



League ID#: 342-05-08

Unicoi County Little League, INC.

2010 Local Rules

(Version 1.15.2010)

This is a list of the Local Rules of the Unicoi County Little League, Inc. as on file with the Little League Headquarters. These rules are to govern all divisions of the Unicoi County Little League, Inc. including - baseball, softball, and the minor league divisions. These rules are in addition to the Constitution. If there is a conflict between the two, then the Constitution is the overriding law. These Local Rules are valid only for the season listed above. The Local Rules must be reviewed and approved annually.

Check last page for Unicoi County Little League, Inc. approval dates.

Section 1

All Divisions

*New Rules for 2010 Season
in Bold Italics and shaded.*

1. Administration

- 1) All rules will be voted on by the Board and must be approved by a 2/3 majority vote.
- 2) Fourteen (14) members will be elected to the Board at the annual meeting. The sitting President will retain his/her seat on the Board but will not automatically retain the current office. (This is to ensure stability of the League and the Board). If for some reason, the sitting President declines this automatic board provision, then the option will pass to the sitting board member with the most seniority on the board. If this person declines this provision, this same process will continue until the automatic seat is accepted and filled. Anyone voted onto the Board of Directors, must purchase membership or be a current member in good standing.
- 3) To vote at the annual elections and for all membership privileges, **each person must have purchased a league membership prior to September 1st of current year.** Standing members will be allowed to vote by absentee ballot. New nominees have to be present to be eligible for Board election or present a letter stating their acceptance of a seat position if elected. Members MUST vote for fourteen (14) candidates and those receiving the highest vote totals will be elected.
- 4) If any board member is absent from three (3) consecutive meetings of the Board of Directors, a letter will be sent from the board reminding this member of their responsibility of attendance and duty to the Board and to the League. If after this process has been exercised, the member's attendance is still deemed unacceptable by the majority of the Board of Directors, it is at the discretion of the remaining Board members to take action and possibly remove the member from the Board.

- 5) To become a Major League Manager, a person must have one year experience as a Minor League Manager, Major or Minor League coach, or Major League umpire.
- 6) All managers, assistant coaches, umpires, and coordinators in all divisions must be approved annually by the Board of Directors **and must be paid members of the league.** An application for League positions shall be completed annually for ALL managers, coordinators, coaches, umpires, board members and league volunteers along with a background check as per Little League Baseball Inc. regulations. Umpires need to possess good knowledge of the game and complete a satisfactory training program as approved by the Board of Directors either individually or through the league. Anyone wishing to serve as a manager, coach or umpire, must complete certification in an approved first-aid course to be eligible. A (managers) nominating committee will be appointed each year by the League President consisting of two Board members who are not managerial candidates and the League President, since the President is the person responsible for nominations. This committee will review the applications for all coaching positions for all divisions and make a nomination to the Board of Directors.
- 7) All schedules for each division (Tee Ball – Senior League) must be approved by the Board of Directors prior to the start of official play.
- 8) The Board of Directors has the right to change any rule pertaining to these local rules or add a new rule to these local rules if the Board of Directors feel that it is in the best interest of the league and its participants.
- 9) In agreement with Little League, Inc., UCLL encourages the use of volunteer umpires. For Major League Division games, payment may be offered to umpires in the amount not to exceed \$30 for home plate, \$15 for bases, or \$40 if working alone.

2.0 Safety

- 1) Any player observed intentionally digging holes into the grass of the infield or outfield with cleats or by any other means will be warned and then upon further violation, will be subject to removal from the game. (This is both an aesthetic and a safety issue.)
- 2) Managers from both teams and the umpires shall inspect the field before each game and correct anything that is unsafe and could pose a safety hazard. Managers should also do this before any practice or scrimmage.
- 3) As per rule 1.17 in the Official Regulations and Playing Rules, “all catchers must wear a mask, ‘dangling’ type throat protector and catcher’s helmet during infield/outfield practice, pitcher warm-ups and games.
- 4) As per Section IV Field Decorum-(f) “Managers and coaches shall not warm up pitchers.” (This is for all areas on UCLL facilities during games and pre-game activities.)
- 5) **NO** children are allowed to ride in the back of a pick-up truck while on Little League grounds. (Managers are urged to suggest that kids use seatbelts on the way home.)
- 6) Safety balls with reduced injury factors will be used for **all** T-Ball games and also for Minor League games if approved by the coordinator for the appropriate division and/or the Board of Directors.
- 7) Helmets will not be removed by runners or batter until player is off the field and in the dugout during games. Helmets must also be worn during hitting practices and in the batting cages.
- 8) There must be at least one (1) adult coach in the dug-out with the kids at all times.
- 9) Players shall not leave the dug-out without permission from their manager, coach or the umpire.
- 10) Players participating in a game (either on the field or in the dug-out) shall not chase or attempt to retrieve any ball hit out of play (foul balls, homeruns, etc.).
- 11) No player shall have a bat in their hands until their time to bat.
- 12) Managers must report all injuries, safety concerns, or potential hazards to the Safety Officer or to the coordinator for their appropriate division.
- 13) The UCLL Safety Manual shall be followed at all times. Intentional violation or disregard for any rule or procedure outlined in this Safety manual shall result in a suspension deemed appropriate by the Board of Directors.
- 14) All teams will appoint a safety representative.
- 15) All Managers, coaches, and umpires must be certified in an approved first-aid course.

