



BULL CITY LITTLE LEAGUE

LOCAL RULES

2012

Presented by the RULES COMMITTEE:

Michael Dube, Little League Commissioner

Paul Garcia, League Vice President

Steven Martin, Board Member At-Large

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ADOPTED BY BCLL BOARD OF DIRECTORS ON JANUARY 10, 2012

Paul Garcia, League Vice President

Date: January 29, 2012

General League Rules and Policies

Conduct Rules and Behavior Requirements

Managers and Coaches will:

- Exemplify high moral character, behavior, and leadership while adhering to strong ethical and integrity standards.
- Respect the integrity and personality of the individual athlete.
- Abide by and teach the rules of baseball in letter and in spirit.
- Set a good example for players and spectators to follow.
- Respect the integrity and judgment of game, league officials, and umpires.
- Display modesty in victory and graciousness in defeat.
- Instruct participants and spectators in proper sportsmanship.
- Be no party to the use of profanity, obscene language, or improper actions.
- Put player development as the first priority ahead of winning games.
- Communicate with players, parents, and the league.

Players will:

- Accept and understand the responsibility of representing the league and local community.
- Live up to the standards of sportsmanship established by the league and coaching staff.
- Learn the rules of the game and strive to develop baseball skills.
- Treat opponents the same as they wish to be treated.
- Wish opponents good luck prior to games and congratulate or thank them for a good game following either a victory or a loss.
- Respect the integrity and judgment of league officials and umpires.
- Always strive to give their very best no matter what the score is.

Parents and Spectators will:

- Support and cheer for their team while enjoying the skill and competition; not attempt to intimidate the other team, its fans, or game officials.
- Remember that baseball is a learning experience, these are children playing, and that mistakes will be made.
- Learn the rules of the game to better understand and appreciate why certain situations take place.
- Show respect for the opposing players, coaches, and fans.
- Respect the integrity and judgment of league, umpires, and coaches. Understand they are doing their best to promote baseball, the league, and the players – in full view of the public.
- Recognize and show appreciation for an outstanding play by either team.
- Be a positive role model through your own actions.

Managers and Coaches

It is the responsibility of managers and coaches to provide leadership and organization, to teach fundamental baseball skills, to encourage voluntary cooperation and develop good rapport with players and their parents, to model good sportsmanship, and to observe all league policies and rules. Managers and coaches will put player development as the highest of priorities. Should a manager or a coach get ejected from a game for any reason, the official game umpire shall contact the Chief Umpire who will report the incident to the President and the Board of Directors.



Scorekeepers

Each team will provide a volunteer scorekeeper who will maintain their batting order. The home team scorekeeper shall keep the official scorebook for the game. Each scorekeeper shall obtain the official scorebook, for the field their game is being played upon, from the concession stand prior to the start of their game. Official scorebooks shall be reviewed for accuracy and signed by both managers at the end of each game and before the official scorebooks are returned to the concession stand after the game. Official scorebooks will be the final source of information to resolve any questions of game scores, pitchers used, etc.

Pitch Count Recorders

Each team will provide a volunteer pitch count recorder who will maintain their pitch count records for each pitcher used during the game. The home team pitch count recorder shall keep the official pitch count recorder for the game. Each pitch count recorder shall obtain the official pitch count book for their team from their respective Manager. Each Manager is required to bring their pitch count book to each game with the appropriate forms and previous pitch count history. Official pitch count books shall be reviewed for accuracy between each inning by both pitch count recorders (home and visitors) and signed by both managers at the end of each game. The official pitch count books for the home team, signed by both team's managers, will be the final source of information to resolve any questions of pitchers used and number of pitches thrown. In the event that a team or manager does not keep accurate pitch count records, the issue will be recorded on the manager's record and will be taken under consideration when the manager applies for further managerial positions with the League.

The copy of the official Game Pitch Log and Pitcher Eligibility Tracking Form is included in Appendix A.

Violating the regular season and end of season tournament pitch count regulations can be protested in accordance with Rule 4.19. And, as with all regular season and end of season games, the League (by action of the Board of Directors through the Protest Committee) resolves all protests. The Protest Committee could decree a forfeit, or not, as it sees fit. The Board of Directors also could suspend or remove managers who willfully and persistently violate any rule or regulation, including pitch count regulations.

Pitch Count Rules

BCLL pitch count rules for AA, AAA, Majors, Jr., Senior, and Big League Divisions are included in Appendix A. The pitch count rules must be followed.

Sponsorships and Fundraising

The League has no sources of revenue beyond funds donated and the fundraising activities of the members. It is vital that every player, parent, and league representative do their part in helping raise money for BCLL.

Each team (parents) will be asked to sell ads for the league directory to help raise funds for its printing and the League's ongoing expenses.

League Directory Information

Each player / parent / family will have their names and contact information listed in the League Directory. This information will be published and distributed to the members of the League and its sponsors. This information will, in no form be distributed to anyone else for the purposes of solicitation. Anyone not wanting their contact information published in the League Directory should notify the League Information Officer or the League President.



Game Procedures and League Policies

League official will decide if games are to be played due to in climate weather. No manager shall cancel any game prior to game time. If field conditions continue to deteriorate, a decision will be made at game time between the TWO Managers as well as the Umpire.

A pre-game meeting by the umpires with each manager for the purpose of introduction and rules review. Managers for each team shall exchange team lineup/batting orders prior to each game. Each manager shall give the opposing team's lineup/batting order to his or her scorekeeper for recordation.

Pre-Game Preparation

It will be the responsibility of the "**HOME**" team to prepare fields prior to the scheduled start time. Responsibilities include, but not limited to, dragging field, removing water, adding quick dry to damp/muddy spots, lining the field, installing the bases, chalking the 10' arc (Rookie Division only) or safety circle (A only), and marking batters boxes. The manager of the team shall assign parents these tasks, show them how they are correctly done, and then verify that tasks are properly completed.

Post-Game Clean Up

It will be the responsibility of the "**VISITING**" team to put up bases and rake out/drag the fields after the completion of a game and to put away the equipment assigned to the field and each dugout. Both teams are responsible for cleaning their dug out (including sweeping), cleaning the bleachers and fence line on their side of the field, and emptying trash cans (as necessary). The manager of the team shall assign parents these tasks, show them how they are correctly done, and then verify that tasks are properly completed.

Game Balls

Game balls will be given to each manager at the beginning of the season. The manager of the home team is responsible for providing the game balls and for keeping track of them to ensure there are enough for the entire season.

Concession Stand Duty

Each Manager is responsible for assigning a team parent to providing 2 adult volunteers from their team (1 may be a teen age 14 and older) for concession stand duty on the nights they are assigned by the concession scheduling coordinator. Each Manager will be provided a master schedule indicating when their team is responsible concession duty.

Safe Play

In order to ensure safety of the players, the batter and all base runners must wear batting helmets. All catchers (no exception of division) must wear a catcher's mitt and must have on a dangling throat guard as required by little league rule.

Managers shall maintain, with the help of a bench coach, order on the bench. Players shall remain behind the fences and on the bench unless preparing to bat. No practice swings or "on-deck" batters are allowed at lower levels of play; however, beginning at the Jr/Sr level of play and above, "on-deck" batters shall be allowed. Should an injury occur, or appear to occur, the first coach or umpire who sees it shall call an immediate time-out to attend to the player. Play will stop immediately. When play resumes, the managers, with the agreement of the umpires, shall determine where any base runners and/or batter should be fairly placed.

Should an injury occur during practice and/or game, the manager shall complete the **Player Injury Form** (see Appendix B) and return to the appropriate Division Commissioner.



BCLL Safety & Unsportsmanlike Conduct Guidelines

The following situations are considered "safety" violations and shall be handled in the following manner using 9.01(c) as the authority.

The current play will be completed as normal (EXCEPTION: See fake tag and wind-milling the bat below).

After play is over and time has been called, the umpire shall give a warning to the player that his actions were unsafe and that any repetition will result in his ejection from the game. The umpire shall then give a warning to ***"BOTH"*** team managers that the player's actions were unsafe and that any subsequent violation by any player on either team will result in that player's ejection and one (1) game suspension.

