

Grandville Little League Supplementary Rules

The following rules supplement the official Little League rule book which is published annually. If a team does not comply with the rules, the board of directors will review and determine disciplinary action.

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COACHES RULES

- 1) No coach will allow a player not on his/her league provided roster to play on his or her team.
- 2) The [Michigan Sports Concussion Law](#) requires any player who exits a game for a concussion must complete the [Medical Clearance Form](#) to return to play. This form will be provided to the team manager who will forward it to the division director to provide to the safety director for review and records. The team manager must also complete an [Injury Report](#) form and turn into concessions or any board member to forward to the safety director.
 - a) The Medical Clearance Form and Injury Report are linked to this document or found in the safety section of the coach's corner of the website. Injury Report forms are also available in the concession stand.
- 3) If a player misses more than seven (7) days due to any illness or injury (except for a concussion) he or she must provide written permission from a Physician or accredited medical provider to team manager before the player can return to play. This form will be provided to the team manager who will forward it to the division director to provide to the safety director for review and records.
- 4) If the player was injured in any little league related event the team manager must also complete an [Injury Report](#) form and turn into concessions or any board member to forward to the safety director. If a player is to be lost for the remainder of the season, the team manager must replace this player within two (2) games or one (1) week, whichever time period is longer. The manager will contact the division director who will work with the player agent to replace the lost player. No player will be added to a roster without approval from the player agent and division director.
- 5) DRAFT DIVISION PLAYER REPLACEMENT – To replace a player on your roster you must work through your division director who will coordinate with the player agent. A ballplayer of the highest age available will be selected. That player must have tried out for our League. No minor team roster may lose more than two (2) players. Each minor team must maintain a minimum of ten (10) players. One (1) player must be taken from each team before a second can be taken from any one (1) team.
- 6) ALL-STARS – All-Star coaches will be the winning coach of the League with Board approval. Approved coaches will show support for League rules, demonstrate teaching skills, and the ability to relate to players, parents, and League Representatives. Coaches on probation or placed on disciplinary notice by their director will not be allowed to coach an All-Star teams.
- 7) SUPPLEMENTARY RULES – It is the responsibility of all coaches to have a copy of the Division Supplementary League Rules and see that they are implemented.
- 8) FIELD SUPPORT-The Home Team is responsible to arrive early to put out the bases if they are the first or only game of the day. They are also responsible to cover up the mound and batter's box with the field tarps if no game follows. (Fields 1 through 5)

COACHES RULES CONTINUED.....

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- 9) EQUIPMENT – Coaches may NOT purchase or alter any League equipment. New or replacement equipment will be handled through your division director. Coaches are required to pick-up and return equipment as directed by the League.
- 10) TOURNAMENTS – All coaches and teams (Major & above) are required to participate in team tournaments, Complete rosters for team tournaments will be a minimum of ten (10) players. Standard rules apply for minimum time in the field, and at bat even though it may not be a tournament rule. Only exceptions are time-shortened games.
- 11) UNACCEPTABLE BEHAVIOR
 - a) There shall NOT be throwing of any equipment. This should be discussed with Coaches and umpires before the game to be sure all are aware of the League rule. A flagrant intentional (not accidental) throwing of equipment in anger will mean ejection from the game.
 - b) No swearing, drinking of alcoholic beverages, or use of any tobacco products are allowed. Any violations will result as follows:
 - i) 1st violation- meet with Executive Board and one and possible game suspension.
 - ii) 2nd violation- removal from coaching position.
 - c) The following are the penalties for being ejected during a game:
 - i) 1st ejection-meet with Executive Board and one (1) game suspension.
 - ii) 2nd ejection- removal from coaching position.