- 16) Managers are urged to have first aid supplies available at practice locations.
- 17) Only the approved team manager and up to *three (3)* approved coaches can participate in team practices or be allowed in the dugout during games. During games, one approved, adult manager or coach must be in the dugout at all times with the players. *All managers and coaches must have an approved background check before coaching any players.*
- 18) Protective nets are required for any manager or coach who is pitching in the batting cages or on the field. Protective nets are also required for any player pitching in the batting cages. It is also highly encouraged that players pitching in the batting cages to other players wear a protective helmet.
- 19) The use of protective mouthpieces is highly encouraged by all players, especially infielders.
- 20) The Unicoi County Little League has implemented a “HEAT RULE” to protect participants from excessive temperatures and dehydration. This heat rule will follow the “5@85 and 10@90 principle.” If the temperature reaches 85 degrees, there will be a mandatory 5 minutes break after the completion of the third inning. If the temperature is in excess of 90 degrees, the break will be extended to 10 minutes. During this break time, the managers and coaches need to make sure that players rest and are able to receive fluids for hydration. The determination of temperature and the need for a mandatory break should be monitored by the Team Safety Representatives who should notify the Umpire-in-Chief of each game at about the mid-point of the third inning.
- 21) Batting cages must be supervised by adults at all times. All batters must wear protective helmets with face guards while in the batting cages. Protective nets must be used for both adult and player pitchers in the cages. Only one batter and one pitcher are allowed inside the cages at any time. For insurance and liability concerns, only members of this league are allowed use of the batting cages.
- 22) A stop line will be added to the Major Baseball field for the opening batter of each inning to stop and not get too close to the batters box during warm up pitches.
- 23) Batting cage rules must be posted at each Batting Cages

3.0 Conduct

Conduct Review Committee:

The Conduct Review Committee will be comprised of the President, Sr. Vice-President, Safety Office(s) and the three field Vice-Presidents. Any committee member having a conflict of interest with an issue under review, they shall not be allowed to vote and an Alternate must vote in their place. The Conduct Review Committee will be nominated and accepted by the Unicoi County Little League Board of Directors at the beginning of each season. Upon receiving a Code of Conduct Incident Report, the Safety Officer will contact the members of the Code of Conduct Committee to meet in person or via email depending on the severity of the incident.

Three Strike Policy:

All participants in the Little League will adhere to the “Three Strike and You’re Out” principle. The Conduct Review Committee will assign Strikes according to the severity of each incident. Depending on the incident, an infraction can carry more than one Strike as determined by the Conduct Review Committee. Figure 2 is a guideline for assignment of Strikes by the committee. Strikes may only be filed against an individual if a majority of the Conduct Review Committee determines that an infraction has been committed. All decisions made by the Review Committee are at their discretion and all decisions are final. Strikes are cumulative each season and will not carry over into the next season. Assigned Strikes will be used by the Board in evaluating and accepting Volunteer Positions each year.

2010 Reference Chart and Actions

Figure 1—Action to be taken based on Strikes

Strike One (1)	Strike Two (2)	Strike Three (3)
Suspension for 1-3 games Depending on severity	Manager will step down to lesser Volunteer Position	Suspension from League for remainder of year
	Coach will step down	
	Board Member will leave Board Position	
	Player will be suspended for 2 weeks	

Figure 2—Examples of Strike Assignment

Assign 1 Strike	Assign 2 Strikes	Assign 3 Strikes
Manager, Coach, Umpire or Fan criticizing an Umpire in a foul or abusive manner.	Manager, Coach Umpire or Fan verbally abusing an individual Player or Child Umpire	Physical Abuse or fighting of any kind
Abuse of Unicoi County Little League or other people's property	A Board Member, Manager, Coach or Umpire creating an unsafe physical or mental environment for a Player	
Player verbally abusing another player		

The **Unicoi County Little League Code of Conduct** is enforced to help create a safe and positive environment for the children in the league. Improper conduct will not be tolerated. It is the responsibility of each umpire and of each umpire and official scorekeeper to log warning and ejections. It is the responsibility of the umpire and chief to present all warning and ejections to the board. It is the responsibility of the board of directors to decide in any deviation from the league's ejection policy is to be enforced, modified or revoked.

- 1) Anyone provoking any verbal or physical altercation or assault while on Little League property or at any related activity, including practice fields, will be suspended from same for two weeks on the first offense and one year on the second offense. After second offense, the offender will be placed on probation. Any additional offense will result in a permanent ban from all Little League activities.
- 2) In the event a coach, fan, or other becomes abusive, umpire shall approach and request that the abusive person shall move and be silent. If the abuse continues, or if said person will not move, said person shall be ejected from the park for the remainder of the day. Second offense penalty will be suspension for one week; third offense penalty shall be suspension for one year.

Note: This rule covers abuse and profanity used at the park. It shall in no way be confused with the regular responsibility of the managers and coaches to use their best field decorum as defined by Little League, Inc. In the event of a manager or coach being ejected from a game for whatever reason, the ejection will be handled as per guidelines set up by Little League, Inc.