1. A runner intentionally removes helmet during play, either while running the bases or in anger after being called out. Treat this as a Safety Violation (see above) – (1) warning, then ejection except for the Rookie Division where the umpires are to call time and the respective managers will explain the need to keep helmets on for safety reasons.
2. A batter lets go of the bat after a swing and the bat flies off in an unsafe manner towards catcher, umpire, or anyone else in foul ground. Treat this as a Safety Violation (see above) – (1) warning, then ejection, except for the Rookie Division (see Offensive Play: Batting section).
3. A runner jumps over a fielder (with or without the ball) AND makes contact with the fielder. Treat this as a Safety Violation (see above) – (1) warning, then ejection.
4. The fielder commits a "Fake Tag" without the ball in an effort to decoy the runner into sliding unnecessarily or diving back to a base. Treat a Fake Tag as Obstruction and award the runner (1) base. This should also be treated as a Safety Violation (see above) – (1) warning, then ejection. If the runner is injured on the play and this is the first occurrence for this team, the fielder will be ejected at the end of playing action (without giving a warning first) and the managers should now receive the team warning.
5. The batter windmills or waves the bat out over home plate in an obvious effort to distract the pitcher and catcher. This will typically happen when the batter wants to "take" a pitch, and will typically happen with the batter squared around in bunting stance. This is a highly dangerous tactic because the catcher is surely distracted. Furthermore, if the pitcher hits the batter with the pitch, the pitcher has a valid argument that he was distracted during the pitch. Treat wind-milling as a Safety Violation (see above) – (1) warning, then ejection. If the wind-milling starts before the pitcher begins his pitch, the umpire should immediately call Time Out and make the warnings BEFORE the pitch occurs. If the pitcher delivers the pitch while the batter is wind-milling the bat, and if there are runners on base, then the umpire should be alert to the possibility that batter's interference may have just occurred. If the pitch gets by the catcher, then interference should be called, any runners return to their previous base, and the batter declared out (in addition to the Safety warnings).
6. A player intentionally throws a helmet, ball, glove, bat (or any other object) out of anger or frustration. Treat this situation as an extreme Safety Violation. The player will be ejected (without giving a warning first) and the managers shall now receive the team warning.



7. A player slams his bat down on the ground in anger or frustration after being called out. Treat this as a Safety Violation (see above) – (1) warning, then ejection.
8. A runner fails to slide into a base where a defensive play is being made and makes hard contact with the fielder. The runner shall be called out and this shall be treated as a Safety Violation (see above) – (1) warning, then ejection. For the purposes of this rule, “a fielder making a defensive play” is defined as the fielder in a normal defensive position at the base, either with the ball or in position to catch a thrown or batted ball. Specifically at home plate – If a fielder has possession of the ball in a position to make a tag at home plate, and the runner initiates hard contact, then the runner will be called out. The managers and teams will receive a warning after this play and a player will face ejection if the same play is repeated in the same game.

Other actions not covered above which the umpire judges to be unsafe or unsportsmanlike shall be treated in a similar fashion.

Managers and coaches are required to make sure all players wear an approved helmet while taking soft toss, batting practices in cages or on the field, and/or otherwise engaging in activities that require the player to swing a bat.

Any complaints regarding unsportsmanlike conduct or unsafe activities/instruction by a manager or coach shall be submitted to the division commissioner who will present it to the Board of Directors. Each complaint will be reviewed by the Executive Committee (board officers), who after investigating the situation will take the appropriate disciplinary action against the offending manager or coach.

DRAFTING TEAMS

All players including Managers and Head Coaches children MUST attend skills evaluation in order for proper placement

Blind Draft

Any player that fails to attend skill evaluations (except a returning majors player) will be placed in the “blind draft”. All draft eligible players that fail to attend skill evaluations will have their names placed in a hat (by age group) during the draft. Managers will be told the names of each of the players in the “blind draft” prior to the start of the draft. Managers may use any of their selections to blindly draw one of the names out of the hat. The player name drawn will be that team’s selection for that draft round pick. Returning players that wish to re-enter the draft must attend skill evaluations or they will be placed in the blind draft. (See Regulation IV(f))

General Draft Process

The following process will be used for drafting BCLL teams.

Siblings must play on the same team (if skill levels are commensurate with the level of ball they wish to play) unless the parents desire otherwise and place their request in writing to the Player Agent.

Children of managers are “drafted” based on age and according to Little League rules, in the following rounds as denoted in the following table:



**Manager's Child Selection
Draft Round**

<u>AGE</u>	<u>MAJOR</u> <u>Round</u>	<u>AAA</u> <u>Round</u>	<u>AA</u> <u>Round</u>	<u>A</u> <u>Round</u>
12	3			
11	4	3		
10	5	4	3	
9		5	4	3
8		6	5	4
7			6	5

A manager may designate a head coach by notifying the Player Agent of this designation at any time at least two calendar days prior to the scheduled date of the draft in which the manager participates. Any head coach that is returning must remain the Head Coach of the team they are returning to. This is to prevent a manager from naming a players parent as head coach just to lock that child on that team.

The child of a designated head coach shall be selected by the appropriate manager in the first round of the draft if all managers in the division have a designated head coach.

In the event one or more managers do not have designated head coaches the managers without a designated head coach may select any available player of their choosing other than another manager's child or a designated coach's child in the first round of the draft. Managers with designated head coaches shall draft their designated head coach's child in the first round of the draft.

With the approval of a majority of the BCLL Player Agent, the League President and Vice President, the managers in a specific division may unanimously agree to follow an alternate process to address the selection of a designated head coach's child

In the event one or more managers or one or more designated head coaches within a division have more than one child participating in the applicable division, the managers may unanimously agree on a process to address the selection of the manager's children and/or the designated head coach's children. Such agreement shall be presented to the BCLL Player Agent at least two calendar days prior to the scheduled date of the draft and must meet with the approval of a majority of the Player Agent, League President and Vice President. In the event the managers cannot reach unanimous agreement by the designated time or a majority of the Player Agent, League President and Vice President do not approve of the selection process, and then the Player Agent, League President and Vice President shall by majority vote determine the selection process.

If two or more siblings are in the player pool (and possess skill levels appropriate for the level of play); the round of the draft the 1st player is selected will determine the round that any siblings must be selected in. If the playing age of the siblings is one year or less apart – the sibling will be “protected” until the next



available selection by that team. If the playing age of the siblings is two years apart – the sibling will be “protected” until the second following selection by that team. If the playing age of the siblings is three years apart – the sibling will be “protected” until the third following selection by that team; however it is not recommended that players with this great an age difference play at the same level.

Players that have “protected” status and are not chosen by the appropriate team in or before the round that their protected status expires may be selected by any team; however, the sibling rule must be followed and a trade will be required to ensure that this rule is complied with.

Draft Procedure – Serpentine Draft

Each manager or team representative will pick out of a hat a number designated one for each team in the division (for example: a 6-team division will have numbers 1, 2, 3, 4, 5 and 6. The corresponding selected number will be the coach drafting order.

Example: Draft Selection: (6 team league) (60 players)

Team 1	Team 2	Team 3	Team 4	Team 5	Team 6
1	2	3	4	5	6
12	11	10	9	8	7
13	14	15	16	17	18
24	23	22	21	20	19
25	26	27	28	29	30
36	35	34	33	32	31
37	38	39	40	41	42
48	47	46	45	44	43
49	50	51	52	53	54
60	59	58	57	56	55

Any trades between teams must be completed and approved by the Player Agent at the end of the draft and before Managers leave the draft site.

In the event that contraction of a team becomes necessary, the Board of Directors will determine which team will be contracted based on the number of returning players, Manager availability, and rising / new player talent pool, etc. Any returning players from the team chosen for contraction will be placed into the draft pool of rising / new players and can be selected at any point during the draft; however, the Player Agent and League President MUST ensure that they are selected at the same level of play prior to the end of the draft.

By rule, all 12 year olds will be selected and play in the Major League level unless the player is deemed unsafe to play in the Major League level which will require a waiver to be signed by the District and Regional offices; however no more than (8) 12 years old can be on any single team’s roster. (see rules III(c) and IV(a)).

The references to ages as noted above, except in the case for 12 year old who must play in the Major Division, does not in any way, restrict a younger skilled player from participating in a division higher than noted above. For example, a highly skilled 10 year is eligible to participate in the Major Division, if he/she is determined to have the necessary skills and is drafted by a Major Division manager.