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T-Ball - League Age 5 & 6

- 1) "T"-ball shall be instructional. No standings may be kept.
- 2) No new inning shall begin after one and one-half (1-1/2) hours of game starting time.
- 3) Official game to be five (5) innings long.
- 4) During "T"-ball, the pitcher shall stand on the mound until the ball is hit.
- 5) Only one (1) base on an overthrow. Bases must be earned by runner. Only one (1) overthrow per time at bat.
- 6) No stealing of bases allowed.
- 7) Round robin batting shall be used.
- 8) During "T"-ball games, the ball must travel ten (10) feet. Any distance less shall be called foul.
- 9) All players must play a minimum of three (3) innings in the field using the rotation provided on a per inning basis.
- 10) The infield-outfield line shall be the edge of a field where the grass and stone dust join.
- 11) When the ball reaches the infield from a throw from the outfield, the play is dead, and the runners must return to the last obtained base.
- 12) Once play is dead, the ball is rolled to the catcher.
- 13) When the batting team scores five (5) runs or acquires three (3) outs (whichever is first), they shall move to the field.
- 14) Ten (10) players should be used. The tenth player must be used as an outfielder.
- 15) No bunting or deliberate half swing in the umpire's judgment is allowed.
- 16) No strikeouts.
- 17) Bases shall be fifty (50) feet.
- 18) Coaches may stand near their batter or defensive players to give advice, but must not interfere with play. The coach must request "time" from the umpire before attempting to demonstrate a technique-explain a play to the player during the progress of a game.
- 19) The home plate umpire is responsible for removing the "T" from home plate should play involves a base runner attempting to score.
- 20) No Throwing of bat, or any equipment at any time.
 - a) 1st time – verbal warning to player.
 - b) 2nd time – player will be called out.
- 21) Catcher must wear all of the catcher's equipment.
- 22) Throws during play shall **NOT** be rolled to a base.
- 23) No coach will allow a player not on his/her league provided roster to play on their team. See [COACHES RULES on page 2](#) for player replacement and injury procedures.
- 24) There is NO ON DECK AREA for practice swings. Practice swings may only be taken near the batter's box.

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Softball A - League Age 7 & 8

- 12) Only one (1) base on an overthrow. Base (s) must be earned.
- 13) No stealing of bases allowed.
- 14) Round robin batting shall be used.
- 15) The umpire shall call "foul" as soon as possible.
- 16) Ten (10) defensive players are to be used, with the rover player used in the outfield. The outfielders are to be in the outfield behind the infield-outfield line, which is the grass, on appropriate field.
- 17) When the batting team scores five (5) runs or acquires three (3) outs (whichever is first), they shall move to the field - this includes the 6th inning.
- 18) The coach will pitch the entire length of the season.
- 19) All Junior Minor League girls shall play at least three (3) full innings. If a manager violates this rule, he/she must play this girl for the entire next game. Any exceptions to this rule, because of injuries or disciplinary reasons, must be mutually agreed upon by both managers prior to the start of the first inning of the game.
- 20) Bases are to be fifty (50) feet apart.
- 21) Should a team lose a player due to illness or injury for a period of seven (7) days of participation; A Physician or Accredited medical provider, must give written permission to the player agent before player can return to full softball activity.
- 22) No inning shall start after 8:00 p.m. on weekdays or two (2) hours after start time if a game is to follow.
- 23) When the ball reaches the infield, play is dead. The ball need not be in possession. Runners must return to their last obtained base.
- 24) One defensive coach allowed on field. One coach must remain in dugout.
- 25) Two adults and one ballplayer to coach bases.
- 26) No coach will allow a player not on his/her league provided roster to play on their team. See [COACHES RULES on page 2](#) for player replacement and injury procedures.
- 27) 150 ft line for purpose of a homerun, a ball fielded in front of the outfielder is a single, pass the outfielder is the option to attain second base. No triples allowed in this division.
- 28) The coach is allowed to pitch anywhere between the mound & ½ way to the plate. There are no base on balls (walks). The batter will remain until a ball is put into play, or the batter is retired via strikeout (five (5) strikes).
- 29) There is NO ON DECK AREA for practice swings. Practice swings may only be taken near the batter's box.

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The following rules supplement the official Little League rule book which is published annually. If a team does not comply with the rules, the board of directors will review and determine disciplinary action.