- 3) No profanity: managers, coaches, or players, penalty is ejection. This is at the discretion of the umpires.
- 4) Any manager, coach, or player ejected from a game will automatically be suspended for his/her next physically played game as per Little League Baseball Inc regulations.
- 5) Any manager, coach, or player who demonstrates objectionable unsportsmanlike conduct before, during or after a game is subject to suspension for one (1) game upon review by the Board of Directors. Umpires and coordinators should report any such instances to the manager of the appropriate team and if warranted, to the Board of Directors. Any suspensions will be served for the next physically played game.
- 6) Batting helmets will not be thrown - penalty for violation: 1st time-warning (for entire bench). After this bench warning, ANY player who violates this rule will be ejected from the game.
- 7) The umpires have the right to eject any player, coach or manager for unsportsmanlike conduct including, but not limited to throwing bats, gloves or other sports equipment under rule 9.01d of the **Official Regulations and Playing Rules of Little League.**
- 8) If a team has been assigned a field responsibility or work duty and fails to perform these duties sufficiently upon Board review, the team manager is subject to disciplinary action including possible suspension as deemed appropriate by the Board of Directors.

Player Code of Conduct

Little League Pledge

I trust in God

I love my country and will respect its laws.

I will play fair and strive to win.

But win or lose I will always do my best.

I will encourage good sportsmanship from fellow players, coaches, officials and parents at every game and practice by demonstrating good sportsmanship myself.

I will attend every practice and game that I can, and will always notify my coach as soon as possible if I cannot.

I understand that my coach and nobody else will decide when I play and what position I play and that these are based on the good of the team.

I will do my very best to listen and learn from my coaches and realize this will make me a better team member.

I will treat my coaches, other players, officials and fans with respect regardless of race, age, sex, creed or abilities and because of this I will expect to be treated in the same manner.

I deserve to have fun during my sports experience and I will alert coaches or parents if something or someone stops this from happening.

I deserve and expect to play in an environment that is free of drugs, tobacco and alcohol therefore all adults will refrain from their use at all youth sports events.

I will encourage my parents to be involved with my team in some capacity because it is important to me and my league. I understand that everyone who helps at Unicoi County Little League is a volunteer and that I represent the future of the league.

I will remember that sports are for the kids and not the adults and remind any adults who forget this in a respectful way.

I will follow all the rules of Little League and of Unicoi County Little League and expect my coach to teach the rules to me.

I will follow all the rules of my coach and team and understand that this will help make me a better person and player.

I will follow all safety rules knowing this will help keep me and my teammates safe and from injury.

I have read or have been read and understand to do my best to follow these codes of conduct.

Player Signature

Mangers/Coaches Code of Conduct Policy

The Little League Parent/Volunteer Pledge

- I will teach all children to play fair and do their best.
- I will positively support all managers, coaches and players.
- I will respect the decisions of the umpires.
- I will praise a good effort despite the outcome of the game.

I will remember children participate to have fun and that the game is for the youth, not me or other adults.

I will learn the rules of the game and the policies of Unicoi County Little League.

I will be a positive role model for my team and encourage sportsmanship by showing respect and courtesy, by demonstrating positive support for all players, coaches, officials, opponents and spectators at every game, practice or league event.

I will not engage in any kind of unsportsmanlike conduct with any official, coach, player opponent, parent or spectator such as taunting, refusing to shake hands, or using profane language or gestures.

I will not encourage any behaviors and practices that would endanger the health and well being of the players.

I will teach my team to play by the rules and to resolve conflicts without resorting to hostility, violence or verbal abuse.

I will not have physical contact with any official, manager, coach or anyone during the game.

I will teach my team the rules of Little League and Unicoi County Little League.

I will follow all safety rules and make my team including coaches and fans also follow all rules of safety.

I have read the code of conduct policy and agree to abide by its rules. In breaking these rules my result in suspension or barred.

Signature

Date

Witness

Umpire/Game Official Code of Conduct Policy

The Little League Parent/Volunteer Pledge

I will teach all children to play fair and do their best.
I will positively support all managers, coaches and players.
I will respect the decisions of the umpires.
I will praise a good effort despite the outcome of the game.

I will ensure that I am knowledgeable of the rules and apply rules fairly to all participants, teams and coaches.

I will refrain from the use of tobacco and alcohol products when at Unicoi County Little League facilities.

I will ensure the safety of all participants, coaches, managers and fans.

I will make sure the game stays on schedule by enforcing the 8 pitches or 1 minute rule between innings.

I will not talk on a cell phone during the game. (Including between innings)

I will be on time to start game as scheduled.

I will not encourage or continue any argument with anyone knowing that Board of Directors can and must eject any spectators.

I have read all of the guidelines and agree to follow all to the best of my ability.

Signature

Parent/Guardian/Volunteer Code of Conduct Policy

The Little League Parent/Volunteer Pledge

I will teach all children to play fair and do their best.
I will positively support all managers, coaches and players.
I will respect the decisions of the umpires.
I will praise a good effort despite the outcome of the game.

I/we will remember the game is for the youth not the adults.

I/we will do my best to make youth sports fun for my child.