Any new players that become available after the completion of the draft; either through promotion from the Minor League level or a late sign up of a returning player will be assigned to teams based on the



finishing position of the draft. The team that was eligible for the next selection will have first right of refusal for the first available player. If they choose not to exercise this option, the player will become eligible to the next team in the draft order, and so on, until one of the teams exercise the option.

Each team will have 15 minutes at the start of the draft to review the list of eligible players and their evaluation scores. Once the draft starts each Manager should be prepared to make their next selection. Managers should be continuously updating their potential selections as the draft proceeds. They should have several players in mind for each round, not limiting their selection plans to a single player requiring them to re-evaluate their decision once their turn comes around and the player they intended to select has been chosen by someone else. If the Manager does not make their selection within 90 seconds, they will forfeit their pick for that round and have an additional selection added to the end of the draft to replace it.

Board Member Responsibilities

To remain a board member in good standing, each board member must sit on at least one committee and actively participate in that committee's function. Board members shall regularly attend the monthly board meetings. Regular attendance is defined as attendance at 7 of the 12 regular monthly meetings and not being absent from more than 2 consecutive meetings. Failure to meet these requirements could lead to removal from the board of directors, according to the process outlined in the League Constitution, at the discretion of the board of directors.

Regular Season Champions

Teams will be awarded 2 points for a win, 1 point for a tie, and no points for a loss. At the end of the season, the team with the most points is the regular season champion and teams will be seeded in descending order based on their point totals. For standings and seeding, initial ties will be broken based on the point total results of head to head competition. Further ties will be broken at the discretion of the board of directors.

End of Season Tournament

A single elimination tournament will be played after the end of the season. The regular season standings will determine the seeding for the tournament. Teams will play tournament games, under regular season rules. One loss in the tournament results in elimination from the tournament. Teams will bat the entire lineup in order. All tournament games will adhere to all time limits. Except for the Championship game that will be unlimited time restraints. Any game in progress that is suspended due to weather will continue on the next available day. All game statuses, including batting order, pitch counts, and pitcher availability will remain the same as the start of original game. If a player is unable to make the resumption of the game, that player's batting spot will be skipped without penalty. Players that were not at the original game are allowed to play in the resumption of the game and will be added to the bottom of the team's lineup.

Method for Selecting Teams to Represent BCLL in the Mayor's Cup Games

The tournament season champion for each of the divisions participating in the Mayor's Cup Games will represent BCLL in the games against like teams from South Durham Little League.

Method for Selecting Little League Tournament (All Star) Teams

Refer to the All Star Player Selection Process (See Appendix C).

Method for Selecting Tournament Team Managers

Refer to the All Start Manager Selection Process (See Appendix C).

Fall Season

The Fall Season will be played under the rules and guidelines of the Spring Season except that there will be a (2) inning limit at any position for any player. **This shall apply to all levels of play except Juniors and Seniors where an exception is made for catcher.** No player may play the same position for more



than (2) innings in one game. Every player will play in the infield at least one inning during the first four innings.

Fall Season registration shall be limited to a minimum league age 4 by April 1st.

Fall tournament will be single elimination.

Pitch Count Records When Moving From Regular Season to End of Season Tournament

When moving from the regular season to the end of the season tournament, the number of calendar days rest as required under the Pitch Count Rules (see Appendix B) do apply; however, the requirement to rest for a specific number of game(s) do not apply. Example... Player pitches 41 pitches on Saturday, the last day of the regular season. The player is required to rest two (2) calendar days and will be eligible to pitch again on Tuesday.



Rookie Division (Modified Instructional Coach Pitch)

Games in the Rookie Division will be played in compliance with the Little League Rule Book, except for the following local rules:

The Players

All players league age 5 and 6 will play Modified Instructional Coach Pitch which will include four (4) coach pitched balls followed by three (3) swings off a Tee, if needed. Players that were not selected in the A Minor Division Machine Pitch draft will also play Modified Coach Pitch. Participants that have played at least one year of T-Ball or Modified Instructional Coach Pitch are eligible to be drafted into the A Minor Division Machine Pitch with approval from the Player Agent.

Any player who registers and joins the league subsequent to teams being drafted and/or assigned, shall be assigned to his/her respective team by the Player Agent. *(This shall apply to all levels of play.)*

Number of Players

All team rosters will consist of no more than thirteen (13) players. (See Regulation III(c))

Each team must have a minimum of eight players to begin play. If the team cannot muster the minimum number of players within 15 minutes of the scheduled game time, managers may agree to reschedule the game or to exchange or share players in an attempt to play the scheduled game.

A player listed on a Modified Coach Pitch roster may play up on an A Minor Division Machine Pitch Team. The player will be required to bat last, must play in the outfield, and may not play pitcher. Each player may only be called up to a given A Minor Division Machine Pitch Team for at most two games per season. Players from higher levels may not play down.

No team shall be scheduled to play two (2) games in one day.

Objectives of Modified Instructional Coach Pitch

The objectives of the BCLL Modified Instructional Coach Pitch Division are to teach baseball skills and an understanding of the game to beginning players in a context that promotes an appreciation of good sportsmanship and fair play. The program is to be both instructional and fun. There will be a two (2) inning limit at any position for any player. No player may play the same position for more than two (2) innings in one game. All players must play a minimum of one (1) inning in the infield (includes pitcher and catcher). The goal is to have each player have the opportunity to play every position by year end.

Managers and Coaches

The defensive team may have three coaches on the field for instructional purposes. One coach may be in foul territory on the first base side of the field, one coach may be in foul territory on the third base side of the field, and one coach may be positioned in the outfield. On-field coaches shall not touch players, a live ball, or physically interfere with play in any manner while the game is in play. Should contact occur and be deemed "incidental contact", the play shall continue "live" and without interruption. However, should it be deemed as "purposeful contact", the play shall be declared "dead" and the base runners shall be allowed to advance (1) base. (See Regulation XIV(d)). The same rules apply to offensive coaches on the field.



Umpires

Each game will require two umpires, one from each team. The home team will furnish the home plate umpire, who has charge of the game. The visiting team will furnish the umpire in the field, who is responsible for safe-out calls at the bases, fly balls, base runners, etc. The umpires' responsibilities follow the usual lines, but also include judgment in three important areas of Modified Instructional Coach Pitch. These are:

- Determining when the bat is thrown by the batter
- Determining foul balls
- Determining when play has stopped and calling time

Scorekeepers

Each team will provide a volunteer scorekeeper who will maintain their batting order. There shall be no penalty for batting out of order. In the event a player bats out of order, the scorekeeper shall inform the Manager and the player shall not receive another turn at bat but resume their normal position in the lineup the next time around.

The Playing Field

The playing field in Modified Coach Pitch is nearly identical to other baseball fields, except that the base-paths are shortened to 50 feet. The coach pitcher pitches from 25 feet from the plate. The player pitcher fields from 35 feet from the plate.

Games shall be played on fields with built-up pitcher's mounds or flat pitcher's mounds.

To assist umpires in calling foul balls, the field should be chalked with an arc 10' in front of the batting tee. A ball put in play that does not go past this 10' arc will be considered a foul ball.

To assist umpires in determining the advancement of base runners, hash marks shall be placed at the mid points between 1st base and 2nd base, 2nd base and 3rd base, and 3rd base and home plate. If a runner passes the hash marks while running the bases, they shall be allowed to advance to the next base if time is called. If a runner does not pass the hash marks while running the bases, they shall return to the previous base.

Game Length

There will be a one (1) hour and thirty (30) minute time limit. Any inning in progress when the time limit expires will be completed. Four (4) innings will constitute a complete game. (See Rule 4.10(f))

Defensive Play: The Positions / Substitutions

All players on the roster play defense each inning. All players must play at least one inning in the infield. The infield positions are considered catcher, pitcher, 1st base, 2nd base, short stop, and 3rd base. All remaining players should be positioned in the outfield and must be on the outfield grass when the ball is batted.

The player pitcher shall keep both feet on the pitcher's plate or within two (2) feet on either side of the pitcher's plate until the ball is hit. On fields without a pitching mound, the player pitcher must stand 35 feet from the plate (10 feet behind the coach pitcher).

A catcher shall be dressed out in full catcher's gear and shall receive the ball thrown by the Coach Pitcher. A Coach Catcher shall stand behind the catcher to retrieve balls which get past the catcher. The Coach Catcher shall throw the ball back to the Coach Pitcher to keep the game moving. In the event the catcher is on base when the



opposing team gets two (2) outs, the catcher shall be removed from the base and replaced with a courtesy runner (which is the player who is the 2nd out of the inning).

