**LACONIA LITTLE LEAGUE**

**LOCAL REGULATIONS & PLAYING RULES 2016**

Laconia Little League (L.L.L.) shall follow the latest regulations and playing rules as provided to the League by Little League Baseball, Inc., Williamsport, PA. Exceptions, revisions or amendments to these regulations and rules shall be as defined by the Local Regulations and Playing Rules as outlined below.

These Regulations and Playing Rules may not be changed, amended, or deleted except by a majority vote of the Board of Directors at a legally held meeting, properly announced in advance for the purpose of changing, amending or deleting these regulations and rules. (See L.L.L. Constitution, Article XI, Section 3)

Adoption of these regulations and rules supersede any regulations or rules previously adopted by the Board of Directors.

**ALL DIVISIONS**

The following local regulations and rules apply to all Divisions:

1. Players of minimum of League age five (5) and a maximum of League age twelve (12) will be permitted to register and play in the League.

2. Players league-age eight (8) may ask for a “try out” for the minor baseball division instead of playing instructional (coach-pitch).

3. Long pants or League issued uniform pants, with sneakers or cleats (cleats conforming to Little League requirements) and long baseball socks must be worn by all players at any League tryout, practice or game. Shorts or half pants are not permitted nor are open toed shoes, sandals or non-laced shoes. Players not conforming to this rule will not be allowed to participate in any League tryout, practice or game until proper clothing is worn. To be clear, no leg skin should be showing during any game, practice, or batting practice.

4. It shall be the responsibility of the home team to prepare the field for play prior to the game and the visiting team’s responsibility at the end of the game unless the other team is from another town. Field work includes prepping the playing field, placing and removing bases, and assuring that teams have cleaned out their dugout areas. Accountability for proper and timely field work lies at all times with the team manager.

5. It shall be mandatory for each player to participate in the League’s annual fundraiser. Families may opt out of the fundraiser event by paying in advance of the event the fee to be established by the Board of Directors.

6. Any player who is out of the lineup for more than three consecutive practices/games is subject to being removed from his/her team by action of the Board of Directors; however, the Board of Directors reserves the right to allow such player to remain on the roster. Managers must make the player agent aware if any player misses two consecutive unexcused practices/games. Failure to do so will be cause for corrective action against the manager as deemed by the Board.

7. **Inclement Weather:** Prior to the start of games, managers and division coordinators will work with the League’s Safety Officer to determine if games are to begin in any/all divisions and at any/all fields. If the Safety Officer is not available, the League Officer of the Day and/or Umpire in Chief will make the determination after conferring with Managers playing on Colby field. Fields maybe closed by Laconia Parks and Recs exception Colby Field. **Watch for Alerts given out prior to arrival at fields!**

8. For games in progress in Instructional and T-Ball Divisions, managers with their teams on the field or League Officer of the Day/Umpire in Chief should concur whether or not to suspend games due to inclement weather

9. For games in progress in Minor and Major Divisions, the home plate umpire reserves the right to suspend games due to inclement weather.

10. Any uniform and Team equipment that is required to be returned will be returned at end of last game played to Equipment Manager or Coordinator of that Division.

11. Scheduled practices on divisional fields, League batting cages, and scheduled games are considered a team meeting. Pizza parties, birthday parties for the team, etc. are also considered a team meeting.

12. Team meetings (practices and/or games on City fields/schools, batting cages, or at Tilton Sports Center) are covered by League insurance. Any team meeting held at a private residence is not covered by League insurance. Managers and coaches who schedule any team meeting at a private residence take risk against their own homeowner’s insurance. If a meeting is scheduled at a private residence, players and parents must be told that League insurance does not cover the meeting. Transportation of players also falls under the manager or coach’s home owners or car insurance. Any meeting held at a facility (other than as approved by the Board) in which the player or coach must pay a fee is prohibited by the League.

13. There are no limits to the numbers of practices permitted for All Star or Tournament teams. (See L.L.L. Practice Session Policy)

14. There shall be no food allowed in any dug-out area unless required for special needs.

15. Cell phones and other electronic devices should be turned to silent and put away in a secure place this rule is for players and adults. Coaches and Managers can only use Electronic Devices for coaching purposes of their own players and from the confines of the dugout.

16. No Electronic devices will be used by Umpires, League Official’s, members or spectators to dispute or to assist on making a call on the field during the game.

The League shall be divided into Divisions, each having age limits and local regulations and playing rules as follows:

**MAJOR BASEBALL**: League age 9-12 years old.

1. If a Manager loses a player from the roster after the Draft or during the season, he/she shall replace the player within two (2) days after knowing of losing a player. The Manager will select a replacement player from the Player Agents’ list of players who attended at least 50% of the available tryouts. A Manager will not be required to replace the player if there are fewer than four (4) games remaining in the playing schedule at the time a Manager is aware of losing a player. The following protocol will be followed: the manager will notify the player agent of the loss of a player. The player agent will inform the manager of available players from minor league division. The manager will identify the player to be “called-up.” The player agent will notify the minor league manager of said player, while the manager notifies the player of the move. If the player declines, that player shall not be invited to move to the major league for the remainder of the season. The manager will notify the player agent of the next player to be called up with the process beginning again.

2. Each team’s roster shall include twelve (12) players.

3. Inter-league games will count towards the final win/loss record of a team providing a balance schedule of games is played if not interleague will be removed from standings. All pitching regulations (Regulation VI-Pitchers) apply to inter-league games.

4. The ten run rule 4.10e is in effect and to be followed as written in Little League’s Rule Book.

5. Each manager is required to carry at all times the eligibility tracking form and pitching log. These must be signed and up to date at all times.