I/we will agree NOT to Smoke or use other tobacco products on the practice or playing field, dugout and or press box.

I/we agree to abstain from the possession and drinking of alcoholic beverages and the possession or use of any illegal substances at any practice or games.

I/we agree not to incite or participate in “UNSPORTMANLIKE” Conduct directed at any player, manager, coach, umpire, official or fan.

I/we hereby pledge to provide positive support care and encouragement for my child and all other children participating in Unicoi County Little League.

I/we pledge to not verbally or physically abuse or attack any umpire, official, manager, coach, player, child, volunteer, fan or board member.

I/we will teach my child to treat other players, managers, coaches, fans and officials with respect regardless of race, sex, creed or ability.

I/we will learn the rules of the game and the policies of Unicoi County Little League.

I/we will refrain from coaching my child or other players during the game and practices, unless I am one of the official coaches of the team.

I/we will bring any problems or issue the attention to the board of directors and not assume that they already know about them.

I/we remember this is a volunteer organization and everybody involved in the league are only human and give un-selfishly of their time.

I/we will remember that I am a youth sports parent and/or supporter and the game is for the children and not the adults.

I/we agree that having read this policy that I understand and agree with and will abide by the aforementioned rules and guideline and by signing this document I understand violation of these guidelines and rules I am subject to:

1. Verbal warning by league official
2. Written warning
3. Parental Game Suspension with written documentation kept on file.
4. Parental Season Suspension with written documentation kept on file.

Season suspension will require re-instatement by the board for the next season.

Parent/Guardian Signatures	Date

4.0 Teams and Players

Unicoi County Little League uses the Little League International Operation Manual as a guide to select all teams.

- 1) All major league teams will consist of twelve players. If a player is lost for any reason, the manager must replace that player within 10 days through the player agent to maintain a twelve player roster. Minor League and Tee Ball team roster quantities will vary yearly based on participation and total numbers of teams. In any case, each team will have approximately the same number of players and efforts should be made during the appropriate drafts to divide teams into equal roster quantities.
- 2) To be eligible for league play, all players for each division must have paid (or have appropriate fee waiver) and be registered before their respective draft. Any returning players not registered by draft night, must be replaced on team and are ineligible for Little League play for the current year unless extenuating circumstances can be proven and approved by the Board of Directors.
- 3) Any player drafted by a Major League team who quits that team is still the property of that team for a period of one year and may not play for any other team, Major or Minor Leagues. The player must sit out one complete year (365 days-unless released by manager), then may re-enter the draft. If the affected manager chooses, **with the approval of the Board of Directors**, he/she can release the player and allow that player to re-enter the draft without the 365 day waiting period.
- 4) Managers have the right to drop players from their roster for justifiable reasons with approval of the Player Agent and the Board of Directors. The talent level of the players shall not be a determining factor.
- 5) No player will be picked up except when a player is lost.
- 6) Any Minor League player (league age 9-11) who is requested to join a Major League team roster and refuses, forfeits eligibility in the major division for the current season and is subject to disciplinary action determined by the Board of Directors. See Section VIII of the Official Little League Rule Book.
- 7) Minor League players cannot be called up to a Major League roster after the first day of June of each year.
- 8) All trades must be approved by the Player Agent and the Board of Directors.
- 9) If a player is transferred to another team as a result of their parent becoming the manager of that team, the manager losing the player shall be granted compensation with an extra draft pick at the end of the round where transferred player was originally drafted.
- 10) All players must provide a Certified Birth Certificate and three (3) proofs of residency by the start of try-outs for their division or by the draft date for their division if no try-outs are required for their respective division.

11) For safety reasons, up to four adults are allowed in the dugout. With the death last year of the minor-league baseball base coach we do not want the kids coaching the bases. With two adults coaching the bases and one keeping the pitch count the 4th adult would be needed to watch the kids in the dug-out. A majority of injuries occur by horse-play and goofing off, we feel it is our job to prevent this if possible.

5.0 Scheduling

- 1) Rain out games will be played on the first available date. A decision will be made not less than thirty minutes after scheduled game time for determining a rain out. For weeknight games, if the first game is played after a lengthy delay, the following game will be postponed (at the discretion of the President or appropriate coordinator). If the first scheduled game is not played, and the weather clears, the following game can be played.
- 2) **League President or his/her designate shall decide the date a rain-out will be played.** This date will be the first available date that does not result in either team playing a double-header, unless manager of affected team desires that a double-header be scheduled. If the make-up date will result in both teams being scheduled a double-header, both managers must be in agreement to play or game will be moved to next available date. The above make-up date cannot result in forcing a team to play four games in one week, unless agreed upon by the affected managers.
Pitching rotation or a major contributing players pending absence shall not effect scheduling of make-up date.
- 3) If each team plays their opponents two times during the regular season, the assignment of home team shall alternate and be shown on the approved schedule. If each team plays their opponents three times, the assignment of home teams shall alternate and be shown on the approved schedule for the first two match-ups and the assignment of home team for the third match-up shall be determined by a coin-flip by the division coordinator and managers.
- 4) No games shall be rescheduled for non-weather related situations without the prior approval of the Board of Directors. Board approval is required even if both Managers agree to the postponement. In this situation, game will be considered a forfeit (affecting both teams) until reviewed by the Board of Directors. The board can then decide if a make-up game will be scheduled.
- 5) The Unicoi County Little League will use the Pool Player option allowed by Little League Baseball and Softball to prevent cancellation of league games. Under this plan, the player agent will maintain a list of any players who are willing to serve as “pool players” and be willing to act as substitute players to make up for roster deficiencies. The player agent will have a list of all eligible pool players listed in a sequential sequence and shall contact players in the order listed. The player agent will continue in this sequential order until an available player can be assigned. The player agent will follow this order sequentially all the way through the list of all players, before returning to the top of the list for selection purposes. If a team knows that they will not have at least nine(9) players for a scheduled game, the manager should contact the player agent as soon as possible to request a pool player to bring his/her team roster to nine(9) players for this game only. At no time, shall a manager or coach be allowed to request or pick specific players.

