



MORRISTOWN NATIONAL LITTLE LEAGUE



2018 MNLL Local Rules

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1 DOCUMENT PURPOSE

This document is intended to be a single reference point for Morristown National Little League (MNLL) Board members, Managers, Coaches and Volunteers regarding the local rules and day to day operation on the League. It will encompass information that covers all baseball divisions.

2 DIVISIONS AND AGE DESIGNATIONS

2.1 Birthday Cut Off Dates

- For baseball players born April 30, 2005 and earlier, the cutoff date is April 30th - Example: your child turns 10yrs old on May 25th, he is considered a baseball 9yr old.
- For baseball players born May 1, 2005 and later, the cutoff date is August 31th - Example: your child turns 10yrs old on August 31th, he is considered a baseball 10yr old.
- For softball, the cutoff date is Dec 31st of the previous year - Example: your child turns 12 on March 1st; she is considered a softball 11yr old.

2.2 Majors

Ten, Eleven and Twelve year olds. Tryouts are required to be eligible for this division and placement is subject to draft selection. Teams are formed by manager draft. Once a player is assigned to a team, he or she remains on that team from year to year. Vacancies occur as players graduate, or leave the program. The Majors is the most competitive division of play so parents need to consider whether their child is ready for majors. Williamsport rules apply including minimum play requirement. Minimum required playing time is 2 innings in the field and one at-bat. Games are played at Burnham Park Majors Field. Uniforms - MNLL provides: Hat, Baseball Jersey / Vest, T-Shirt for under vest, and socks. Parents should provide: Grey baseball pants, baseball glove, bat, bat bag, and a water bottle.

2.3 Minor AAA

Nine, Ten, and Eleven year olds. (will consider Eight year olds but they must have 1-year Minor AA and 1-year Minor A experience to be eligible and placement is subject to space availability and draft selection.) Tryouts are required for all 8s and 9s that wish to be considered for placement. Teams are formed by manager draft from a pool of available players. The Minor AAA draft is held following the Majors draft. This Division is very competitive, standings are maintained, and the season culminates in playoffs. Official Little League Rules of Play are followed, with a few exceptions (white pages). Minimum required playing time is 2 innings in the field. The batting line-up consists of all players at the game regardless if they are currently in an on-field position or not. Games are played at Burnham Park Minors AAA Field. Uniforms - MNLL provides: Hat, 3 button shirt, and socks. Parents should provide: Grey baseball pants, baseball glove, bat, bat bag, and a water bottle.

2.3.1 Majors Division - Draft Eligibility

During the online registration process parents will be provided the option to request that their son or daughter remain in the AAA Division even if a Majors Manager would like to draft him/her to Majors. If parents choose to hold their child down in AAA they will be presented with the below statement and asked to specify the reason the child is not eligible for the Majors Division.

"It is the MNLL Boards goal to build teams with balanced player skills. As a result, in the interest of all players, it's highly recommended that all 10 and 11 year olds remain eligible to be drafted into the Majors Division. When a child that possesses the skills to play in Majors but remains in AAA (based on parent preference) it forces other less skilled players to get drafted up to Majors. This increases the disparity in player skills within each team's roster at both the Majors and Minors AAA level. Please specify the reason you would like your player to not be eligible for the Majors draft:"

2.4 Minor AA

Eight and Nine year olds (will consider Seven year olds if they will turn eight prior to August 1st and have already had a year of Minor A Instructional the parent must request consideration and he will be evaluated for Minor AA) Minor AA maintains instructional focus with an end of season round robin tournament. Teams are formed by committee, taking into account skill levels, player age and gender. Official Little League Rules of Play (used at the Majors and Minor AAA levels) are substantially modified (within accepted LL guidelines) to facilitate the games. Most games are played at a Morris Township Field. Uniforms - MNLL provides: Hat, T-shirt and socks. Parents should provide: Grey baseball pants, baseball glove, bat, bat bag, and a water bottle.

2.5 Minor A Instructional

Six and Seven year olds (eights by parental request); Six year olds must have completed one year of T-Ball. No tryouts, no division standings, coach pitch, reinforces clinic skills and adds on. T's are not used (unless necessary). Game format is used, three strikes-three outs per innings with contiguous batting order. 12 – 14 game season. The principal consideration in forming teams is geography; we try to have youngsters play with other kids from their neighborhoods. May be combined with Clinic depending on the number of registrations of the combined divisions. Most games are played at a Morris Township Field. Uniforms - MNLL provides: Hat, T-shirt and socks. Parents should provide: Grey baseball pants, baseball glove, bat, bat bag, and a water bottle.

3 GAME PLAYING RULES

MNLL will follow all rules contained in the current “Official Regulations and Playing Rules” as published by Little League Baseball. The following rules are intended as a summary of key portions of the Official Regulations and Playing Rules and can, where applicable, supplement those rules. The below rules are not intended to supersede Little League rules, the only exception is when its noted to be an MNLL specific rule. Managers and Coaches should familiarize themselves with the Little League Playing Rules.

3.1 PLAYING RULES - MAJORS BASEBALL DIVISION

Regulation Game - 10 Run Rule - Majors Only: If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. NOTE: (1) If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning. (LL Rule 4.10e) Losing manager has the option to play on (MNLL Rule).

Game Duration: 6 innings. (LL Rule 4.10) On Saturday back to back games - no new inning after 2 hours and 15 minutes. (MNLL Rule)

Forfeitures: Nine players are required to field a team. If a manager cannot do this with his own players he may get a player from the Majors Player Pool which will be managed by the Player Agent. Failing to field 9 players by scheduled game start time or at any time during the game will result in automatic forfeiture. Pending the approval of the League Director, at two days or more prior to a game both Managers may agree to reschedule that game within the same week as originally scheduled. All efforts should be made to reschedule in advance. (LL Rule 4.16 & MNLL Rule)

Pitch Count Maximum:

9 - 10 year olds: 75 pitches per day

11 - 12 year olds: 85 pitches per day (**12 year olds not allowed to pitch in AAA**)

Exception: If a pitcher reaches the limit imposed 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. (LL Rule VI(c.))