Defensive Play: Ending the Play

The defensive team shall make every effort to make a play whenever possible, thus teaching baseball situations and skills. The pitcher and outfielders shall not make an unassisted out at any of the bases, he/she must throw the ball to attempt to make the out unless the play draws him/her to that location.

Overthrown balls by any infielder in attempt to make a defensive out, base runners shall not advance. Balls thrown from the outfield to the infielder must be in control in order to stop play.

Play stops when the ball is in control by a defensive player, on the infield, and runners have stopped or cannot further advance. The umpires must use their best judgment to determine when play has stopped and then call time out. Players cannot simply call "Time" to stop the advance of the runners.

The side is retired when three (3) offensive players are legally put out, or when the offensive team scores (5) runs.

No infield fly rule will be called.

Offensive Play: Batting

The policy of a continuous batting order (that will include all players on the team roster that are present for any particular game) will be followed in the Modified Coach Pitch Division. Each player is required to bat in his/her respective spot in the batting order. (See Rule 4.04)

The coach pitcher must be 25 feet from home plate.

The coach pitcher must make every effort to avoid obstructing the play. The coach pitcher shall leave the field of play (into foul territory) while the ball is in play. When the umpire calls time or the play is otherwise stopped, the coach pitcher will then take his position for another pitch.

Coach pitchers shall pitch (overhand) to the batter a maximum of four (4) pitches. If the batter does not hit the ball in play after the fourth pitch is thrown, the ball will be placed on the batting tee. The batter will then get three (3) swings off the tee or until the batter gets the third strike then the batter is called out. The batter will get additional swings off the tee if the batter continues to hit the ball (not hit the tee) into foul territory.

If the coach pitcher hits the player with a thrown pitch, the play shall be ruled dead and the pitch shall be counted toward the maximum pitch limit of four (4) pitches. In the event that the coach pitcher hits the player on the fourth thrown pitch, the play shall be ruled dead and the batter shall be awarded another pitch. If a coach pitcher habitually hits players with the thrown pitches, the manager shall find a replacement coach pitcher for safety reasons and to promote expedient play.

When play is to begin, the ball will be placed on the batting tee by the batter's manager or coach, who may adjust the tee as necessary. The coach may assist the player in getting into his/her batting stance.

The batter will stand with both feet inside the batters box and take a full baseball-type swing at the ball until he/she has hit the ball beyond the 10-foot arc from home plate in fair territory.

If the ball stops inside the 10-foot arc or is touched inside the arc by a defensive player it will be called a foul ball by the umpire. The batter will continue at bat until a fair ball is hit or the player strikes out (normal baseball rules



for a strike out; the tee is not considered part of the ball with respect to fouls). The batter may extend his/her bat to “measure” the ball and this action shall not be considered a swing or a strike.

To encourage players learn to lay down the bat and not throw it after a hit, the umpire will warn a batter and his/her manager the first time the bat is thrown carelessly outside the dirt area around home plate. However, if on this first violation the batter safely reaches base, the play stands. The second time the umpire deems the same batter to have thrown his/her bat, whether it is on the current at-bat or a later at-bat, the umpire should return the batter to their bench. (The umpire should also notify the manager of the warning.) There will be a penalty “out” called. A bat that rolls outside of the circle, or one that is inadvertently carried a step or two beyond the circle will not constitute a warning. If a batter is penalized under this rule, the ball is dead and all runners must return to their original bases at the start of the play.

Offensive Play: Base Running

There will be no lead-offs. Base runners must be touching their respective bases when the ball is hit.

A base runner may be forced out or tagged with the ball in traditional baseball fashion. A base runner that runs wide out of the base path to avoid being tagged out will be called out by the umpire. But, unlike in other divisions, a base runner who is hit by a batted ball is not out unless he (she) intentionally steps on or kicks the ball.

In the event of an overthrown ball to any base while attempting to throw the “runner” out, the play shall be declared “dead” and runners will not be allowed to advance. For purposes of this rule, an overthrown ball will be any ball thrown to another defensive player or base that is not cleanly caught.

It is the responsibility of the offensive team’s batting coach to remove the batting tee to allow base runner(s) to score.



A Minors Division (Machine Pitch)

Games in the A Minor Division will be played in compliance with the Little League Rule Book, except for the following local rules:

The Players

All players league age 9, not selected in the AA, AAA, or Major Division draft will play in the A Minor League Coach Pitch Division. Players of league age 7 or 8 that are drafted at this level will also play in this division. Younger players are eligible to be drafted into this division – if they have already participated in Modified Coach Pitch or T-Ball for one year and have approval from the Player Agent. (See Regulation VIII (d))

Schedule

No team shall be scheduled to play two (2) games in one day.

Player Replacement

If a team manager loses any player(s) on the roster during the current season through illness, injury, change of address, or other justifiable reasons (subject to board approval), another player shall be obtained through the Player Agent to replace the lost one. The manager must comply with the selection of a replacement player within (5) days of player assignment. (See Regulation III (d))

Any player, who registers and joins the league subsequent to teams being drafted and/or assigned, shall be assigned to his/her respective team by the Player Agent. (This shall apply to all levels of play.)

Blind Draft

Any player that fails to attend skill evaluations will be placed in the “blind draft”. All draft eligible players that fail to attend skill evaluations will have their names placed in a hat (by age group) during the draft. Managers will be told the names of each of the players in the “blind draft” prior to the start of the draft. Managers may use any of their selections to blindly draw one of the names out of the hat. The player name drawn will be that team’s selection for that draft round pick. (See Regulation IV(f))

Protests

All game protests in the Minor Leagues must be resolved before the next pitch or play. (See Rule 4.19(g))

Coaches on the Field

A manager or coach shall not leave the bench or dugout except to confer with a player or an umpire and only after receiving permission from an umpire. Coaches exiting the dug out and coming on to the field of play without permission from the umpire will receive (1) warning. A second offense will result in ejection from the game.

The coach pitching (operating the pitching machine) to the batters will be an offensive team coach that is listed on the roster as the manager, head coach, or assistant coach.

The Player Pitcher

The fielder playing the pitcher’s position must stand with one foot inside one of the 4 foot circles drawn on either side of the pitching machine. A league purchased batting helmet with full cage for safety will be an "option" that a manager/parent may utilize for the Player Pitcher.

Placement of the Machine

Games will be played with the pitching machine set at 35mph at a distance of 40 feet. There will be two chalk circles in the pitching area, one on each side of the pitching machine even with the front of the machine but not in front of the machine. These circles shall be 4 feet in diameter.



The machine may be adjusted for accuracy during the game at the umpire's discretion, and with an effort to not prolong play with excessive adjustments. All adjustments should be made in order to maintain the 40-foot distance and consistent strikes. The A Commissioner may at any point during the season request that machines from any and or all teams be recalibrated to maintain performance consistent with the aforementioned settings.

The Pitching Machine hit by a ball

A batted ball that hits the pitching machine is ruled dead by the umpire. The batter is awarded first base. Runners advance if forced.

A thrown ball that deflects off the pitching machine is a live ball.

The Adult Pitcher

The adult who loads the pitching machine is referred to in these rules as the "Adult Pitcher". After a ball is put into play by a batter, the adult pitcher must make a continuous effort to leave the field of play in a manner that does not interfere with the hit itself or the ensuing defensive play by the fielders. The pitcher shall leave the field of play in the opposite direction of the play being made by the defense. In the event of loaded bases leaving the field in any direction may possibly interfere with play. In that event the adult pitcher will make every possible effort to not interfere with play. While the play is live the adult pitcher shall not coach base runners. He may address batter for proper adjustments.

A batted ball that hits the adult pitcher will be considered a dead ball – no runners will advance and the batter will return to the batters box to resume his/her at bat. The batter will not be charged with one of his/her allotted pitches for that at bat.

Pitches

Each batter shall receive, (6) pitches or (3) swinging strikes whichever comes first, to put the ball into fair play. A fouled "last pitch" will earn the batter another pitch – there is no limit to the number of foul balls and additional pitches a batter may receive as his/her "last pitch". If the "last pitch" hits the batter, it will be treated as a foul ball. No runners will advance and the batter will receive another pitch. For clarification, given that the rules specifically call for each player to receive (6) pitches or (3) swinging strikes, intentional walks are not allowed.