Softball AA - League Age 9 & 10

- 1) The maximum number of innings a pitcher may be used in a given week (Sunday through Saturday) is six (6). A pitcher requires a full calendar days rest after pitching more than two (2)innings in one game. One pitch in an inning constitutes an inning pitched.
- 2) Round robin batting shall be used.
- 3) Each player shall play at least three (3) full innings in the field. If a manager violates this rule, he/she must play this girl for the entire next game. Any exceptions to this rule, because of injuries or disciplinary reasons, must be mutually agreed upon by both managers prior to the start of the first inning of the game.
- 4) Two (2) adults and one (1) ballplayer can be used as base coaches, as long as one coach remains in the dugout.
- 5) "Mercy Rule" after four (4) complete innings. If one team is ahead by ten (10) or more runs, the game is to be called complete. This is mandatory.
- 6) Should a team lose a player due to illness or injury for a period of seven (7) days of participation; A Physician or Accredited medical provider, must give written permission to the player agent before player can return to full softball activity.
- 7) No inning shall start after 9:00 PM on weekdays, or two (2) hours after start time if another game is to follow.
- 8) Each Team will be assigned a minimum of one (1) Minor Girls Division game to umpire, A strong consideration is asked of each coach to attend the annual umpires clinic and volunteer to umpire one game. The Home Team is also responsible to recruit a volunteer for a field umpire for each game.
- 9) Teams short of players may request an outfielder (s) from the opposing team to cover the field. The last player in the batting order for the start of that inning is to be selected.
- 10) No coach will allow a player not on his/her league provided roster to play on their team. See [COACHES RULES on page 2](#) for player replacement and injury procedures.
- 11) League approved pool player(s) can only be used as directed by the player agent. A pool player can be utilized to bring the team to eight and/or nine players to avoid a forfeit. A pool player can **NOT** be utilized as a pitcher. A game can start and be played with eight (8) players, but not less than eight.
- 12) Stealing after the ball has crossed home plate is acceptable. A "Ten Run Rule" is in effect. Whenever a team's scores reaches ten (10) runs or more then opponents do team, they must cease from stealing bases until the score differential becomes less than ten (10). However a runner is limited to stealing 1 base per batter and may not continue to advance on an overthrow in an attempt to get them out.
- 13) If a batter is walked, he/she will no longer get a free base. At this point any coach of the batter will come out and pitch, while the umpire continues to call balls and strikes.
- 14) When a game is played on a field without an outfield fence there will be a painted line @ 150 feet which will represent the outfield fence. A batted fly ball over the line will be ruled a Home Run. If a batted ball rolls past the line it should be ruled a Ground Rule Double, existing base runners advances two (2) bases on Ground Rule Double. Balls rolling short of line shall be considered a live ball until a play is made.
- 15) There is NO ON DECK AREA for practice swings. Practice swings are to be taken near the batter's box.
- 16) A tenth player to be used in the outfield is allowed.

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The following rules supplement the official Little League rule book which is published annually. If a team does not comply with the rules, the board of directors will review and determine disciplinary action.

Softball AAA - League Age 10, 11 & 12

- 1) All AAA Division girls shall play at least three (3) full innings. If a manager violates this rule, he/she must play this girl for the entire next game. Any exceptions to this rule, because of injuries or disciplinary reasons, must be agreed upon by both managers prior to the start of the first inning of the game.
- 2) Pitcher Innings and Game Scores will be tracked on the website
 - a) A pitcher may be used for a maximum of nine- (9) innings per week. One (1) day rest is required for a pitcher if more than two (2) innings were pitched in a day. Innings pitched are recorded in the games stats and innings are entered instead of baseball pitch counts.
 - b) For GvLL vs GvLL games, Innings pitched for each player will be recorded by the winning team manager on the website after each game in addition to the score. The losing team manager will verify these records.
 - c) For Inter – League games, the GvLL team manager will record the innings pitched for the GvLL team only in addition to the score for both teams.
 - d) Score books are to be retained by the team manager and are subject to review by the division director in the event of a dispute.
- 3) No inning shall be start after two (2) hours from start time if another game is to follow.
- 4) There will be a 5 run rule for the first three innings, and no limit after the 3rd inning is complete.
- 5) “Mercy Rule” After four (4) or more complete innings, if one team is ahead by ten (10) or more runs, the game is to be called complete. This is mandatory.
- 6) Round Robin batting is to be used, however all players still must play three (3) complete innings in the field. Free substitution in the field is allowed. (Does NOT apply during Team Tournament).
- 7) Each Team will be assigned a minimum of one (1) Minor Girls Division game to umpire, A strong consideration is asked of each coach to attend the annual umpires clinic and volunteer to umpire one game.
- 8) No coach will allow a player not on his/her league provided roster to play on their team. See [COACHES RULES on page 2](#) for player replacement and injury procedures.
- 9) League approved pool player(s) can only be used as directed by the player agent. A pool player can be utilized to bring the team to eight and/or nine players to avoid a forfeit. A pool player can **NOT** be utilized as a pitcher. A game can start and be played with eight (8) players, but not less than eight.
- 10) There is NO ON DECK AREA for practice swings. Practice swings may only be taken near the batter’s box.
- 11) When a game is played on a field without an outfield fence, cones will mark a 180’ (~30 feet beyond Field 6 & 7 150’ painted line) which will represent the outfield fence. A batted fly ball over the line will be ruled a Home Run. If a batted ball rolls past the line it will be ruled a Ground Rule Double and existing base runners will advance two (2) bases. Balls rolling short of the line are considered a live ball until a play is made.