Pitch Count Rest

- If a player 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 days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

EXCEPTION: If a pitcher reaches a day(s) of rest threshold 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 retired; 3. The third out is made to complete the half-inning. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter. *Regulation VI (d)*

Pitcher Return to Mound: A pitcher once removed from the mound cannot return as a pitcher. *(LL Rule VI(b))*

Pitcher/Catcher: Pitcher who delivers 41 or more pitches cannot catch. A Catcher in four or more innings can't pitch *(LL Rule VI(c.))*

Catcher's Courtesy Runner: when there are two (2) out and the catcher is on base, a courtesy runner is allowed. However the substitute runner must be the player who made the 2nd out. (MNLL Rule). Contrary to LL rule 3.04.

Batting Order: A Continuous batting order shall be followed when playing at Burnham Park unless the opposing team only has 9 players. In that case it is the managers discretion as to how to bat. Substitutes must take the place of the replaced player's position in the batting order except as covered by Rule 3.03.

Strike Zone: The area over home plate between batter's armpits and knees. *(LL Rule 2.00)*

Substitutions / Player Participation: Every player present at the start of a game will participate in each game for a minimum of nine (9) defensive outs and bat at their spot in the order. A player in the starting line-up who has been removed for a substitute may re-enter the game and will bat at their original spot in the batting order.

Tagging Up: Base runners can legally retouch their base once a fair ball is touched in flight and advance at their own risk if a fair or foul ball is caught. *(LL Rule 7.08d)*

Dropped 3rd Strike – Majors Only: A batter is out when (b)(1) a third strike is legally caught by the catcher; (b)(2) a third strike is not caught by the catcher when first base is occupied before two are out. 6.09(b) – The batter becomes a runner when (b) "...the third strike called by the umpire is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two out." *(LL Rule 6.05b & 6.09b)*

Balks: Balks are not enforced. However, the Manager may request the Umpire to instruct the pitcher in the proper delivery to prevent further Balking. *(LL Rule 2.00)*

Bases on overthrow (dead ball): If (out of bounds) overthrow is the 1st infield play, 2 bases awarded based on position of runners at time of pitch. Otherwise 2 bases awarded based on position of runner at the time the wild throw was made. *(LL Rule 7.05g)*

Bases on overthrow (live ball): If ball remains inbounds it's a live ball and no base limit. *(LL Rule 7.05)*

Bat Throwing: There is no LL rule regarding thrown bats. It is a safety issue, the umpire can warn or eject the batter, but bat throwing is not an "official" reason to call a batter out. *(LL Rule 6.05 & 6.06)*

Foul Bunt: Bunting allowed - Out if on 3rd strike bunt is a foul. *(LL Rule 6.05c)*

Courtesy Runner: A courtesy runner may be used for a catcher with two outs in order to speed up the game. The runner will be the player with the last batted out. *(MNLL Rule)*

Ground Rule Double: Runners advance two bases if a batted fair ball bounces out of bounds (*LL Rule 7.05f*)

Intentional Walks: A batter may not be given an intentional walk (*LL Rule 8.02b*)

Infield Fly – Majors only: An Infield Fly is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare “Infield Fly”, the batter is out and the force is removed from the runners (*LL Rule 6.05d*)

AAA will not utilize the infield fly rule

Leading: Allowed once pitched ball reaches batter. If violation and out is made, out counts. If no hit or out then runner returns to original base. If hit made, no runner may advance farther than forced by batter's action. (*LL Rule 7.13*)

Sliding: There is never any situation in which a runner is required to slide. The relevant rule is: 7.08(a)(3) -- Any runner is out when ... the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. (*LL Rule 7.08(a)(3)*)

Tie Games: Extra innings if time permits (*MNLL Rule*)

Coach Visits to Pitcher: Must change pitcher on third visit of inning (*LL Rule 8.06*)

On Deck Batters: Not allowed. Only the first batter of each half-inning will be permitted outside the dugout between half-innings. (*LL Rule 1.08*)

3.1.1 Sample Majors Division Playoffs

If 6 teams the Majors Division will use the following playoff seeding process:

Majors Playoff Game 1 - Seed #1 vs Seed #8

Majors Playoff Game 2 - Seed #2 vs Seed #7

Majors Playoff Game 3 - Seed #3 vs Seed #6

Majors Playoff Game 4 - Seed #4 vs Seed #5

Majors Playoff Game 5 - Winner Game 1 vs Winner Game 4

Majors Playoff Game 6 - Winner Game 2 vs Winner Game 3

Majors Championship Game 1 (Higher Seed Home Team)

Majors Championship Game 2 (Lower Seed Home Team)

Majors Championship Game 3 if needed (Higher Seed Home Team)

The higher seed is home unless noted otherwise. If two or more teams are tied, it will be broken by the results of head-to-head games between the teams involved. If still tied, the tie will be broken by calculating the runs allowed per inning played on defense in all games played by the teams. The team having the lowest ratio receives the higher placement. In place of calculating runs allowed a coin can be flipped.

3.2 PLAYING RULES - MINOR AAA BASEBALL DIVISION

The Minor AAA Division will follow all the rules as the Major Baseball Division with the following exceptions:

Regulation Game / 12 Run Rule - AAA Only: If after four innings, three and one-half innings if the home team is ahead, one team has a lead of twelve runs or more, the manager of the team with the least runs shall concede the victory to the opponent. NOTE: (1) If the visiting team has a lead of fifteen runs or more, the home team must bat in its half of the inning. Losing manager has the option to play on (*MNLL Rule*).