Base Stealing

There will be no base stealing or advancing on passed balls in the A Minor Division.

Umpires

The league will supply a trained volunteer plate umpire. The umpire's responsibilities follow the usual lines in Little League baseball.

In the event that there is only one official umpire, the umpire shall stand in foul territory between home and 1st base when the ball is pitched from the pitching machine when no runners are on base. When the ball is put in play, the umpire shall move to the appropriate spot on the field in order to call the game. When runners are on base, the umpire shall position himself/herself on the field as necessary to make the appropriate calls.

Any Manager/Coach/Parent that aggressively approaches/addresses any volunteer Umpire shall result in a 1 game suspension of violating teams manager and coach/parent. Furthermore, the offending coach or parent will be immediately ejected for the balance of that game.

Continuous Batting Order

The policy of a continuous batting order (that will include all players on the team roster that are present for any particular game) will be followed in this division. Each player is required to bat in his/her respective spot in the batting order. (See Rule 4.04)



The 10 Run Rule (Slaughter Rule)

This rule will be in effect for this division. If after 4 innings (3½ innings if the home team is ahead) one team has a lead of 10 or more runs, the leading team will be declared the winner. (See Rule 4.10(e))

Game Length

Games are designed to last six innings. However, there is a two hour time limit. Any inning in progress when the time limit expires will be completed. No new inning shall start after 1:50 min. The winner will be the team in the lead at the last completed inning (if four or more innings were completed). If less than 4 innings have been completed then the managers must make arrangements to complete the game prior to the next scheduled meeting of the two teams. (See rules 4.10, 4.12 in 2008 Green book)

Defensive Play: Extra Outfielder

The defensive team shall place a 10th player on the field, positioned in the outfield.

Defensive Play: Ending the Play

The defensive team should make every effort to make a play whenever possible, thus teaching baseball situations and skills.

Play stops when the ball is in control by a defensive player, on the infield, and runners have stopped or cannot further advance. Players cannot call "Time"; the umpires must use their best judgment to determine when play has stopped and then call time out.

Ending an Inning: Run Limit

The side is retired when three (3) offensive players are legally put out, or when the offensive team has scored five (5) runs in the half inning. The 6th inning or the last official inning after the 4th inning as announced by the umpire will allow for unlimited runs by both teams.



AA Minors Division (Player Pitch)

Games in the AA Minor Division will be played in compliance with the Little League Rule Book, except for the following local rules:

The Players

Players league age 7, 8, 9, 10, and 11 that are drafted at this level will play in this division.

Number of Players

All teams are redrafted every season. All team rosters will consist of twelve (12) players. (See Regulation III(c)). No team shall be scheduled to play two (2) games in one day.

Player Replacement

If a team manager loses any player(s) on the roster during the current season through illness, injury, change of address, or other justifiable reasons (subject to board approval), another player shall be obtained through the Player Agent to replace the lost one. The manager must comply with the selection of a replacement player within (5) days of player assignment. (See Regulation III(d)).

Blind Draft

Any player that fails to attend skill evaluations will be placed in the "blind draft". All draft eligible players that fail to attend skill evaluations will have their names placed in a hat (by age group) during the draft. Managers will be told the names of each of the players in the "blind draft" prior to the start of the draft. Managers may use any of their selections to blindly draw one of the names out of the hat. The player name drawn will be that team's selection for that draft round pick. (See Regulation IV(f))

Player Promotion

Any player selected to move up to a AAA team from the AA Minor League that declines to advance to the higher level will become ineligible to advance to the higher level for the duration of the current season and tournament. (See Regulation VIII(b))

Protests

All game protests in the Minor Leagues must be resolved before the next pitch or play. (See Rule 4.19(g))

Coaches on the Field

A manager or coach shall not leave the bench or dugout except to confer with a player or an umpire and only after receiving permission from an umpire. Coaches exiting the dug out and coming on to the field of play without permission from the umpire will receive (1) warning. A second offense will result in ejection from the game.

Umpires

Each game will require two umpires. The home plate umpire will be a certified umpire scheduled by the league and who has charge of the game. The league will provide a trained volunteer parent field umpire who will be responsible for safe-out calls at the bases, fly balls, base runners, etc. as delegated by the home plate umpire. In the event that the volunteer parent field umpire makes a call that is questioned by a manager, the volunteer parent field umpire shall confer with the certified umpire who can overturn the volunteer parent field umpire's call or confirm the call. The manager shall ask permission from the certified umpire to approach the volunteer parent field umpire to request the conference with the certified umpire.

Continuous Batting Order

The policy of a continuous batting order (that will include all players on the team roster that are present for any particular game) will be followed in this division. Each player is required to bat in his/her respective spot in the batting order. (See Rule 4.04)



The 10 Run Rule (Slaughter Rule)

This rule will be in effect for this division. If after 4 innings (3½ innings if the home team is ahead) one team has a lead of 10 or more runs, the leading team will be declared the winner. (See Rule 4.10(e))

Game Length

Games are designed to last six (6) innings. However, there is a two (2) hour time limit. Any inning in progress when the time limit expires will be completed. No new inning shall start after 1:50 min. The winner will be the team in the lead at the last completed inning (if four (4) or more innings were completed). If less than four (4) innings have been completed then the managers must make arrangements to complete the game prior to the next scheduled meeting of the two teams. (See rules 4.10, 4.12 in 2008 Green book)

Ending an Inning: Run Limit

The side is retired when three (3) offensive players are legally put out, or when the offensive team has scored five (5) runs in the half inning. The 6th inning or the last official inning after the 4th inning as announced by the umpire will allow for unlimited runs by both teams.

Fall Season

The Fall Season will be played under the same rules and guidelines of the Spring Season except that there will be a (2) inning limit at any position for any player. No player may play the same position for more than (2) innings in one game. A player has to play at least (1) inning during the first four innings in an in-field position during the game. The “pitcher can’t catch” rule does not apply during the Fall Season. Any pitcher that pitches any number of pitches in a any inning will count as a full inning. Thus building and developing more pitchers at any given level.



AAA Minors Division (Player Pitch)

Games in the AAA Minor Division will be played in compliance with the Little League Rule Book, except for the following local rules:

The Players.

Players of league age 8, 9, 10, and 11 that are drafted at this level will also play in this division.

Number of Players

All teams are redrafted every season. All team rosters will consist of twelve (12) players. (See Regulation III(c)). No team shall be scheduled to play two (2) games in one day.

Player Replacement

If a team manager loses any player(s) on the roster during the current season through illness, injury, change of address, or other justifiable reasons (subject to board approval), another player shall be obtained through the Player Agent to replace the lost one. The manager must comply with the selection of a replacement player within (5) days of player assignment. (See Regulation III(d)).

Blind Draft

Any player that fails to attend skill evaluations will be placed in the "blind draft". All draft eligible players that fail to attend skill evaluations will have their names placed in a hat (by age group) during the draft. Managers will be told the names of each of the players in the "blind draft" prior to the start of the draft. Managers may use any of their selections to blindly draw one of the names out of the hat. The player name drawn will be that team's selection for that draft round pick. (See Regulation IV(f))

Player Promotion

Any player selected to move up to a Major League team from the AAA Minor League that declines to advance to the higher level will become ineligible to advance to the higher level for the duration of the current season and tournament. (See Regulation VIII(b))

Protests

All game protests in the Minor Leagues must be resolved before the next pitch or play. (See Rule 4.19(g))

Coaches on the Field

A manager or coach shall not leave the bench or dugout except to confer with a player or an umpire and only after receiving permission from an umpire. Coaches exiting the dug out and coming on to the field of play without permission from the umpire will receive (1) warning. A second offense will result in ejection from the game.

Umpires

Each game will require two umpires. The home plate umpire will be a certified umpire scheduled by the league and who has charge of the game. The home team will be required to provide a volunteer parent field umpire who will be responsible for safe-out calls at the bases, fly balls, base runners, etc. as delegated by the home plate umpire. In the event that the volunteer parent field umpire makes a call that is questioned by a manager, the volunteer parent field umpire shall confer with the certified umpire who can overturn the volunteer parent field umpire's call or confirm the call. The manager shall ask permission from the certified umpire to approach the volunteer parent field umpire to request the conference with the certified umpire.