Under this mandatory pool player procedure:

- Pool player will be used to make a team total of nine (9) players; not more.
- Pool player cannot be used as a pitcher.
- There is a limit to two (2) total pool players that can be requested for a single team to bring their total up to nine (9) players.
- The pool player must bat at least one (1) time and play a minimum of nine (9) consecutive defensive outs under all circumstances, even if a rostered player shows up late for a game that has already begun.
- If a game is called before meeting the conditions of an official game for inclement weather or curfew while a pool player is being used, that pool player has completed their rotation and will be returned to the bottom of the pool list. If at the time of rescheduled completion, the team still needs a pool player to meet the minimum game line-up requirements, the manager must make a new request to the player agent and a new player will be assigned.

6.0 Game Regulations

- 1) Each team must have 9 players to start a game. There will be a 30 minute grace period from the official starting time. It is the manager's responsibility to notify the umpires prior to the start of the game if the team is unable to field 9 players. Game will be counted as a forfeit with the loss being credited to the team with inadequate roster. If both teams are unable to field nine (9) players, the game will be considered a forfeit (affecting both teams) until reviewed by the Board of Directors. The Board can then decide if a make-up game will be scheduled. Manager or acceptable designate can choose to ask for a called meeting of the Board of Directors and request that the forfeit be nullified. **Ample proof and justification must be provided to the Board of Directors to explain reason for insufficient roster.** If Board overturns forfeit, game will be re-scheduled at the next available make-up time. If a team has to again forfeit the re-scheduled game, a second appeal will not be allowed and forfeit will stand.
- 2) In the event that neither the manager or coach can be at a scheduled game, the same procedures will be followed as above (section 1.6.1)
- 3) Time Limits and Starting Times
 - Time Limits (~~all games~~): 2.0 hrs (Major & Minor), 1:15 hrs (T-Ball)
 - a. For Major Baseball and Softball, the time limit does not apply to the last game of the day. Note Little League curfew rules still apply.
 - Time Limits will be considered the same as Curfew in Little League handbook.
 - Time Between Games: **15 minutes—Each team will get 6 minutes for warm up then 3 minutes for umpire/managers meeting. (2nd game only)**
 - Weekday First Game Start Time (Major): 5:30pm
(for purposes of time limit, start time will always be 5:30pm, except for weather or lack of umpire).
 - No new inning may begin after the time limit. A new inning begins when the 3rd out of the prior inning is made.
 - If a game is tied after the time limit has expired and the inning is completed, the game may be continued prior to the next scheduled meeting of the two teams, with both manager's agreement. If either manager does not agree, the game will be continued on the next available rain-out date.
 - If any game cannot start within 15 minutes of the scheduled start time for the lack of an umpire, the managers will agree to designate volunteer umpires. If an umpire or umpires cannot be agreed upon by the managers, the managers and coaches will umpire the game themselves.
 - Under no circumstances will a game continue past the curfew regulation as stated in the Official Rules and Regulations of Little League.
 - Field for 1st game must be ready at 5:00pm. If teams wish to take infield the away team will go first for 8 minutes (5:00-5:08) then the home team for the next 8 minutes (5:08-5:16) followed by the players pledge, volunteer pledge and National Anthem for 5:16-5:21. From 5:21-5:30 umpire-managers meeting at home plate. Game begins at 5:30.
 - In the event of bad weather the first game can be re-scheduled and the second game can be played if the weather clears or if the field needs extension work to become safely playable.