Pitch Count Maximum:

8 years old: 50 pitches per day

(12 year olds not allowed to pitch in AAA)

Pitch Count Rest

- If a player 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 days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Continuous Batting Order - Minors Only: All players shall bat in an unchanged consecutive order (*LL Rule 4.04 & MNLL Minors Only Rule*)

Player Participation: Every player present at the start of a game will participate in each game for a minimum of nine (9) defensive outs.

5 Run Rule – Minors Only: Maximum 5 runs per 1/2 inning. In both the top and bottom of the 6th inning (and all subsequent extra innings) the 5 run rule will be suspended. (*LL Rule 5.07 & MNLL Minors Only Rule*)

Infield Fly: AAA will not utilize the infield fly rule.

Stealing - AAA Only: Limited to 3rd base and one base at a time. No stealing home (even on an overthrown attempt to make a stolen base out) (*MNLL Rule*)

3.2.1 Sample Minors AAA Division Playoffs

If 8 teams the Minors AAA Division will use the following playoff seeding process:

AAA Playoff Game 1 - Seed #1 vs Seed #8
AAA Playoff Game 2 - Seed #2 vs Seed #7
AAA Playoff Game 3 - Seed #3 vs Seed #6
AAA Playoff Game 4 - Seed #4 vs Seed #5
AAA Playoff Game 5 - Winner Game 1 vs Winner Game 4
AAA Playoff Game 6 - Winner Game 2 vs Winner Game 3
AAA Championship Game 1
AAA Championship Game 2
AAA Championship Game 3

The higher seed is home unless noted otherwise. If two or more teams are tied, it will be broken by the results of head-to-head games between the teams involved. If still tied, the tie will be broken by calculating the runs allowed per inning played on defense in all games played by the teams. The team having the lowest ratio receives the higher placement. In place of calculating runs allowed a coin can be flipped.

2017 MNLL Majors and AAA Baseball Game Rule Summary

(The Official Little League Regulations and Playing Rules Book will always supersede any context in this document, with exception to MNLL specific rules)

Topic	Description	Rule
Regulation Game 12 Run Rule - AAA Only	If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of (12) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. NOTE: (1) If the visiting team has a lead of (12) runs or more, the home team must bat in its half of the inning. Losing manager has the option to play on (MNLL).	MNLL AAA Only
Regulation Game 10 Run Rule - Majors Only	If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. NOTE: (1) If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning. Losing manager has the option to play on (MNLL).	4.10e Majors Only
3rd out run scores	If 3rd out is not a force and scoring run is made prior to 3rd out run counts	4.09
5 Run Rule - AAA Only	Maximum 5 runs per 1/2 inning. In both the top and bottom of the 6th inning the 5 run rule will be suspended.	5.07 MNLL AAA Only
Balks	Balks are not enforced. However, the Manager may request the Umpire to instruct the pitcher in the proper delivery to prevent further Balking.	2.00
Bases on overthrow (dead)	If (out of bounds) overthrow is the 1st infield play, 2 bases awarded based on position of runners at time of pitch. Otherwise 2 bases awarded based on position of runner at the time the wild throw was made.	7.05g
Bases on overthrow (live)	If ball remains inbounds its a live ball and no base limit.	7.05
Batter illegal action	Out if hitting the ball with one or both feet entirely outside the batter's box	6.06a
Batting Order	A 9 player batting order shall be followed when playing at MNLL home Burnham Park will last throughout the game unless a player is substituted for another. Substitutes must take the place of the replaced player's position in the batting order except as covered by Rule 3.03. A Continuous batting order will be followed when playing at Morris Plains home Community Park. Minors AAA - All players shall bat in an unchanged consecutive order	4.04
Bunt / Foul	Bunting allowed - Out if on 3rd strike bunt is a foul	6.05c
Courtesy Runner	May be used for a catcher with (2) outs in order to speed up the game. The runner will be the player with the last batted out.	MNLL
Game Duration	6 innings - No new inning after 2 hours and 15 minutes (MNLL).	4.10
Forfeitures	Nine players are required to field a team. Manager must utilize player pool if they cannot field team with rostered players.	4.16
Ground rule double	Runners advance two bases if a batted fair ball bounces out of bounds	7.05f
Infield Fly Majors Only	An INFIELD FLY is a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly", the batter is out and the force is removed from the runners AAA will not utilize the infield fly rule	6.05d
Intentional walks	A batter may not be given an intentional walk.	8.02b
Leading	Allowed once pitched ball reaches batter. If violation and out is made, out counts. If no hit or out, then runner returns to original base. If hit made no runner may advance farther than forced by batter's action.	7.13
On Deck Batters	Not allowed. Only the first batter of each half-inning will be permitted outside the dugout between half-innings	1.08