Continuous Batting Order

The policy of a continuous batting order (that will include all players on the team roster that are present for any



particular game) will be followed in this division. Each player is required to bat in his/her respective spot in the batting order. (See Rule 4.04)

The 10 Run Rule (Slaughter Rule)

This rule will be in effect for this division. If after 4 innings (3½ innings if the home team is ahead) one team has a lead of 10 or more runs, the leading team will be declared the winner. (See Rule 4.10(e))

Game Length

Games are designed to last six (6) innings. However, there is a two (2) hour time limit. Any inning in progress when the time limit expires will be completed. No new inning shall start after 1:50 min. The winner will be the team in the lead at the last completed inning (if four (4) or more innings were completed). If less than four (4) innings have been completed then the managers must make arrangements to complete the game prior to the next scheduled meeting of the two teams. (See rules 4.10, 4.12 in 2008 Green book)

Ending an Inning: Run Limit

The side is retired when three (3) offensive players are legally put out, or when the offensive team has scored five (5) runs in the half inning. The 6th inning or the last official inning after the 4th inning as announced by the umpire will allow for unlimited runs by both teams.

Fall Season

The Fall Season will be played under the same rules and guidelines of the Spring Season except that there will be a (2) inning limit at any position for any player. No player may play the same position for more than (2) innings in one game. A player has to play at least (1) inning during the first four innings in an in-field position during the game. The “pitcher can’t catch” rule does not apply during the Fall Season. Any pitcher that pitches any number of pitches in a any inning will count as a full inning. Thus building and developing more pitchers at any given level.



Majors Division

Games in the Major League Division will be played in compliance with the Little League Rule Book, except for the following local rules:

The Players

Players of league age 9, 10, 11 and 12 that are drafted at this level will play in this division.

Number of Players

All team rosters will consist of twelve (12) players. (See Regulation III(c))

Player Replacement

If a team manager loses any player(s) on the roster during the current season through illness, injury, change of address, or other justifiable reasons (subject to board approval), another player shall be obtained through the Player Agent to replace the lost one. The manager must comply with the selection of a replacement player within (5) days of player assignment. (See Regulation III(d))

Coaches on the Field

A manager or coach shall not leave the bench or dugout except to confer with a player or an umpire and only after receiving permission from an umpire. Coaches exiting the dug out and coming on to the field of play without permission from the umpire will receive one (1) warning. A second offense will result in ejection from the game.

Umpires

Each game will require two umpires. The home plate umpire will be a certified umpire scheduled by the league and who has charge of the game. The home team will be required to provide a volunteer parent field umpire who will be responsible for safe-out calls at the bases, fly balls, base runners, etc. as delegated by the home plate umpire. In the event that the volunteer parent field umpire makes a call that is questioned by a manager, the volunteer parent field umpire shall confer with the certified umpire who can overturn the volunteer parent field umpire's call or confirm the call. The manager shall ask permission from the certified umpire to approach the volunteer parent field umpire to request the conference with the certified umpire.

Continuous Batting Order

The policy of a continuous batting order (that will include all players on the team roster that are present for any particular game) will be followed in this division. Each player is required to bat in his/her respective spot in the batting order. (See Rule 4.04)

The 10 Run Rule (Slaughter Rule)

This rule will be in effect for this division. If after four (4) innings (3½ innings if the home team is ahead) one team has a lead of 10 or more runs, the leading team will be declared the winner. (See Rule 4.10(e))

Game Length

Games are designed to last six (6) innings. However, there is a two (2) hour time limit. Any inning in progress when the time limit expires will be completed. No new inning shall start after 1:50 min. The winner will be the team in the lead at the last completed inning (if four (4) or more innings were completed). If less than four (4) innings have been completed then the managers must make arrangements to complete the game prior to the next scheduled meeting of the two teams. (See rules 4.10, 4.12 in 2008 Green book)

Curfew

There will be a 9:30 p.m. curfew for games played on Sunday through Thursday and a 10:00 p.m. curfew for games played on Friday or Saturday. No new inning will be started after the curfew time; however, any inning in progress



will be completed. If four (4) or more innings of play have been completed the team with the highest score will be declared the winner. If fewer than four (4) innings have been completed or the score is tied as of the end of the last full inning – the remainder of the game will be rescheduled for completion prior to the two team’s next scheduled head to head competition. (See Rule 4.10)

DRAFTING TEAMS

Blind Draft

Any non-returning majors player that fails to attend skill evaluations will be placed in the “blind draft”. All draft eligible players that fail to attend skill evaluations will have their names placed in a hat (by age group) during the draft. Managers will be told the names of each of the players in the “blind draft” prior to the start of the draft.

Managers may use any of their selections to blindly draw one of the names out of the hat. The player name drawn will be that team’s selection for that draft round pick. (See Regulation IV(f))

Draft Process

The following process will be used for drafting BCLL Major Division teams.

Any returning player may elect to re-enter the draft (not return to their previous team) by submitting a request in writing to the League President or Player Agent prior to the draft. These players will be placed into the draft pool of rising / new players and can be selected at any point during the draft; however, the Player Agent and League President MUST ensure that they are selected by a team prior to the end of the draft.

Any player from the previous season will lose their “Returning Player” status if they fail to register prior to the time of draft. If they register after the draft, they will be placed on a team as if they were a new player following the guidelines detailed herein.

The number of returning players on a team will determine what round of the draft the team is eligible to begin selecting new players. Each returning player on a team fulfills one draft pick, starting at the 1st pick and going through the rounds of the draft equivalent to the number of players returning (i.e., if a team has 5 returning players, the team will not begin selecting new players until the 6th round of the draft; if another team has seven returning players, they will not begin selecting new players from the available draft pool until the 8th round of the draft).

Siblings must play on the same team (if skill levels are commensurate with the level of ball they wish to play) unless the parents desire otherwise and place their request in writing to the Player Agent.

If one sibling is a returning player on a team and the other sibling is a rising / new player, the 2nd child will be considered “protected” through the appropriate round for selection, based on age and according to Little League rules, as with a Manager’s son / daughter (3rd round for 12 yr. old, 4th round for 11 yr. old, 5th round for 10 year old) or through the first available selection for the team, if more than 3, 4, or 5 players are returning to the team.

If two or more siblings are in the rising / new player pool (and possess skill levels appropriate for the level of play); the round of the draft the 1st player is selected will determine the round that any siblings must be selected in. If the playing age of the siblings is one year or less apart – the sibling will be “protected” until the next available selection by that team. If the playing age of the siblings is two years apart – the sibling will be “protected” until the second following selection by that team. If the playing age of the siblings is three years apart – the sibling will be “protected” until the third following selection by that team; however it is not recommended that players with this great an age difference play at the same level.

Players that have “protected” status and are not chosen by the appropriate team in or before the round that their protected status expires may be selected by any team; however, the sibling rule must be followed and a trade will be required to ensure that this rule is complied with.



Any trades between teams must be completed and approved by the Player Agent at the end of the draft and before Managers leave the draft site.

In the event that contraction of a team becomes necessary, the Board of Directors will determine which team will be contracted based on the number of returning players, Manager availability, and rising / new player talent pool, etc. Any returning players from the team chosen for contraction will be placed into the draft pool of rising / new players and can be selected at any point during the draft; however, the Player Agent and League President MUST ensure that they are selected at the same level of play prior to the end of the draft.

Every effort will be made to ensure that all 12 year olds are selected and play in the Major League level; however no more than (8) 12 years old can be on any single team's roster.

Any new players that become available after the completion of the draft; either through promotion from the Minor League level or a late sign up of a returning player will be assigned to teams based on the finishing position of the draft. The team that was eligible for the next selection will accept the first available player.

Each team will have 15 minutes at the start of the draft to review the list of eligible players and their evaluation scores. Once the draft starts each Manager shall be prepared to make their next selection. Managers should be continuously updating their potential selections as the draft proceeds. They should have several players in mind for each round, not limiting their selection plans to a single player requiring them to re-evaluate their decision once their turn comes around and the player they intended to select has been chosen by someone else. If the Manager does not make their selection within 90 seconds, they will forfeit their pick for that round and have an additional selection added to the end of the draft to replace it.

Draft Procedure – Serpentine Draft

Each manager or team representative will pick out of a hat a number designated one for each team in the division (for example: a 6-team division will have numbers 1, 2, 3, 4, 5 and 6. The corresponding selected number will be the coach drafting order.