- If second game can not have a full 2 hours of playing time then it must be rescheduled.
- 4) Helmets with faceguards will be worn at all times by batters, runners, and youth base coaches in any division below Junior League level. In Junior and Senior League Division, faceguards will be optional. Helmets will not be thrown - penalty for violation: 1st time-warning (for entire bench). After the warning to the entire bench, any player from that team who violates this rule will be ejected.
 - 5) A batter is not allowed to wave the bat up and down or waggle the bat as the pitcher delivers the pitch. This is interfering with the catcher and is dangerous in Little League. The umpire shall warn the player and the bench. Interference can be called by the umpire if the umpire judges that this action hindered a play by the catcher. For baseball only, a batter is not allowed to fake bunt and hit. This is dangerous in Little League. The umpire will charge an automatic out for the batter. Second offense in the same game will result in automatic ejection of the player.
 - 6) If the batter slings or throws the bat during or after a swing at a pitch and in the umpires judgment, puts any player (especially the catcher) or umpire at risk for injury, said player and bench will be warned. Next player to commit the infraction (REMEMBER: which puts a player or umpire at risk of injury) should be removed from the game by the umpire, but no automatic out shall be imposed. This penalty will be invoked at the end of the play and the player will not be eligible for re-entry for this game. This player will not be subject to any additional suspension under Section 1.3.4.
 - 7) As allowed under new rules adopted by Little League, Inc. for the 2002 season, two (2) adult base coaches can be used at any level of play for local league games, but only if an additional approved adult coach is remaining in the dugout for player supervision. Note that this must be a coach approved by the Board of Directors and not just the score-keeper or a volunteer parent or sibling. If an approved coach is not available at all times to remain in the dug-out, the team will not be allowed to use this option and only one (1) adult base coach will be permitted. If only one adult coach is present at a game, then the adult coach must remain in the dugout with the players at all times and only players will be allowed to coach bases.

Section 2

Major Divisions

(Baseball and Softball)

1.0 Game Regulations

1) The home team for the first game of the day will be responsible for raking the field and chalking of playing field lines. If the home team fails to properly prepare the field, the League president or designate can suspend the team manager for that game (or for a future game if extenuating circumstances).

2) Mercy Rule

Major League Baseball

- In the event of a 12 run lead after the completed 4th inning (or 3 ½ innings if the home team is leading), the game shall be called (Mercy Rule – No exceptions).

Major League Softball

- In the event of a 10 run lead after the completed 4th inning (or 3 ½ innings if the home team is leading), the game shall be called (Mercy Rule – No exceptions).

3) A starting pitcher must pitch in at least three innings or ½ the game to be credited with the game win. If under this rule, the starting pitcher is not eligible to be credited with the win, the win will be credited to the relief pitcher judged to have been the most effective.

4) A manager or coach will be allowed one offensive trip to a batter (timeout) per inning.

5) A manager or coach will be allowed up to three visits to any one pitcher per game. On the third visit, pitcher must be removed from the mound.

6) Score books are to be kept by official score-keeper, and cross-checked with score-keepers for both teams after game completion with any differences being settled by 2 out of 3 votes. Managers should check with official score-keeper after each game to keep records in order. The visiting team is responsible for providing the official score-keeper, who must sit in the press box and record the game in the UCLL official scorebook.

7) Major League Softball Pitching Regulations

Each pitcher will be limited to a maximum of twelve (12) innings in a calendar week. A new calendar week begins on Sunday and runs through Saturday. The Board of Directors feels that this will ensure more player participation and force managers to develop more pitching from more players and at a younger age. Rain-out and rescheduled games shall not change these regulations and provisions.

8) Major League Baseball Pitching Regulations

The Unicoi County Little League pitch count procedure will rely on communication and cooperation between the official score keeper, the home plate umpire and both team managers.

The Official Scorekeeper (*a representative from the home team must be in the press box*) will keep the pitch count and fill out both the “Baseball Game Pitch Log” and the “Baseball Pitcher Tracking Form”. It may be necessary to have one person keep the game book and one person record pitches.

Each team must keep a pitch count in each dugout (not the Official Scorekeeper) then after each ½ inning report pitch count number to the umpire who will then get the count from the Official Scorekeeper. If the counts do not match then 2 out of 3 will be the official count. In the event all 3 counts should be different, then an average of the 3 will be the official count. The official count should be announced over the PA system for the inning and total per pitcher. Any discrepancy will be resolved before the first pitch of the next inning otherwise pitch count will stand.

It is the both Managers and the home plate umpire responsibility to verify, resolve any questions and sign the forms immediately after the game.

- 9). If 2 outs are recorded and the catcher is on a base the offensive manager may replace the catcher with the last made out. The purpose of this rule is to speed up the game so the catcher will have gear on and be ready to warm up the pitcher.

2.0 All-Star Guidelines

- 1) The manager of the All-Star teams will be determined by the best season record. In the event of a tie in picking the All-Star manager, the teams involved shall submit their win/loss records against each other with the best record deciding the managers job. In the event of a second part tie, the two teams will have a one game playoff. The game will be scheduled so that both teams will have enough rest time for all pitchers to be eligible and at full strength. The home team will be determined by a coin toss. In the event of a 3-way tie, best record in head to head games among all 3 teams, the team with the best record will be declared season champs. If two teams are still tied the third team will be eliminated and the other two teams will have a 1 game playoff as described above. If all three teams are still tied then it will come down to runs scored in games between those three teams as stated above. If no tiebreakers work all 3 teams will be declared season champs and the Board of Directors will decide on the All-Star Manager. The All-Star manager shall choose his/her own coaches. The first place manager may choose the All-Star team he/she wishes to coach. Each subsequent manager can then choose until all teams are filled. **All-Star managers and coaches must be current members (named on current roster) in good standing.**
- 2) All-Star players will be chosen by each manager of that division each having one ballot with 10 votes, all umpires together will have one ballot with 10 votes and League Officers will have one ballot with ten votes. Managers and coaches may not vote for a player on their own team. Each

manager will vote for 12 players. Each manager can vote for up to two of their own players per ballot. The top 10 in votes makes the All-Star team. The final two slots are filled by open nominations and a new vote. The manager has the option to add 2 players of his choice with board approval.