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Softball Major - League Age 11&12

- 1) All Major League girls shall play at least three (3) full innings. If a manager violates this rule, he/she must play this girl for the entire next game. Any exceptions to this rule, because of injuries or disciplinary reasons, must be agreed upon by both managers prior to the start of the first inning of the game.
- 2) Only players who were on record as having participated in spring tryouts may be drafted at the spring draft or during the season to maintain the roster.
- 3) Pitcher Innings and Game Scores will be tracked on the website
 - a) A pitcher may be used for a maximum of nine- (9) innings per week. One (1) day rest is required for a pitcher if more than two (2) innings were pitched in a day. Innings pitched are recorded in the games stats and innings are entered instead of baseball pitch counts.
 - b) For GvLL vs GvLL games, Innings pitched for each player will be recorded by the winning team manager on the website after each game in addition to the score. The losing team manager will verify these records.
 - c) For Inter – League games, the GvLL team manager will record the innings pitched for the GvLL team only in addition to the score for both teams.
 - d) Score books are to be retained by the team manager and are subject to review by the division director in the event of a dispute.
- 4) No inning shall be start after two (2) hours from start time if another game is to follow.
- 5) “Mercy Rule” After four (4) or more complete innings, if one team is ahead by ten (10) or more runs, the game is to be called complete. This is mandatory.
- 6) Round Robin batting is to be used, however all players still must play three (3) complete innings in the field. Free substitution in the field is allowed. (Does NOT apply during Team Tournament).
- 7) Each Team will be assigned a minimum of one (1) Minor Girls Division game to umpire, A strong consideration is asked of each coach to attend the annual umpires clinic and volunteer to umpire one game.
- 8) No coach will allow a player not on his/her league provided roster to play on their team. See [COACHES RULES on page 2](#) for player replacement and injury procedures.
- 9) League approved pool player(s) can only be used as directed by the player agent. A pool player can be utilized to bring the team to eight and/or nine players to avoid a forfeit. A pool player can **NOT** be utilized as a pitcher. A game can start and be played with eight (8) players, but not less than eight.
- 10) No more than two (2) players, age ten (10) years old (league age) are allowed per Major Girls Team.
 - a) No ten year old may be drafted after the 7th round.
 - b) If a Head Coach drafts a ten year old, then the coach **MUST** participate in both the 9 & 10 minors preliminary All-Star tryout and the final All-Star tryout. Any exception must receive advance approval and shall be determined jointly by the minor and major director, Girls Player Agent, and the President. Failure to participate at both tryouts or to have an approved replacement there will forfeit your right to be a coach with Grandville Little League.
- 11) This division will re-draft annually.
- 12) There is NO ON DECK AREA for practice swings. Practice swings may only be taken near the batter’s box.

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The following rules supplement the official Little League rule book which is published annually. If a team does not comply with the rules, the board of directors will review and determine disciplinary action.

Softball Junior - League Age 13&14

- 1) Each player on a team of twelve (12) players or less will play a minimum of three (3) innings and have one (1) at bat in each game. Each player on a team of thirteen (13) or more players will play a minimum of two (2) consecutive innings and have one (1) at bat in each game, Any exceptions to this rule, because of injuries or disciplinary reasons, must be mutually agreed upon by both managers prior to the start of the game. If a manager violates this rule, the player must play for the entire next game.
- 2) "Mercy Rule" After four (5) or more complete innings, if one team is ahead by ten (10) or more runs, the game is to be called complete. This is mandatory.
- 3) No coach will allow a player not on his/her league provided roster to play on their team. See [COACHES RULES on page 2](#) for player replacement and injury procedures.
- 4) League approved pool player(s) can only be used as directed by the player agent. A pool player can be utilized to bring the team to eight and/or nine players to avoid a forfeit. A pool player can **NOT** be utilized as a pitcher. A game can start and be played with eight (8) players, but not less than eight.
- 5) A girl may pitch ten (10) innings per day, with a maximum total of eighteen (18) per week. One-day rest is required after pitching more than four innings in a day.
- 6) Pitcher Innings and Game Scores will be tracked on the website
 - a) A pitcher may be used for a maximum of 10 innings per day, with a maximum total of eighteen (18) innings per week. One (1) day rest is required for a pitcher if more than four (4) innings were pitched in a day. Innings pitched are recorded in the games stats and innings are entered instead of baseball pitch counts.
 - b) For GvLL vs GvLL games, Innings pitched for each player will be recorded by the winning team manager on the website after each game in addition to the score. The losing team manager will verify these records.
 - c) For Inter – League games, the GvLL team manager will record the innings pitched for the GvLL team only in addition to the score for both teams.
 - d) Score books are to be retained by the team manager and are subject to review by the division director in the event of a dispute.
- 7) This division will re-draft annually.
- 8) No twelve year old may be drafted after the 7th round.