6. Each team is allowed 5 meetings per week, including batting cages.

**MINOR BASEBALL**: League age 8-12 years old.

1. Players will bat in a continuous batting order throughout the game. The batting order will contain the entire team roster. No substitutions or changes in the batting order are permitted once the game starts. Players arriving late to the game will be placed at the bottom of the order.

2. A maximum of six (6) walks shall be permitted by a team in one half inning of play. Once this limit has been reached, a coach from the batting team shall come in to pitch the remainder of the half inning. While a coach is pitching, the coach shall pitch from the pitching circle with a maximum of 5 feet from the pitching rubber toward home plate and must be standing or kneeling. There shall be no walks issued when coach is pitching. Strikes and fouls will be counted. No Pitch count will be counted to the regular pitcher when the coach is pitching to a batter. Pitcher will remain on the pitching plate when the coach is pitching after the pitch the pitcher can move to field the ball. The catcher will throw the ball back to the player pitcher.

3. Each team is allowed 4 meetings per week.

4. Any and all protests of a game shall be resolved before the next pitch or play.

5. Scorebooks are to be kept. The Home team’s book is the official record.

6. Inter-league games shall count towards the final win/loss record of a team.

7. Stealing –stealing is allowed after the ball is past the batter.

 8. Each manager is required to carry at all times the eligibility tracking form and pitching log. These must be signed and up to date at all times.

9. Players who are League-age 8 must attend a try out for this division.

10. There will be a maximum of five (5) runs allowed by any team in one inning. Whenever this occurs the inning will be over regardless of the number of outs that have been made. The last inning shall consist of 3 outs and the five run rule is not in effect. The last inning must be declared as such before the inning starts.

**INSTRUCTIONAL BASEBALL**: League age 6, 7, & 8 years old.

1. Players will bat in a continuous batting order throughout the game. The batting order will contain the entire team roster. No substitutions or changes in the batting order are permitted once the game starts. Players arriving late to the game will be placed at the bottom of the order.

2. Any and all protests of a game shall be resolved before the next pitch or play.

3. Defensively, Managers and coaches are allowed on the field. A League volunteer, coach, or manager must supervise and be with players in the dugout area at all times.

4. Up to a maximum of 10 players are allowed on the field defensively, with the 10th player being in the outfield.

5. Games will consist of four (4) innings.

6. There will be a maximum of five (5) runs allowed by any team in one inning or 3 outs, whichever is reached first. Whenever this occurs the inning will be over regardless of the number of outs that have been made. The last inning shall consist of 3 outs, this is for both the home and visiting teams.

7. No stealing including passed balls will be permitted. One base will be allowed on an overthrow.

8. There will be three swinging strikes to be an out. No Balls are to be called or counted and only swinging strikes count as strikes since adults are pitching. There will be a 10 pitch max per batter. If the ball is not put in play after 10 pitches, this will be recorded as an out.

9. Each team is allowed a maximum of 3 meetings per week.

10. While an adult is pitching, the adult shall pitch from the pitching circle with a maximum of 5 feet from the pitching rubber toward home plate.

 11. Offensive Managers or coaches will pitch in all games. Pitching will be overhand.

12. Scorebooks will be kept for batting order purposes; however, players should be kept unaware of losses and wins.

13. A Tee will be available for players to use if they continue to struggle at bat with the understanding that the coach and player will work hard to get that player to work toward hitting without the Tee.

14. Any League age 8 year old should try out for minors before it is decided that he/she should be placed in Instructional Baseball.

**TEE-BALL BASEBALL:** League age 5 & 6 years old.

1. Players League age 6 will have the option of playing in the Instructional Division if they have played one year in the tee ball division.

2. During the regular season, tee ball will have a maximum of two meetings per week (example: one game, one practice or two games).

3. All players will hit off the tee. There will be no pitching by Managers or Coaches to players in Tee Ball Division. There are no exceptions to this rule regardless of the player ability.

4. Players will bat in a continuous batting order throughout the game. The batting order will contain the entire team roster. No substitutions or changes in the batting order are permitted once the game starts. Players arriving late to the game will be placed at the bottom of the order.

5. The side is out when the offensive team bats through its entire roster in its half inning.

6. The batting order is to be reversed in the second inning (Example: First inning: players 1-9, Second inning: players 9-1). This will allow all players more base running opportunities.

7. Tee-Ball games consist of three (3) full innings.

8. No balls and strikes will be called. There is no score kept in Tee-Ball.

9. The hitting tee will be placed on home plate and adjusted by team’s coaching staff to a height that is satisfactory to each batter. When the player is ready, the coach will place the ball on the tee and the batter will then be allowed to hit the ball. If the batter misses the ball and only contacts the tee, even if the ball should roll onto the field, the ball is replaced and the batter is to remain at the plate until successful in hitting a fair ball.

10. Tee-Ball Base running - 1 base at a time, no advancement on overthrows. If a player is thrown or tagged out, he/she returns to the bench. The last batter of the inning "clears the bases" - all runners on base (including the batter) run the bases and touch home plate in an attempt to hit a homerun. The only player who can attempt to tag the runners out at home plate, for safety reasons, is the catcher. All other defensive players are to remain on the field until the play is over.

11. Defensively, Managers and coaches are allowed on the field.

12. Defensively, all players are allowed on the field with any extra in the outfield.

13. A League volunteer, coach, or manager must supervise and be with players in the dugout area at all times.

Approved by the Board of Directors 12/15/2015

Ron DeDucca, League President

Laconia Little League

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