Pitch Count Maximum	<table style="width: 100%; border: none;"> <tr> <td style="text-align: center; width: 33%;"><u>8 year old</u> 50 pitches/day</td> <td style="text-align: center; width: 33%;"><u>9 - 10 year old</u> 75 pitches/day</td> <td style="text-align: center; width: 33%;"><u>11-12 year old</u> 85 pitches/day</td> </tr> </table> <p>12 year olds cannot pitch in Minor AAA</p> <p>Exception: If a pitcher reaches the limit imposed 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.</p>	<u>8 year old</u> 50 pitches/day	<u>9 - 10 year old</u> 75 pitches/day	<u>11-12 year old</u> 85 pitches/day	VI(c.)	
<u>8 year old</u> 50 pitches/day	<u>9 - 10 year old</u> 75 pitches/day	<u>11-12 year old</u> 85 pitches/day				
Pitch Count Rest	<table style="width: 100%; border: none;"> <tr> <td style="text-align: center; width: 25%;"><u>66 or more pitches</u> 4 calendar days</td> <td style="text-align: center; width: 25%;"><u>51 - 65 pitches</u> 3 calendar days</td> <td style="text-align: center; width: 25%;"><u>36 - 50 pitches</u> 2 calendar days</td> <td style="text-align: center; width: 25%;"><u>21 - 35 pitches</u> 1 calendar days</td> </tr> </table>	<u>66 or more pitches</u> 4 calendar days	<u>51 - 65 pitches</u> 3 calendar days	<u>36 - 50 pitches</u> 2 calendar days	<u>21 - 35 pitches</u> 1 calendar days	VI(d)
<u>66 or more pitches</u> 4 calendar days	<u>51 - 65 pitches</u> 3 calendar days	<u>36 - 50 pitches</u> 2 calendar days	<u>21 - 35 pitches</u> 1 calendar days			
Pitcher return to mound	A pitcher once removed from the mound cannot return as a pitcher.	VI(b)				
Pitcher/Catcher	Pitcher who delivers 41 or more pitches cannot catch. Catcher in four or more innings can't pitch.	VI(c.)				
Sliding	Runner called out if: 1) Runner does not slide or attempt to get around a fielder if that fielder has the ball and is waiting to make a tag. 2) Runner slides headfirst while advancing to a base. NA to first base.	7.08				
Stealing - AAA Only	Limited to 3rd base and one base at a time. No stealing home (even on an overthrown attempt to make a stolen base out)	MNLL AAA Only				
Strike Zone	Area over home plate between batter's armpits and knees	2.00				
Substitutions Player Participation	Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. A player in the starting line-up who has been removed for a substitute may re-enter the game once, in any position in the batting order, provided: 1. his or her substitute has completed one time at bat and; 2. has played defensively for a minimum of six (6) consecutive outs;	IV(i) 3.03				
Tagging Up	Base runners can legally retouch their base once a fair ball is touched in flight and advance at their own risk if a fair or foul ball is caught.	7.08d				
Tie Games	Extra innings if time permits	MNLL				
Coach Visits to Pitcher	Must change pitcher on third visit of inning	8.06				
On-Deck Batter	The on-deck position is not permitted in Tee Ball, Minor League or Majors Division	1.08				
Field Responsibilities	Home team: Bases, chalk lines, field gates, drag infield, clean area	MNLL				
Injuries	Must be reported to the Safety Director	MNLL				
Rain outs reschedule	Home team manager responsible for contacting league director who will re-schedule.	MNLL				
Batting Practice	Not allowed on game field during the pre-game warm-ups	MNLL				
Dropped 3rd Strike (Majors Only)	A batter is out when (b)(1) a third strike is legally caught by the catcher; (b)(2) a third strike is not caught by the catcher when first base is occupied before two are out. 6.09(b) – The batter becomes a runner when (b) "...the third strike called by the umpire is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two out."	6.05b 6.09b Majors Only				
Bat Throwing	There is no LL rule regarding thrown bats. It is a safety issue, the umpire can warn or eject the batter, but bat throwing is not an "official" reason to call a batter out.	6.05 6.06				
Catcher's Courtesy Runner	when there are two (2) out and the catcher is on base, a courtesy runner is allowed. However the substitute runner must be the player who made the 2nd out.	MNLL Rule				

3.3 PLAYING RULES - MINOR AA BASEBALL DIVISION

1. GAME LENGTH: 4-6 innings or 2 hour time limit on all games. Play shall continue after the time limit until end of full inning.
2. BATTING: Every player on the roster must bat in each game. A continuous batting order is used and should be varied with each game. A player late to the game may be inserted at the end of the line-up. A struck ball must go at least half way between the plate and the pitcher's mound and must be within the foul lines to be a fair ball. Any ball hit less than that, but between the lines will be deemed foul and the batter shall try again. Batters / Runners who are ruled out shall return to their respective benches.
3. PLAYER PITCH: 1st and 2nd Inning will consist of Player Pitchers only. A player pitcher will pitch to a maximum of two inning or 39 pitches per game. Balls and strikes shall be called by the offensive coach behind the pitcher. There will be a maximum of 4 walks per inning. After the 4th walk a batter can only strike out or hit the ball into play. EVERY CHILD MUST PITCH TO AT LEAST ONE (1) BATTER DURING THE SEASON.
4. COACH PITCH: After the 2nd inning a coach can be used to pitch to their own team or assist Player Pitchers during the inning. If a Coach assist during a Player Pitcher count on a batter, all pitches will be considered strikes. Coaches will try to keep it to a 5 pitch maximum. Walks are not allowed; the batter must hit the ball in fair territory or strike out. However, in no event shall a batter's turn end on a foul ball that is otherwise not an out.
5. HIT BATTER: If a batter is hit by a pitched ball thrown by the opposing player pitcher, he shall be awarded 1st base. There will be a maximum of 4 hit batters and then player pitcher must be replaced. A batter hit by a coach pitch shall not be awarded the base.
6. PITCHING COACH INTERFERENCE: A batted ball hitting any part of the pitching coach shall be declared a dead ball and an automatic single. Runners will advance one base.
7. ROTATION: It is recommended to maintain that position for a minimum of two (2) innings to learn that position. Rotate between games moving players from the infield to the outfield. It is strongly encouraged that ALL players catch at least one (1) inning in the season. EXCEPTION: No player shall be required to remain in a position if safety becomes an issue. 2013 MNLL MINOR "AA" LEAGUE DIVISION RULES(Continued)
8. NUMBER OF FIELDERS: Each team will play ten (10) defensive players on the field. 4 players in the outfield (L, LC, RC, R) shall be employed and they must be stationed in the outfield grass behind the outfield arc. Only the catcher may be positioned outside of the baselines in foul territory. If a team can only field nine players, the opposing manager with ten players shall have the option to play all ten players.
9. INFIELD FLY: Rule does not apply.
10. INNING: An inning will constitute three defensive outs by defensive team, or five runs scored, or completing an entire cycle of the batting order, whichever comes first. Even if a team is behind by more than five runs during its last at bat, five runs is the maximum number of runs that can be scored.
11. BASE RUNNING:
 - a. Stealing is not allowed. A player may not leave the base until after the ball is hit.
 - b. The play should be made at the appropriate base. Defensive outs may be recorded as in any normal game. However, a defensive player with control of the ball in the pitching circle will stop the runners from advancing. One foot on the pitching circle line is sufficient to be "in the pitching circle". Any runners who are more than halfway (as determined by the coach-pitcher) to the next base shall be awarded that base. Any runners who are less than halfway to the next base must return to the previous base, unless a force play requires that runner to advance. Note" the pitching circle is the real or imaginary 8' circle surrounding the pitching rubber. c. Sliding will be allowed in the "AA" Division at all bases except 1st. Remember that head-first sliding is not allowed at any level of Little League].
12. ADVANCEMENT on the base paths should be a result of a batted ball, not an overthrow. Base runners are permitted one base on a single and two bases on an extra base hit (any ball hit further then where the infield is playing. It is the 1st coach's responsibility to instruct base runner to advance.)
13. BUNTING: Is not allowed in this division.
14. BASE COACHES: Two adult base coaches are allowed however there must be at least one coach or manager in the dugout at all times when the team is at bat.
15. PLAYOFF: All teams make the playoffs. A single elimination tournament is to be contacted ending in a championship game to be played at Burnham Majors field (if available).