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Softball Senior - League Age 15&16

- 1) Each player on a team of twelve (12) players or less will play a minimum of three (3) innings and have one (1) at bat in each game. Each player on a team of thirteen (13) or more players will play a minimum of two (2) consecutive innings and have one (1) at bat in each game. Any exceptions to this rule, because of injuries or disciplinary reasons, must be mutually agreed upon by both managers prior to the start of the game. If a manager violates this rule, the boy must play for the entire next game.
- 2) "Mercy Rule" After four (5) or more complete innings, if one team is ahead by ten (10) or more runs, the game is to be called complete. This is mandatory.
- 3) No coach will allow a player not on his/her league provided roster to play on their team. See [COACHES RULES on page 2](#) for player replacement and injury procedures.
- 4) League approved pool player(s) can only be used as directed by the player agent. A pool player can be utilized to bring the team to eight and/or nine players to avoid a forfeit. A pool player can **NOT** be utilized as a pitcher. A game can start and be played with eight (8) players, but not less than eight.
- 5) A girl may pitch ten (10) innings per day, with a maximum total of thirty (30) innings per week. One-day rest is required after pitching more than four innings in a day.

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Baseball A - League Age 7 & 8

- 1) Only one (1) base on an overthrow. Base (s) must be earned.
- 2) No stealing of bases allowed.
- 3) Round robin batting shall be used.
- 4) All Junior Minor League boys shall play at least three (3) full innings. If a manager violates this rule, he/she must play this boy for the entire next game. Any exceptions to this rule because of injuries or disciplinary reasons, must be mutually agree upon by both managers prior to the start of the first inning of the game.
- 5) The umpire shall call "foul" as soon as possible.
- 6) Ten (10) defensive players are to be used, with the rover player used in the outfield. The outfielders are to be in the outfield grass area.
- 7) When the batting team scores five (5) runs or acquires three (3) outs (whichever is first), they shall move to the field - this includes the 6th inning.
- 8) The coach will pitch the entire length of the season.
- 9) The infield-outfield line shall be the edge of the grass, on appropriate fields.
- 10) No bunting or deliberate half swing in the umpire's judgment.
- 11) Two (2) adults and one (1) ballplayer to coach bases.
- 12) No inning shall be start after 8:30 p.m. on weekdays or two (2) hours after start time if another game is to follow.
- 13) One defensive coach allowed on field, positioned in outfield grass. One coach must remain in dugout.
- 14) No coach will allow a player not on his/her league provided roster to play on their team. See [COACHES RULES on page 2](#) for player replacement and injury procedures.
- 15) 150 ft line for purpose of a homerun, a ball fielded in front of the outfielder is a single, pass the outfielder is the option to attain second base. No triples allowed in this division.
- 16) Should a team lose a player due to illness or injury for a period of seven (7) days of participation; A Physician or Accredited medical provider, must give written permission to the player agent before player can return to full softball activity.
- 17) There is NO ON DECK AREA for practice swings. Practice swings may only be taken near the batter's box.
- 18) The coach is allowed to pitch anywhere between the mound & ½ way to the plate. There are no base on balls (walks). The batter will remain until a ball is put into play, or the batter is retired via strikeout (five (5) strikes).

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The following rules supplement the official Little League rule book which is published annually. If a team does not comply with the rules, the board of directors will review and determine disciplinary action.

