two (2) hour time limit, two (2) hours for games. High school dimension fields and advanced playing rules. Two games will be scheduled per week once the season has started. Registration includes hat, shirt, pants, socks, belt & pictures.

# ANNUAL AUDIT INFORMATION

- The Audit Committee is established by the Board of Directors and through the Constitution of Chino American Little League, Inc. If the Committee is not established by the Board, it will be formed by the League Treasurer and two (2) other Board Members of the League that were not involved in the finances of the League in the previous fiscal year.

- The Committee will review the previous fiscal year's financial recordkeeping system with the outgoing League Treasurer.

- The audit will trace various cash deposits from the deposit slips and bank statements.

- The audit will review bank statement reconciliations and corresponding monthly financial statements to ensure accuracy. The Committee will review deposits on bank statements against the ledger. The audit will look at checks written and listed on the check register to ensure that they have cleared the bank account and been recorded on the bank statements. Also, the Committee will determine if there are any outstanding checks.

- The Committee will review totals on fiscal year-end financial statements against the bookkeeping ledger and ensure that any outstanding bills are listed as outstanding or pending expenses on the statement.

- The audit will select several areas to examine (i.e.: snack bar, major fund raisers, etc.). The Committee will review supplier's invoices for any personal or unauthorized items that may have been purchased. Also, the audit will examine the success of fundraising and help to determine the amount of money that may have been received for each activity and compare this information with the actual income generated.

- When the audit is complete, the Committee will submit a written statement of their findings to the Board of Directors. This report must be signed and dated by all members of the Committee. The report will contain all findings of the Committee and detail any discrepancies or recommendations based on the information available during the audit. The Board of Directors will take action, including notification to the District Administrator, if necessary.

# 2017 PURCHASING POLICY

The purpose of this procedure is to facilitate the selection of services and the purchase of supplies and materials for the League.

League Officials are authorized by the Board of Directors to approve purchases in the following manner:

| POSITION | ROUTINE PURCHASE | EMERGENCY |
|---|---|---|
| President, VP, Concessions, Auxiliary | SEE APPROVED BUDGET | $500 maximum per event |
| Board Members | SEE APPROVED BUDGET | $100 maximum per event |

Routine purchases are made for League related items or services that fulfill recognized needs for the League. These purchases are necessary to maintain the League and, although they may not have prior approval by the Board, are subject to review during the monthly regular business meetings. Emergency purchases or services are authorized to prevent threats to the safety of or for continuing the operating status of the League. These authorizations are necessary to prevent harm to the League, its Members, or to return the League to a normal operating status. Emergency purchases or authorization for expenditures must be reviewed by the Board within seven (7) calendar days. The Board will make recommendations based on the information provided and outcome of the expenditure.

Approved expenses incurred by board members using personal credit must be turned in within seven (7) calendar days and include original receipt. All reimbursement and expenditure requests must be submitted on the proper League forms (see attached). All Chino American Little League transactions will be conducted with League credit accounts or League checks. Cash transactions will be authorized for emergency needs only and require prior approval by the League President, Vice President, and Treasurer. The league will not issue payment directly to a personal credit card of a board member.

***Misuse of this policy or actions inconsistent with this procedure may result in disciplinary action, up to and including suspension or removal from the Board and/or loss of League Membership.***