3.4 PLAYING RULES - MINOR A BASEBALL DIVISION

1. Each batter has the option to hit a pitched ball by the coach or have the ball placed on a Tee for his/her at-bat. The Tee is located immediately in front of and parallel to the front of home plate. If the player chooses to hit a pitched ball, he/she will have **no more than 10 pitches**, regardless of the quality of pitch, to put the ball in play. If the ball is not put in play after 10 pitches, it will be placed on the Tee.
2. A struck ball must go at least half way between the plate and the pitcher's mound and must be within the foul lines to be a fair ball. Any ball hit less than that, but between the lines will be deemed foul and the batter shall try again.
3. Players are permitted three (3) attempts to hit the ball 12' or more. On the fourth try, the ball is in play, if fair, regardless of distance hit.
4. All players present at the game will bat once every inning.
5. Play shall be stopped when all normal progressions of the runners has stopped or the ball is returned to the pitcher by the defensive team.
6. The last batter in each inning shall run to home after his/her hit (i.e. he/she gets to hit a home run). The defending team will remain on the field until all base runners have crossed home plate.
7. Regardless of the number of outs recorded, a half inning continues until the entire line-up of the batting team has batted.
8. Batters / Runners who are ruled out shall return to their respective benches unless otherwise agreed upon between managers prior to start of game play.
9. All batters and base runners must wear helmet.
10. Coaches should work with players who have a tendency to throw their bats.
11. Any catcher (adult or child) behind the plate must wear a helmet. Child catcher must also have protective body equipment to be provided by MNLL.
12. Defensive positions should be as close as possible to the standard baseball defensive positions with the extra players filling positions in between the regular positions.

GAME PROCEDURES

1. Games are to start promptly at 10:00a.m. or 12:00pm on Saturday mornings. Games will last a maximum of 1 hour and 30 minutes or 3 complete innings. A fourth inning can be played if time permits and is agreed upon by both managers.
2. Both teams must have at least seven (7) players to start a game. If a team has fewer than seven players, it is recommended that players be borrowed from the opposing team. However, the decision to borrow or loan players rests entirely with the two head coaches.
3. Games should be kept moving along. Coaches are expected to have their players ready to bat and to have their team ready to take the field after all players have batted.
4. Players should warm-up by playing catch. There is no need for teams to take infield warm-up procedures between innings.
5. No player is to swing a bat outside of the home plate box at any time.
6. Head coaches will encourage assistant coaches and parents to help in lining up the players and prepare them to bat so that the progress of the games are not delayed.

7. Head coaches or assistant coaches will pitch to their own team members. Head coaches or assistant coaches will also act as umpires: The umpire should (but does not have to be) be positioned behind home plate and will be responsible for putting the ball in play by placing it on the Tee and announcing "Play Ball" after verifying that all players are ready, thereby indicating that the hitter may take his/her swing at the ball. The base coaches will also be umpires for plays at first and third bases. The defensive team's coach will be the umpire for plays at second base.
8. Head coaches are required to handle his/her team's fans. Games may be terminated for fan unruliness.
9. No alcohol beverages are allowed at any MNLL game.
10. Head coaches will ensure that the field is in playable condition for the next game. Everyone is responsible for the proper disposal of any trash or debris left behind by themselves or their teammates. Everyone will also be responsible for collecting his/her own equipment and personal belongings brought to the games.

4 MANAGER AND COACH REQUIREMENTS AND GUIDELINES

4.1 Rutgers S.A.F.E.T.Y. Course

MNLL requires each manager and coach to have at one time attended the Rutgers S.A.F.E.T.Y. clinic. Additional information can be found at <http://www.youthsports.rutgers.edu>. Morris Township Recreation will generally host a Rutgers S.A.F.E.T.Y course in the late winter early spring. MNLL pays for all managers and coached to attend.

4.2 Coach Clinic

Each manager/coach must attend an MNLL Board approved clinic every 3rd years with one representative in attendance each year.

4.3 Background Check

As a volunteer Manager or Coach a current background check must be on file with MNLL. Managers and Coaches will be asked to register as an Adult Volunteer on mnll.org and to submit their Social Security Number. A background check will be processed through LexisNexis. All background checks are secure and all information is keep strictly confidential.