Baseball AA - League Age 9 & 10

- 1) Round robin batting shall be used.
- 2) Each player shall play at least three (3) full innings. If a manager violates this rule, he/she must play this boy for the entire next game. Any exceptions to this rule, because of injuries or disciplinary reasons, must be mutually agreed upon by both managers prior to start of the first inning of the game.
- 3) "Mercy rule" after four (4) complete innings, if one team is ahead by fifteen (15) or more runs, the game is to be called complete. This is mandatory.
- 4) No new inning shall start after 8:30 PM on weekdays, or two (2) hours after start time if another game is to follow.
- 5) A strong consideration for each coach to attend the annual umpire's clinic.
- 6) When a game is played on a field without an outfield fence there will be a painted line @ 180 feet which will represent the outfield fence. A batted fly ball over the line will be ruled a Home Run. If a batted ball rolls past the line it should be ruled a Ground Rule Double, existing base runners advances two (2) bases on Ground Rule Double.
- 7) Two (2) adults and one (1) ballplayer to coach bases, as long as one coach remains in the dugout.
- 8) No coach will allow a player not on his/her league provided roster to play on their team. See [COACHES RULES on page 2](#) for player replacement and injury procedures.
- 9) Stealing when the ball has crossed home plate is acceptable. A "Ten Run Rule" is in effect. Whenever a team's score reaches ten (10) runs or more than an opponent's team, they must cease from stealing bases until the score differential becomes less than ten (10).
- 10) If a batter is walked, he will no longer get a free base. At this point any coach of the batter will come out and pitch, while the umpire continues to call balls and strikes. This will change mid-season (date to be determined by the Director of the division once the schedule has been made. After mid-season, balls & strikes will be called according to the rules outlined in the "Official Little League Rule Book".
- 11) Runners may not advance/Steal more than one base per batter without the benefit of the ball being hit or bunted (whether stealing, on a passed ball, or an overthrow to the pitcher). Evaluation mid season by the director and coaches for regular season only.
- 12) Little League Pitch Count Rules will be followed and pitch counts and game scores will be recorded on the website.
 - a) Pitch counts will be recorded by the winning team manager on the website after each game in addition to the score. The losing team manager will verify the pitch counts and the score.
 - b) Game tracking forms are to be retained by the team manager and are subject to review by the division director in the event of a dispute.
- 13) There is NO ON DECK AREA for practice swings. Practice swings may only be taken near the batter's box.

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Grandville Little League Supplementary Rules

The following rules supplement the official Little League rule book which is published annually. If a team does not comply with the rules, the board of directors will review and determine disciplinary action.

Baseball AAA & Major - League Age 11 & 12

- 2) All Major League boys shall play at least three (3) full innings. Round Robin batting is to be used, however all players must still play three (3) complete innings in the field. Free substitution in the field is allowed. (This rule does NOT apply during tournament play). If a manager violates this rule two (2) times he/she must come before the Board. Any exceptions to this rule, because of injuries or disciplinary reasons, must be mutually agreed upon by both managers prior to the start of the first inning of the game
- 3) Only players who were on record as having participated in spring tryouts, may be drafted at the spring draft or during the season to maintain the roster.
- 4) No inning shall start after two (2) hours from start time if any other game follows.
- 5) A strong consideration is asked of each coach to attend the annual umpire's clinic.
- 6) "Mercy Rule" if after four (4) complete innings, one team is ahead by fifteen (15) or more runs, the game is to be called complete. This is mandatory.
- 7) No coach will allow a player not on his/her league provided roster to play on their team. See [COACHES RULES on page 2](#) for player replacement and injury procedures.
- 8) No more than two (2) players, age ten (10) years old (league age) are allowed per Major Boys Team.
 - a) No ten year old may be drafted after the 7th round.
 - b) If a Head Coach drafts a ten year old, then the coach MUST participate in both the 9 & 10 minors preliminary All Star tryout and the final All Star tryout. Any exception must receive advance approval and shall be determined jointly by the minor and major director, Boys Player Agent, and the President. Failure to participate at both tryouts or to have an approved replacement there will forfeit your right to be a coach with Grandville Little League.
- 9) League approved pool player(s) can only be used as directed by the player agent. A pool player can be utilized to bring the team to eight and/or nine players to avoid a forfeit. A pool player can **NOT** be utilized as a pitcher. A game can start and be played with eight (8) players, but not less than eight.
- 10) Little League Pitch Count Rules will be followed and pitch counts and game scores will be recorded on the website.
 - a) For GvLL vs GvLL games, pitch counts will be recorded by the winning team manager on the website after each game in addition to the score. The losing team manager will verify the pitch counts and the score.
 - b) For Inter – League games, the GvLL team manager will record the pitch counts for the GvLL team only in addition to the score for both teams.
 - c) Game tracking forms are to be retained by the team manager and are subject to review by the division director in the event of a dispute.
- 11) There is NO ON DECK AREA for practice swings. Practice swings may only be taken near the batter's box.
- 12) This division will re-draft annually.