- 3) All sanctioned All Star teams will consist of 12 players. The first ten players will be the ten players receiving the most votes under the guidelines of section 2.2.2 above. The last two remaining roster spots will be determined by an open nomination by secret ballot of the division managers. After nominations, the nominees will be voted upon by secret ballots by the division managers. In the event of a tie, the league president or designate will be the deciding vote. The manager of a sanctioned All-Star team may add up to two additional players to the official All-Star roster, providing section 2.2.5 – below is met. These additions are not alternates and must meet the same requirements and playing time obligations as the original selected players.
- 4) All other all-star teams will consist of 12 players. The roster will consist of those 12 players receiving the largest number of votes as determined under the guidelines of section 2.2.2 above (with the exception that managers may vote for their own players for these invitational tournament teams). League will pay tournament fees for one tournament only per season for each invitational tournament (unsanctioned) All-Star team.
- 5) In the event that a player needs to be replaced or added on an All-Star roster, the appropriate team manager may fill the vacancy with the player of his/her own choosing. In all instances, the Board of Directors must approve this addition or substitution prior to player notification and participation.
- 6) Little League Baseball and Softball Inc. mandate that “An individual that manages or coaches in another youth baseball or softball program is not eligible to be appointed to manage or coach a tournament team in the Little League program at the same age division.” This is not a local rule, but an official rule of Little League, Inc.

Section 3

Minor League Divisions

(Baseball and Softball)

1.0 Equipment

- 1) The batter, all base-runners, and youth base coaches are required to wear batting helmets with faceguards. Male catchers must wear a cup type athletic supporter. It is recommended that female catchers wear athletic supporter, but not required.

2.0 Duration of Games

- 1) The games shall be six innings in duration with a maximum game time of two hours. Scheduled start time determines the official starting time. No inning shall start with less than ten minutes remaining in the time limit. Official starting time should be noted by the official score-keeper, as well as umpires and managers. If at the end of six completed innings or after game has exceeded time limit, the score is tied, game shall continue until a winner can be declared.

3.0 Batting Order

- 1) Players shall bat in the order they are listed on the official game card and shall follow same batting order for the duration of the game. Game lineup card must be turned in to the game umpire or duly designated league official before the game begins. **Full roster batting order shall apply so that all players shall participate.** Late arrivals to a game shall be placed at the **end** of the batting order. **If during the course of an inning, a team hits completely through their entire batting order or three outs are credited, the teams will stop and switch sides.**

4.0 Pitching Machine (Minor League Baseball and Softball)

- 1) Speed of the machine shall be set at the beginning of the game and shall not be altered during the course of the game. All players and teams shall hit at the same pitching speed. Umpire or offensive coach shall feed the pitching machine at all times. Should a batted ball hit any part of the pitching machine, the ball becomes dead, the batter is awarded first base, and any runners shall advance one base. **Under this rule, all players will be allowed to advance one base even if they are not forced to advance by a preceding runner.** Should a thrown ball hit any part of the pitching machine, the ball will become dead, and all runners advance one base beyond the base that in the umpire's judgment, the runner would have advanced without the interference.

5.0 Playing Rules

- 1) **Playing Time:** All players shall play in at least one half of the game defensively (three innings for a six inning game). A full roster batting order will always be used.
- 2) **Hitting Rules:** There will be no walks or bases awarded for batter being hit by pitch. If the batter squares and shows bunt, the batter must attempt to bunt and cannot pull back to try to hit the ball. (Violation for this rule will result in the batter being automatically called out)
The batter will be declared out if failing to hit a fair ball after four pitches are delivered by the pitching machine or by the pitching coach (softball). The umpire will see that the speed of the pitching machine is equal and constant between the two teams and that only those adjustments necessary to the safety and proper operation of the machine be made during the course of the game. If the pitching machine pitches a ball which is deemed un-hittable, the umpire may declare a “**no pitch**” and the pitch will not count against the hitter (This will be at the discretion of the umpire-in-chief). At no time will a batter be charged on a “called strike.” The batter is out if there are three strikes before the forth pitch. Foul balls and foul tips are counted as strikes, except on a third strike. If on the last pitch (fifth pitch), batter fouls the ball, batter will continue to hit until he/she hits fair, takes a pitch or swings and misses.
- 3) **Defensive rules (Minor League Baseball and Softball)**
All defensive players shall take a position, **always to the rear of the pitching machine, and to the right or left side**, until the ball is released by the pitching machine. This is for safety concerns to prevent a defensive player from being hit by the pitched ball.
- 4) **Base-running Rules**
No lead-offs are allowed.
To stop play, the ball becomes dead when returned to the pitchers circle and the pitcher demonstrates clear control of the ball to the umpire by holding the ball in his/her throwing hand and extending his/her hand and ball above his/her head to clearly indicate that play shall be stopped. The umpire shall be the sole judge as to when the pitcher has established control and has properly indicated this using the above procedure. If, in the umpire’s judgment, the player feints a throw, this shall be considered a play attempt and play shall be allowed to continue. One play is stopped and ruled dead by the umpire, any runner who is has advanced more than halfway to the next base shall be allowed to continue to the next base (or score if home plate). Once play has stopped and ruled dead by the umpire, any runner who has not advanced at least halfway to the next base shall be forced to return to the last base acquired. In either case, this determination shall be the sole judgment of the umpire.
- 5) **Base-Stealing**
 - a.) Team is allowed one (1) attempt per inning.
 - b.) Runner cannot attempt to steal home.
 - c.) Runner cannot leave base until the ball is caught, hits the catchers glove or body, or the ball hits the ground.
 - d.) Team cannot attempt a steal if ahead by ten(10) or more runs.
 - e.) If the runner stealing base has not made it at least half-way to the next base, and the ball is returned to the pitchers circle, then the runner must return to base.