Example: Draft Selection: (6 team league) (60 players)

Team 1	Team 2	Team 3	Team 4	Team 5	Team 6
1	2	3	4	5	6
12	11	10	9	8	7
13	14	15	16	17	18
24	23	22	21	20	19
25	26	27	28	29	30
36	35	34	33	32	31
37	38	39	40	41	42
48	47	46	45	44	43
49	50	51	52	53	54
60	59	58	57	56	55

Exception to Serpentine Draft Process

In the event there are all returning teams and continuity exists, the serpentine draft selection process will be void. The draft will be conducted based on the previous season's standings with the last place team selecting first. All teams will select based on number of returning players and each team will select players until it matches the team



with the lowest number of returning players; from that point each team will join in the draft according to aforementioned draft procedures.

In the event that an expansion team is needed, the expansion team will take the 1st selection position throughout the draft. The Manager's son / daughter will automatically be slotted into the appropriate round for selection based on age and according to Little League rules. The expansion team will select players until it matches the team with the lowest number of returning players; from that point each team will join in the draft according to aforementioned draft procedures.

Manager Continuity

After the Major League draft is completed and before the start of spring practices, each Manager is required to name a single Head Coach by reporting the name to the League VP. Only the Manager or the Head Coach may carry the team's eligible players over to the next spring season. The Head Coach can do so only after the Manager informs the league that he or she does not intend to continue as the team's Manager. If the Manager chooses to relinquish the team to the Head Coach he or she must do so at least one week prior to the beginning of the spring registration period. This enables the returning players to make a timely decision about their intention to stay with the team or to reenter the draft. After the head coach chooses to keep the team, he or she is now treated as a returning or "Same Manager" for drafting purposes.

Regular Season Champions

Teams will be awarded 2 points for a win, 1 point for a tie, and no points for a loss. At the end of the season, the team with the most points is the regular season champion and teams will be seeded in descending order based on their point totals. For standings and seeding, initial ties will be broken based on the point total results of head to head competition. Further ties will be broken at the discretion of the board of directors.

Fall Season

The Fall Season will be played under the same rules and guidelines of the Spring Season except that there will be a two (2) inning limit at any position for any player. No player may play the same position for more than two (2) innings in one (1) game. A player has to play at least one (1) inning during the first four innings in an in-field position during the game. The "pitcher can't catch" rule does not apply during the Fall Season. Any pitcher that pitches any number of pitches in a any inning will count as a full inning. Thus building and developing more pitchers at any given level.



Junior League Division

Games in the Junior League Division will be played in compliance with the Little League Rule Book, except for the following local rules:

The Players

All players league age 13, and those players league age 14 that are not selected in the Senior League draft will play in the Junior Division. Twelve year old players are permitted in the League; however they will be ineligible for All-Star play for their age group pursuant to rules (III(c) and IV green book 2008). Twelve year-old players will not be permitted unless approved by the Player Agent and/or the Board of Directors

Number of Players

All team rosters will consist of twelve (12) players. (See Regulation III(c))

Player Replacement

If a team manager loses any player(s) on the roster during the current season through illness, injury, change of address, or other justifiable reasons (subject to board approval), another player shall be obtained through the player agent to replace the lost one. The manager must comply with the selection of a replacement player within (5) days of player assignment. (See Regulation III(d))

Coaches on the Field

A manager or coach shall not leave the bench or dugout except to confer with a player or an umpire and only after receiving permission from an umpire. Coaches exiting the dug out and coming on to the field of play without permission from the umpire will receive (1) warning. A second offense will result in ejection from the game.

Umpires

Each game will require (1) plate umpire who will be a certified umpire scheduled by the league. The league will provide a trained volunteer field umpire.

Continuous Batting Order

The policy of a continuous batting order (that will include all players on the team roster that are present for any particular game) will be followed in this division. Each player is required to bat in his/her respective spot in the batting order. (See Rule 4.04).

The 10 Run Rule (Slaughter Rule)

This rule will be in effect for this division. If after five (5) innings (4½ innings if the home team is ahead) one team has a lead of 10 or more runs, the leading team will be declared the winner. (See Rule 4.10(e))

Game Length

There will be a 2 hour and 15 minute time limit for all regular season games. No new inning will begin after 2 hours and fifteen minutes. A game is not official unless 5 innings (4.5 if the home team is ahead) have been completed. If a game is ended due to time limit prior to being official, the managers should decide when to play the minimum additional innings required to make the game official prior to the two team's next scheduled head to head competition (See Rule 4.10). Seven (7) innings will constitute a full game unless extended because of a tie score.

Curfew

There will be a 9:30 p.m. curfew for games played on Sunday through Thursday and an 11:00 p.m. curfew for games played on Friday or Saturday. No new inning will be started after curfew; however, any inning in progress will be completed. If five or more innings of play have been completed the team with the highest score will be declared the winner. If less than five (5) innings have been completed or the score is tied as of the end of the last



full inning – the remainder of the game will be rescheduled for completion prior to the two team’s next scheduled head to head competition. (See Rule 4.10)

Regular Season Champions

Teams will be awarded 2 points for a win, 1 point for a tie, and no points for a loss. At the end of the season, the team with the most points is the regular season champion and teams will be seeded in descending order based on their point totals. For standings and seeding, initial ties will be broken based on the point total results of head to head competition. Further ties will be broken at the discretion of the board of directors.

End of Season Tournament - Spring

A single elimination tournament will be played after the end of the season. The regular season standings will determine the seeding for the tournament. Teams will play tournament games, under regular season rules. One loss in the tournament results in elimination from the tournament. Teams will bat the entire lineup in order. All tournament games will adhere to all time limits. Except for the Championship game that will be unlimited time restraints. Any game in progress that is suspended due to weather will continue on the next available day. All game statuses, including batting order, pitch counts, and pitcher availability will remain the same as the start of original game. If a player is unable to make the resumption of the game, that player’s batting spot will be skipped without penalty. Players that were not at the original game are allowed to play in the resumption of the game and will be added to the bottom of the team’s lineup.

End of Season Tournament - Fall

A single-elimination tournament will be played after the end of the season. The regular season standings will determine the seeding of the tournament. One loss in the tournament results in elimination from the tournament. The teams will bat the entire lineup in order.

Fall Season

The Fall Season will be played under the same rules and guidelines of the Spring Season with the following exceptions: 1) there will be a (2) inning limit at any position for any player except catcher. No player may play the same position for more than (2) innings in one game except catcher. 2) Each player shall play one inning during the first four innings in the infield (player-pitcher, first base, second base, short stop, third base, or catcher). Any pitcher that pitches any number of pitches in a any inning will count as a full inning. Thus building and developing more pitchers at any given level.

Method for Selecting Little League Tournament (All Star) Team

Refer to the All Star Player Selection Process (See Appendix D).

Method for Selecting Tournament Team Manager

Refer to the All Star Manager Selection Process (See Appendix D).



Senior League Division

Games in the Senior League Division will be played in compliance with the Little League Rule Book, except for the following local rules:

The Players

Players league age 15 and 16 will play in the Senior League Division. Players of league age 14 that are drafted at this level will also play in this division.

Number of Players

All team rosters will consist of twelve (12) players. (See Regulation III(c))

Player Replacement

If a team manager loses any player(s) on the roster during the current season through illness, injury, change of address, or other justifiable reasons (subject to board approval), another player shall be obtained through the player agent to replace the lost one. The manager must comply with the selection of a replacement player within (5) days of player assignment. (See Regulation III(d))

Coaches on the Field

A manager or coach should not leave the bench or dugout except to confer with a player or an umpire and only after receiving permission from an umpire. Coaches exiting the dug out and coming on to the field of play without permission from the umpire will receive (1) warning. A second offense will result in ejection from the game.

Umpires

Each game will require (1) plate umpire who will be a certified umpire scheduled by the league. The league will provide a trained volunteer field umpire.

Continuous Batting Order

The policy of a continuous batting order (that will include all players on the team roster that are present for any particular game) will be followed in this division. Each player is required to bat in his/her respective spot in the batting order. (See Rule 4.04)

The 10 Run Rule (Slaughter Rule)

This rule will be in effect for this division. If after 5 innings (4½ innings if the home team is ahead) one team has a lead of 10 or more runs, the leading team will be declared the winner. (See Rule 4.10(e))

Game Length

There will be a 2 hour and 15 minute time limit for all regular season games. No new inning will begin after 2 hours and fifteen minutes. A game is not official unless 5 innings (4.5 if the home team is ahead) have been completed. If a game is ended due to time limit prior to being official, the managers should decide when to play the minimum additional innings required to make the game official prior to the two team's next scheduled head to head competition (See Rule 4.10). Seven (7) innings will constitute a full game unless extended because of a tie score.