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Grandville Little League Supplementary Rules

The following rules supplement the official Little League rule book which is published annually. If a team does not comply with the rules, the board of directors will review and determine disciplinary action.

Baseball Junior - League Age 13 & 14

- 1) Each player must play a minimum of 3 innings in the field and have at least one at-bat each game. A player that has been removed from the game may only re-enter the game after his replacement has played at least 6 consecutive outs in the field and has completed one at-bat. The removed player may re-enter the batting line-up in any spot and return to the field at any position except pitcher. Any exceptions to this rule, because of injuries or disciplinary reasons, must be mutually agreed upon by both managers prior to the start of the game. If a manager violates this rule, the player must play for the entire next game.
- 2) "Mercy Rule" after five (5) or more complete innings if one team is ahead by fifteen (15) or more runs, the game is to be called completed. This is mandatory.
- 3) No coach will allow a player not on his/her league provided roster to play on their team. See [COACHES RULES on page 2](#) for player replacement and injury procedures.
- 4) League approved pool player(s) can only be used as directed by the player agent. A pool player can be utilized to bring the team to eight and/or nine players to avoid a forfeit. A pool player can **NOT** be utilized as a pitcher. A game can start and be played with eight (8) players, but not less than eight.
- 5) Little League Pitch Count Rules will be followed and pitch counts and game scores will be recorded on the website.
 - a) For GvLL vs GvLL games, pitch counts will be recorded by the winning team manager on the website after each game in addition to the score. The losing team manager will verify the pitch counts and the score.
 - b) For Inter – League games, the GvLL team manager will record the pitch counts for the GvLL team only in addition to the score for both teams.
 - c) Game tracking forms are to be retained by the team manager and are subject to review by the division director in the event of a dispute.
- 6) This division shall re-draft every year.
- 7) All players must attend tryouts yearly.

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Grandville Little League Supplementary Rules

The following rules supplement the official Little League rule book which is published annually. If a team does not comply with the rules, the board of directors will review and determine disciplinary action.

Baseball Senior - League Age 15 & 16

- 1) Each player must play a minimum of 3 innings in the field and have at least one at-bat each game. A player that has been removed from the game may only re-enter the game after his replacement has played at least 6 consecutive outs in the field and has completed one at-bat. The removed player may re-enter the batting line-up in any spot and return to the field at any position except pitcher. Any exceptions to this rule, because of injuries or disciplinary reasons, must be mutually agreed upon by both managers prior to the start of the game. If a manager violates this rule, the player must play for the entire next game.
- 2) "Mercy Rule" after five (5) or more complete innings if one team is ahead by fifteen (15) or more runs, the game is to be called completed. This is mandatory.
- 3) No coach will allow a player not on his/her league provided roster to play on their team. See [COACHES RULES on page 2](#) for player replacement and injury procedures.
- 4) League approved pool player(s) can only be used as directed by the player agent. A pool player can be utilized to bring the team to eight and/or nine players to avoid a forfeit. A pool player can **NOT** be utilized as a pitcher. A game can start and be played with eight (8) players, but not less than eight.
- 5) Little League Pitch Count Rules will be followed and pitch counts and game scores will be recorded on the website.
 - a) For GvLL vs GvLL games, pitch counts will be recorded by the winning team manager on the website after each game in addition to the score. The losing team manager will verify the pitch counts and the score.
 - b) For Inter – League games, the GvLL team manager will record the pitch counts for the GvLL team only in addition to the score for both teams.
 - c) Game tracking forms are to be retained by the team manager and are subject to review by the division director in the event of a dispute.