(NOTE: This will count as the team's attempted steal for that inning, thus rewarding the defensive team for a quick return.)

- f.) If the pitch hits the batter, the ball will be dead and all runners must return to base previously occupied. (NOTE: This WILL NOT count as an attempt.)
 - g.) If a team has runners on first and second base, teams CAN double steal by sending more than one runner. This will count as ONE (1) steal attempt and is allowed only under this circumstance.
 - h.) Teams cannot fake a steal to draw a throw from the defensive team. If runner starts to steal, said runner must complete attempt.
 - i.) Batter can not swing when runner is attempting to steal base.
- 7) **To stop play**, the ball must be returned to the pitchers circle and the pitcher must demonstrate clear control of the ball to the umpire by holding the ball in his/her throwing hand and extending his/her hand and ball above his/her head to clearly indicate that play shall be stopped. The umpire shall be the sole judge as to when the pitcher has established control and properly indicated this using the above procedure. If, in the umpire's judgment, the player feints a throw, this shall be considered a play attempt and play shall be allowed to continue. One play is stopped, any runner who is has advanced more than halfway to the next base shall be allowed to continue to the next base (or score if home plate). One play has stopped, any runner who has not advanced at least halfway to the next base shall be forced to return to the last base acquired. In either case, this determination shall be the sole judgment of the umpire.
- 8) **Coaches:** Two adult base coaches are allowed on the field during offensive at bats, as long as an approved adult coach is left in the dugout at all times. (Minor League & Tee Ball only).
- 9) **Mercy Rule:** If after four complete innings, a team is leading by at least 15 runs (or 3½ innings if the home team leads) the game will be terminated and the winner declared

6.0 Miscellaneous

- 1) Any Minor League player (league age 9-11) who is requested to join a Major League team roster and refuses, forfeits eligibility in all divisions for the current season.
- 2) Home team for the first game of the day is responsible for setting up the pitching machine and chalking of the playing field. Home team for the last game of the day is responsible for putting away the pitching machine and any other league equipment.
- 3) A courtesy runner may be used for the catcher if there are two outs. Runner must be the player which made the last out.

7.0 Annual Player Draft

- 1. The Player Agent, Division VP, and the President or his/her designee must attend the draft.
- 2. Manager may declare [ONE (baseball)][TWO (softball)] Assistant Coach(s) prior to the draft.
- 3. All sons and/or daughters of the Manager are automatically assigned to their team.
- 4. All sons and/or daughters of the assistant Coach are automatically assigned to their team.

5. No other players may be assigned to a team prior to the draft without prior Board approval. All such requests must be made in writing at least 10 days before the draft, addressed to the Player Agent, be for a valid reason, and presented to the Board for approval.
6. Teams with the fewest number of pre-assigned players draft first, ties being determined by drawing numbers from a hat.
7. A sibling(s) of a drafted player is automatically assigned to the same team as the initial drafted sibling at the time of selection. Subsequent draft picks are skipped, equal to the number of siblings assigned.
8. Drafting continues until all players are chosen.
9. Late sign-ups will be assigned to the teams according the draft order.

Section 4

T-Ball League Divisions

(Baseball and Softball)

1.0 Game Regulations

1. Only 6 players permitted in the infield (dirt) area, one of which must be a catcher.

2.0 Annual Player Draft

1. The Player Agent, Division VP, and the President or his/her designee must attend the draft.
2. Manager may declare [ONE (baseball)][TWO (softball)] Assistant Coach(s) prior to the draft.
3. All sons and/or daughters of the Manager are automatically assigned to their team.
4. All sons and/or daughters of the assistant Coach are automatically assigned to their team.
5. No other players may be assigned to a team prior to the draft without prior Board approval. All such requests must be made in writing at least 10 days before the draft, addressed to the Player Agent, be for a valid reason, and presented to the Board for approval.
6. Teams with the fewest number of pre-assigned players draft first, ties being determined by drawing numbers from a hat.
7. Drafting continues until all players are chosen.
8. Late sign-ups will be assigned to the teams according the draft order.

Preparation and Adoption Information

Local Rules approved by the Board of Directors _____

Pam Banks, President

President's Signature

Date

Melissa Griffith, Secretary

Secretary's Signature

Date

Local Rules Prepared by: Melissa Griffith, Secretary

<p>342-05-08 Little League ID No.</p>
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