4.4 Medical Release

All Managers should keep a copy of each players Medical Release Form in their possession during practices and games. A copy of a blank Medical release form can be found under the Documents \ Safety section of mnll.org

4.5 Weekly Practices

All Managers should make ever attempt to have at least one practice per week.

4.6 Rainouts and Discontinued Games

On Burnham Park Fields Managers should assess the field at least 1 hour prior to game time and make the determination if the field is playable. If the weather is questionable they should also re-assess the field at game start time. Once the game begins the umpire has the final say on field conditions, but managers should always help guide umpires, and use good judgment.

On Morris Township Fields Managers should attempt to identify if the field is closed based on the Morris Township Parks and Recreation Department daily field assessment process. This is communicated via email and the Township hotline - (973) 326-7370. If Morris Township Parks and Recreation has not closed the field Managers should also assess the field at least 1 hour prior to game time and make the determination if the field is playable. If the weather is questionable they should also re-assess the field at game start time. Once the game begins the umpire has the final say on field conditions, but managers should always help guide umpires, and use good judgment.

Games canceled by bad weather shall be rescheduled in the order of postponement on the first available open date. "Open dates" shall be Friday at 6:00PM, Sunday at 1:00PM & 3:30PM, a third (3rd) game on Sunday at 6:00PM and Monday at 6:00PM. The Home Team Manager for any particular rainout game is responsible for notifying the League Director who will re-schedule the rainout game according to the above order of availability (It is noted that MNLL discourages teams from playing 4 games during a week and the rescheduling process can be modified by the League Director). Rainout games must be made up no later than the next available Monday after the original rained out game date. The Umpire has final sole discretion on when to stop play due to rain or lightening. When lightening is observed, all play must stop immediately. A game can resume following a 30-minute period where no further lightening is observed. If lightening is observed during a 30-minute wait period, another 30-minute period shall be imposed.

4.7 Umpire Scheduling and Assignments – Majors and Minors AAA Only

One adult umpire will be used for all Majors and AAA regular season games. Two adult umpires will be utilized for all spring playoff games. All Game schedules will be input into the www.Arbitersports.com system. All managers will be given a login to the system and receive email notifications about umpire assignments. A few days prior to each game, managers should verify that an umpire has been assigned to their game. It's also recommended that managers bring the umpires contact info with them to the field and if necessary call the umpire at or before game time. Managers are responsible for notifying the umpires at least one hour prior to the scheduled start time of a game if it will be postponed or canceled due to weather. Should an umpire not get notified, there will be a \$20 inconvenience charge invoiced to the league to cover travel expenses and time.

If a manager needs an umpire assigned for a makeup game, the home team manager should email All County Assigning (acassigning@gmail.com) with the game date, time and location. Then verify in arbitersports.com that an umpire has been assigned. If necessary All County Assigning Cell Phone Numbers are: Ray (201) 787-7548 or John (862) 812-0344

Note: No MNLL volunteer should be assigned as an umpire to an MNLL game where that volunteer is a director, manager, coach or has a child playing in the same division.

4.8 Game Results Input Procedures

Majors and Minors AAA Baseball game results and pitch counts will be recorded on the mnl.org website. Managers and coaches will each be given a log in and password to input their teams results. It is expected that game results will be recorded into the web within 48 hours of game completion. In the event that pitch counts can't be recorded into the website, managers should be prepared to provide a hard copy Pitching Eligibility Tracking Form report to the opposing coach prior to each game.

Detailed game results input procedures can be found under the Documents section of mnl.org or at:

<http://files.leagueathletics.com/Text/Documents/10422/29516.pdf>

A blank copy of the "Pitching Eligibility Tracking Form" can be found under the Documents \ Playing Rules section of mnl.org or at: <http://files.leagueathletics.com/Text/Documents/10422/28515.pdf>

4.9 Game and Practice Schedule Maintenance

Preferably All Majors, Minors AAA and AA game and practice schedules will be input and posted on mnl.org. This will allow Managers and Division Directors to easily see what fields are available each week. If there is a schedule change or to add practices, Managers should update the schedule via their mnl.org account or ensure the Division Director does so.

4.10 Player Evaluation Forms

At the completion of each season All Minors AA, AAA and 8, 9, 10 and 11 year old All-Star Managers should complete and submit a player evaluation form to the Division Director and/or Player Agent. These forms are utilized prior to the spring season team draft to help determine teams and player skills.

4.11 Burnham Keys

All Majors and Minor AAA Managers will be provided a single master lock key that opens the yellow tool box on the Minors field, the shed, press box and gates to Burnham Majors field.

All Majors Managers will be provided an additional key that opens the bathrooms.

Keys should be returned to the President at the completion of a volunteer's tenure with MNLL.

4.12 Accident Reporting Procedures

An incident that causes any player, manager, coach, umpire, volunteer or spectator to receive medical treatment and/or first aid must be reported to the Safety Officer within 24 hours via completion of the injury tracking form. This includes even passive treatments such as the evaluation and diagnosis of the extent of the injury or periods of rest. Claim forms should be distributed to parent of injured child by the Safety Officer. Parents must submit completed forms to the Safety Officer for review. All such incidents described above must be reported to the Safety Officer within 24 hours of the incident.

For additional information:

http://www.littleleague.org/Assets/forms_pubs/asap/AccidentNotifyTrackChartis.pdf

5 TEAM DRAFTING

5.1 DRAFTING – MAJORS DIVISION

5.1.1 Majors Draft

The below draft procedure is a guideline that can be used in an effort to find the best balance for each team without instituting a full team re-draft. It is very likely that returning rosters will not be balanced. Every effort should be made to evaluate the unbalance and make small adjustments to the draft process to allow those weaker teams increased opportunity to draft higher skilled players.