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Grandville Little League Supplementary Rules

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All-Star Tryouts and Draft for Baseball and Softball - League Age 9 & 10

1. There will be two organized tryouts for the 9 & 10 All-Stars. The first tryout will be for the 9 & 10 minor players, where the top 10-16 will be selected to participate in the final 9 & 10 All-Star Draft Tryout. This tryout will bring the Minor 9 & 10 players together with the Major 10 year old players. The actual team draft will directly follow the final tryout.
2. Head Coaches Participation Eligibility
 1. All head coaches that have a player participating in the final tryout must participate in the tryout and represent the player(s) at the draft. In doing so, becomes eligible to vote in the All-Star draft.
 2. All Minor Head Coaches are eligible to participate in the 9 & 10 All-Star Draft and cast votes provided they participated in both tryouts.
 3. Only Head Coaches with a 10 year old can participate in the draft provided they participated in both tryouts.
 4. Only Head Coaches are eligible to participate in the draft. Any exception must receive advance approval and shall be determined jointly by the Minor Director, Major Director, Player Agent, and President.
3. All-Star Coach Selection

If an eligible Major coach(s) are interested in being the 9 & 10 All-Star Manager, then all interested eligible coaches will be listed and then voted on by eligible head coaches. If there are no interested Major coaches, then the minor head coach with the best record who is interested and eligible will be the 9 & 10 All-Star Coach. Every All-Star Manager must receive board approval.

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Grandville Little League Supplementary Rules

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BASEBALL ALL-STAR SELECTION PROCESS - Major, Junior and Senior Divisions

The selection process will use the following process and steps:

1. The coaches will meet choosing (8) players to represent the division using two rounds of voting.
2. The next (3) players shall be chosen using the player voting process. Those (3) players shall be the top (3) vote getters from the player voting process that are left after excluding the (8) players already voted in by the coaches.
3. The coach for the ALL-STAR team will be chosen at this point.
4. The coach then has the option of choosing (1) or (2) players at this point, depending if he would like to carry (12) or (13) players on the team. Whether choosing (1) or (2) players they must come from the original top (15) vote receivers in either the player voting or the coaches voting.
5. If additional players are chosen for the team (more than (13)), these players may be chosen by the coach also, but must come from the original top (15) of either the coaches or players list as well.

SOFTBALL ALL-STAR SELECTION PROCESS - Major and Junior Divisions

1. Coach Selection
 1. First option of Coach is Head Coach with best record (assuming he/she is interested and in good standing).
 2. Next option goes to 2nd place etc. Best record determined by GV vs GV games only.
2. Coaches approach parents of all-star candidates- tell them they would like to nominate, parents fill out commitment form indicating any and all unavailable dates.
3. Player availability is reviewed by coaches who read off the availability/unavailability of players who submitted commitment form and group discusses all of the unavailability to determine if players have enough commitment to be considered. (If 6 players all indicate gone same weekend, it's a problem. If one person says no Sunday play, and another has to miss a day we usually can work around.)
4. Coaches all vote for 10 players plus an additional tie breaker name. The top 7 vote getters are then placed on the roster
5. In case of a tie, tie breaker vote is added in to potentially break the tie. If that does not resolve the tie the All-Star coach can elect to break the tie, or to take the 8th player.
6. The coaches then have the opportunity to discuss their players not yet selected. Player Agent also pulls out list of player nominees for additional consideration.
7. The coaches then vote for 6 more players plus a tie breaker. The the top vote getters will be on the team to bring it up to 11 total.
8. The 12th player is selected by the coach. If the coach wants 13, he/she gets to select two.

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Grandville Little League Supplementary Rules

The following rules supplement the official Little League rule book which is published annually. If a team does not comply with the rules, the board of directors will review and determine disciplinary action.

Revision	Author	Change Description	Approved Date
A	T. Laurent	Format change – Season Release	2/1/2011
B	T. Laurent	Removed local Pitch Count Rules for boys divisions	4/25/11
C	T. Laurent	Updated Junior and Senior Softball Mercy Rule and removed “Consecutive” from minimum play. Removed ban on metal cleats for Junior divisions.	3/9/2012
D	K. Kribbet	Updated AAA division for Inter-League	4/18/12
E	S. Veldheer	Updated Softball Major and Junior draft from 5 th to 7 th round for younger players. Majors and Juniors will be redrafted annually.	2/4/13
F	S. Veldheer	Updated Softball Majors to clarify pitchers need a day of rest if more than two (2) innings pitched it a day.	4/25/13
G	T. Laurent	Updated AAA Softball to better match interleague rules and increased Maximum pitching from 7 to 9 innings per week. Removed coach must umpire one game requirement. Updated Coaches Rules for safety procedures and player replacement and added reference to this in all divisions. Revised unacceptable behavior section in Coaches Rules and added Field Support direction. Revised Pool Player reference and made common in all applicable divisions. Added Baseball pitch count, Softball innings pitched and score keeping procedures to applicable divisions. Added Softball All-Star selection process	5/4/14