Curfew

There will be a 9:30 p.m. curfew for games played on Sunday through Thursday and an 11:00 p.m. curfew for games played on Friday or Saturday. No new inning will be started after the curfew time; however, any inning in progress will be completed. If five or more innings of play have been completed the team with the highest score will be declared the winner. If less than five (5) innings have been completed or the score is tied as of the end of the last full inning – the remainder of the game will be rescheduled for completion prior to the two team's next scheduled head to head competition. (See Rule 4.10)



Regular Season Champions

Teams will be awarded 2 points for a win, 1 point for a tie, and no points for a loss. At the end of the season, the team with the most points is the regular season champion and teams will be seeded in descending order based on their point totals. For standings and seeding, initial ties will be broken based on the point total results of head to head competition. Further ties will be broken at the discretion of the board of directors.

End of Season Tournament - Spring

A single elimination tournament will be played after the end of the season. The regular season standings will determine the seeding for the tournament. Teams will play tournament games, under regular season rules. One loss in the tournament results in elimination from the tournament. Teams will bat the entire lineup in order. All tournament games will adhere to all time limits. Except for the Championship game that will be unlimited time restraints. Any game in progress that is suspended due to weather will continue on the next available day. All game statuses, including batting order, pitch counts, and pitcher availability will remain the same as the start of original game. If a player is unable to make the resumption of the game, that player's batting spot will be skipped without penalty. Players that were not at the original game are allowed to play in the resumption of the game and will be added to the bottom of the team's lineup.

End of Season Tournament - Fall

A single-elimination tournament will be played after the end of the season. The regular season standings will determine the seeding of the tournament. One loss in the tournament results in elimination from the tournament. The teams will bat the entire lineup in order.

Fall Season

The Fall Season will be played under the same rules and guidelines of the Spring Season with the following exceptions: 1) there will be a (2) inning limit at any position except catcher for any player. No player may play the same position except catcher for more than (2) innings in one game. 2) Each player shall play one inning during the first four innings in the infield (player-pitcher, first base, second base, short stop, third base, or catcher). Any pitcher that pitches any number of pitches in a any inning will count as a full inning. Thus building and developing more pitchers at any given level.

Method for Selecting Little League Tournament (All Star) Team

Refer to the All Star Player Selection Process (See Appendix D).

Method for Selecting Tournament Team Manager

Refer to the All Star Manager Selection Process (See Appendix D).



Big League Division

Games in the Big League Division will be played in compliance with the Little League Rule Book, except for the following local rules:

The Players

All players league age 17 and 18 will play in the Big League Division. Players of league age 16 that are drafted at this level will also play in this division.

Number of Players

All team rosters will consist of twelve (12) players. (See Regulation III(c))

Player Replacement

If a team manager loses any player(s) on the roster during the current season through illness, injury, change of address, or other justifiable reasons (subject to board approval), another player shall be obtained through the player agent to replace the lost one. The manager must comply with the selection of a replacement player within (5) days of player assignment. (See Regulation III(d))

Coaches on the Field

A manager or coach should not leave the bench or dugout except to confer with a player or an umpire and only after receiving permission from an umpire. Coaches exiting the dug out and coming on to the field of play without permission from the umpire will receive (1) warning. A second offense will result in ejection from the game.

Umpires

Each game will require (1) plate umpire who will be a certified umpire scheduled by the league. The league will provide a trained volunteer field umpire.

Continuous Batting Order

The policy of a continuous batting order (that will include all players on the team roster that are present for any particular game) will be followed in this division. Each player is required to bat in his/her respective spot in the batting order. (See Rule 4.04)

The 10 Run Rule (Slaughter Rule)

This rule will be in effect for this division. If after 5 innings (4½ innings if the home team is ahead) one team has a lead of 10 or more runs, the leading team will be declared the winner. (See Rule 4.10(e))

Game Length

There will be a 2 hour and fifteen minute time limit – no new inning will begin after 2 hours and fifteen minutes. Seven (7) innings will constitute a full game unless extended because of a tie score.

Curfew

There will be a 9:30 p.m. curfew for games played on Sunday through Thursday and an 11:00 p.m. curfew for games played on Friday or Saturday. No new inning will be started after the curfew time; however, any inning in progress will be completed. If five or more innings of play have been completed the team with the highest score will be declared the winner. If less than five (5) innings have been completed or the score is tied as of the end of the last full inning – the remainder of the game will be rescheduled for completion prior to the two team's next scheduled head to head competition. (See Rule 4.10)

Regular Season Champions

Teams will be awarded 2 points for a win, 1 point for a tie, and no points for a loss. At the end of the season, the



team with the most points is the regular season champion and teams will be seeded in descending order based on their point totals. For standings and seeding, initial ties will be broken based on the point total results of head to head competition. Further ties will be broken at the discretion of the board of directors.

End of Season Tournament - Spring

A single elimination tournament will be played after the end of the season. The regular season standings will determine the seeding for the tournament. Teams will play tournament games, under regular season rules. One loss in the tournament results in elimination from the tournament. Teams will bat the entire lineup in order. All tournament games will adhere to all time limits. Except for the Championship game that will be unlimited time restraints. Any game in progress that is suspended due to weather will continue on the next available day. All game statuses, including batting order, pitch counts, and pitcher availability will remain the same as the start of original game. If a player is unable to make the resumption of the game, that player's batting spot will be skipped without penalty. Players that were not at the original game are allowed to play in the resumption of the game and will be added to the bottom of the team's lineup.

End of Season Tournament - Fall

A single-elimination tournament will be played after the end of the season. The regular season standings will determine the seeding of the tournament. One loss in the tournament results in elimination from the tournament. The teams will bat the entire lineup in order.

Fall Season

The Fall Season will be played under the same rules and guidelines of the Spring Season with the following exceptions: 1) there will be a (2) inning limit at any position except catcher for any player. No player may play the same position except catcher for more than (2) innings in one game. 2) Each player shall play one inning during the first four innings in the infield (player-pitcher, first base, second base, short stop, third base, or catcher). Any pitcher that pitches any number of pitches in a any inning will count as a full inning. Thus building and developing more pitchers at any given level.

Method for Selecting Little League Tournament (All Star) Team

Refer to the All Star Player Selection Process (See Appendix D).

Method for Selecting Tournament Team Manager

Refer to the All Start Manager Selection Process (See Appendix D).



APPENDIX A

PITCH COUNT RULES

(Major, AAA, and AA Divisions)

General Pitcher Rules

- No limit on the number of pitchers in a game.
- Any player on a regular season team may pitch.
- A pitcher once removed from the mound cannot return as pitcher.
- A player may not pitch in more than one game per day.
- Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.

Maximum Pitch Count

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 Ages:

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 as noted above 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 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

Maximum Pitches Per Day

- If any pitcher pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36-50 pitches in a day, two (2) calendar day of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest is required.
- If a player pitches 1-20 pitches in a day, zero (0) calendar days of rest is required.

Fall Ball

- Any pitcher that pitches any number of pitches in a any inning will count as a full inning. Thus building and developing more pitchers at any given level.

Junior, Senior, Big League Divisions General Pitcher Rules

- No limit on the number of pitchers in a game.
- Any player on a regular season team may pitch.
- A pitcher once removed from the game cannot return as a pitcher. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.
- A player may be used as a pitcher in up to two games in a day. (Exception: If the player pitched 31 or more pitches in the first game, that player may not pitch in the second game on that day, **Junior League and Senior League**); A player may be used as a pitcher in up to two games in a day (**Big League Only**).

Maximum Pitch Count per Day

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 Ages:

17-18 105 pitches per day
13-16 95 pitches per day

Exception: If a pitcher reaches the limit as noted above 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 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

Maximum Pitches Per Day

- If any pitcher pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46-60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31-45 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

Note: A player may not pitch in more than one game per day. Exception: In the Big League division, a player may pitch in up to two games per day.

Fall Ball

- Any pitcher that pitches any number of pitches in a any inning will count as a full inning. Thus building and developing more pitchers at any given level.