- The draft order will be determined by the teams record from the previous year. The lowest ranked team will have the 1st pick, 2nd lowest 2nd pick and with the Majors Champion drafting last. The draft order remains the same each round.
- Every team makes picks the first 2 rounds of the draft.
- After the 3rd round teams that require more picks will continue to make picks until their rosters have the same amount of players as the other teams.
- Sibling and Manager picks should be placed in strategic rounds to either strengthen or weaken the team based on its team rank
- All eligible 12 year olds must be picked by the end of the draft
- Each team cannot have more than 7 players of the same age.
- Trades are permitted at the end of the draft provided both managers agree.

5.1.2 Supplemental Drafting

In the event a vacancy occurs on a Major League roster, it is that team's Manager's responsibility to notify the Player Agent immediately as to the nature of the vacancy. The Manager with the vacancy will review those eligible players in the Minor League and make a selection to fill the vacancy within 14 calendar days. If vacancies occur on more than one team at the same time, the first Manager to notify the Player Agent will select a replacement player before any other Manager may select a player. If a manager has not selected a player within the 14 days, the Player Agent will make the selection. All supplemental player selections will be made directly to the Player Agent, who in turn will notify the Minor League Manager (s) involved. The Player Agent will then contact the player involved advising the player that he/she has been drafted to the Major League.

5.1.3 Player Pool

A player pool will be utilized for any Majors and AAA baseball team not able to field 9 players for a game. The intent is to avoid reschedules and forfeits. All pool players will be assigned by the Player Agent on a rotating basis. Additional guidelines are noted below.

- The league's Player Agent will create and run the pool. The league's Player Agent will use the pool to assign players to teams that are short of players on a rotating basis.
- Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
- Under this option, when a player participates in a game on a team other than his/her own team, such player will not be permitted to pitch in that game.

- Pool players that are called and show up at the game site must play at least nine consecutive defensive outs and bat once.
- Pool players are required to hit last and play right field only.

5.2 DRAFTING – MINOR AAA DIVISION

Minor AAA will follow a Rated Blind Re-Draft Model

- Assign a rating to each player at a skills-assessment session attended by all players and coaches, including coaches' children.
- All managers participate in a live draft, equally distributing rated players with special attention to age distribution and pitching. The draft round in which each player is chosen is also tracked.
- Strive to end up with each team having the same total number of points.
- Each team cannot have more than 8 players of the same age.
- Place team rosters in a hat and let each coach pick one.
- Coach's children can be reassigned in exchange for a player with the same rating and/or chosen in the same draft round, at the very end.
- Additional trades are allowed provided they are between players with similar ratings and/or chosen in similar draft rounds.

5.3 DRAFTING – MINOR AA & A DIVISION

Division directors will make up teams for these levels.

6 FIELDS

6.1 Majors

- Games are played at Burnham Majors.
- Each team will be provided a weekday and weekend practice field assignment as well as 1 batting cage slot (2 tunnels).
- Burnham Majors will not be assigned to any one team as a practice field but on occasion it can be used for a Majors team practice. If a major's team would like to practice on the major's field they should request it via the Majors Director. The Majors Director will make every attempt to ensure the Majors field use is fairly disturbed between all Majors teams and it's also well maintained after each practice.
- Home Team responsibilities:
 - Remove/replace tarps, Line field, Rake infield, mound, plate area (before and after game),
 - Install bases, when finished, store in shed.
 - Provide sufficient number of volunteers to open and operate concession stand.
 - Clean-up dugouts after game. No trash, bottles, wrappers or other items should be left in dugouts
- Away Team responsibilities:
 - Open press box, Set up score board
 - Maintain "official" Pitch Counts for both teams
 - Provide Adult supervision inside Press Box and ensures the press box is clear of garbage, speakers are put away and the press box is locked after game.
 - Clean-up dugouts after game. No trash, bottles, wrappers or other items should be left in dugouts

6.2 Minor AAA

- Games are played at Burnham Minors.
- Each team will be provided a weekday and weekend practice field assignment as well as 1 batting cage slot (1 tunnel).
- When both a Majors and Minors AAA team are using the batting cages the Majors team will get choice of 2 tunnels. AAA will take 3rd tunnel.
- If possible all Minors AAA teams should have one scheduled game played on the Majors field.
- Home Team responsibilities:
 - Line field, Rake infield, mound, plate area (before and after game)

- Install bases, when finished, store in Storage Box
- Away Team responsibilities:
 - Set-up & operate Portable Score Board
 - Return Score Board to Equipment Shed when finished.

6.3 Minor AA

- Home games are played at Morris Township field
- Each team will be provided 1 weekday practice field assignment.

6.4 Minor A

All games and practices are played at Morris Township Field.

7 EQUIPMENT

Each Majors, Minors AAA, All-Star and Fall Baseball team is provided the following:

- 1 equipment bag
- 3 portable bases (optional)
- 1 set of catchers gear – helmet, facemask, shin guards, chest protector, catcher's mitt.
- 1 batting helmets
- 2 Dozen game balls
- 2 Dozen practice balls
- 6 ice packs
- 1 first aid kit
- 1 score book
- 1 Little League Rule Book (Majors and AAA only)
-

8 SUMMER ALL-STARS

MNLL baseball fields All-Star teams at certain levels/ages to compete in LL-sanctioned tournaments. Most of you are familiar with the Little League World Series, which is a 12-year old tournament that is televised from Williamsport, PA every August. In addition to a 12-year All-Star team, MNLL also participates in an 11-year old and a 10-year old All-Star tournament that end at the State Level (i.e. State Champion). MNLL also sometimes participates in non-Williamsport sponsored tournaments after the regular season and playoffs. MNLL softball fields All-Star teams in the Williamsport 12-year-old tournament (players 11 and 12) and 10-year old tournament (players 9 and 10). Both of these tournaments end at the State level.

Tournament All-Star teams entail a significant commitment on each family's part. The practice schedule is more rigorous than in the spring season (often seven days a week until tournament play begins). Family Vacations the end of June through July are not recommended. Every LL team participating in the Williamsport tournament must complete an affidavit. All Williamsport Team participants must supply an original birth certificate and documents to support full residence eligibility requirements.

8.1 8u All-Star Team

- Parsippany tournament
- 9 game season, approximate dates June 23 - July 26
- \$175 Player registration - covers tournament registration, player and coach uniforms, umpires fees, post-game food, and game balls

8.2 9 year old All-Star Team

- Mendham tournament
- 15 game season, approximate dates June 26 - July 31
- \$175 Player registration - covers player and coach uniforms, umpires fees, post-game food, and game balls

8.3 10 year old All-Star Team

- Williamsport tournament
- Initial 1st round 3 to 5 game pool play, approximate dates June 23 - July 7
- \$175 Player registration - covers player and coach uniforms, umpires fees, post-game food, and game balls

8.4 11 year old All-Star Team

- Williamsport tournament
- Initial 1st round 3 to 5 game pool play, approximate dates July 7 - July 20
- \$175 Player registration - covers player and coach uniforms, umpires fees, post-game food, and game balls

8.5 12 year old All-Star Team

- Williamsport tournament
- Initial 1st round 3 to 5 game pool play, approximate dates June 24 - July 7
- \$175 Player registration - covers player and coach uniforms, umpires fees, post-game food and game balls

8.6 Rockaway 11/12 year old All-Star Team (if available)

- Rockaway tournament
- \$165 Player registration - covers tournament registration, player and coach uniforms, umpires fees, post-game food and game balls

8.7 All-Star Drafting Guidelines

- Players are nominated by their spring season manager to attend tryouts.
- A younger player may not play up to an older level if there is an all-star team for their "Little League Age". Any exception must be approved by the MNLL board. A players "Little League Age" for summer All-Stars is the same as the players spring season Little League Age.
- Only players nominated attend tryouts.
- Every All-Star manager will have a tryout to determine their final roster of the most skilled players.
- Tryouts and practice normally begin between 6/7 - 6/15 depending on when games start.
- Final game dates are determined by District 1 or the corresponding tournament coordinators.

The intent of the above is to ensure all families are aware that every player has a chance for placement onto an All-Stars team, but there is a nomination process that starts with the existing spring manager. This will help manage parent and player expectations as well as avoid All-Star managers from having to make mass cuts that may occur if only a public tryout format was used.

8.8 All-Star Uniforms

All baseball levels receive a Hat, T-Shirt, Socks, Pants, Belt and Game Jersey. Pants, Belt and Game Jerseys must be returned at the end of the season. The 8 year old level does not receive pants.

8.9 All-Star Manager / Coach Information

A self-service scheduling model is utilized. A team volunteer is expected to add each teams game and practice schedule to the website, so other teams can see availability and conflicts. Each team will be provided a password to the website.

Game field assignment should follow the below scheduling guidelines:

- Home Game fields and order of use are – Burnham Majors, Burnham Minors, Kiwanis and Lake.
- The older levels get field choice priority 12s, then 11, then 10s etc.

- If the 12s have a critical practice and want to be on Majors the 8s game will get bumped to Burnham Minors.
- If Burnham Majors is available all levels 8-12 have the choice to play their games on Burnham Majors. Younger levels should consider the backstop and impact to game play and past balls when choosing to play games at Burnham Majors.

A post-game meal (a hotdog and small drink) is provided to both teams at all levels so access to the Snack Stand is required.

8.10 All-Star Practice field assignments

- 12s Burnham Majors and/or Minors
- 11s – Kiwanis
- 10s – Lake
- 9s – Butterworth 1 and/or 2
- 8s - LaRue and/or Butterworth 2

9 FALL BASEBALL

Fall Baseball is intended as a developmental league. This is a continuation of the past Spring Baseball Season. Age is based on the players "Little League Age" in the same years Spring Baseball Season (age on April 30th). For example if a player is Little League Age 10 in the 2017 Spring baseball Season they are also 10 for the 2017 Fall Baseball Season.

- Registration opens the 1st week of August
- Games begin after Labor Day and run to the end of October. Usually only 2 games per week, occasionally there is a third.
- Games are played in Morristown (Burnham) and other nearby towns.

9.1 Fall Baseball Majors Division

Ten, Eleven and Twelve year olds. (9 year old All Star player can be considered) To be eligible for this division all players that did not play Majors Baseball in the same calendar year spring season MUST attend player evaluations. Placement is subject to draft selection. Teams are formed by manager draft the week following player evaluations. Twelve year olds must play in Majors. Spring season Majors and summer season All-Star experience is a consideration in Fall Majors draft selection. The Majors is the most competitive division of play so parents need to consider whether their child is ready for majors. Williamsport rules apply including minimum play requirement, with a few exceptions. Minimum required playing time is 2 innings in the field and one at-bat. League age 12 year olds may participate in Minor Division under certain circumstances.

9.2 Fall Baseball Minors Division

Eight, Nine, Ten, and Eleven year olds. Player Evaluations are recommended for all. Teams are formed by manager draft from a pool of available players. The Fall Minors draft is held following the Fall Majors draft. Official Little League Rules of Play are followed, with a few exceptions. Minimum required playing time is 2 innings in the field. The batting line-up consists of all players at the game regardless if they are currently in an on-field position or not.

9.3 Fall Baseball Team Drafting

- Assign a 1-3 rating to each player at a skills-assessment session attended by all players and coaches, including coaches' children.
- All coaches participate in a live draft, equally distributing 5's, 4's, 3's, etc., with special attention to pitching.
- Strive to end up with each team having the same total number of points. For example, if one team has 45 and another 35, rearrange players until both teams have closer to 40.
- Each team cannot have more than 8 players of the same age.
- Place team names in a hat and let each coach pick one.
- Coach's children can be reassigned in exchange for a player with the same rating at the very end.