



# **Arlington Little League**

Where ALL Kids Are Stars!



**Local Rules**  
**Approved March 2018**

# TABLE OF CONTENTS

	Page No.
<b>I. INTERMEDIATE (50/70) DIVISION LOCAL RULES.....</b>	<b>1</b>
A. TEAM FORMATION .....	1
B. MID-SEASON VACANCIES & CALL-UPS.....	2
C. GAME ADMINISTRATION .....	3
D. POINTS OF EMPHASIS.....	7
E. PLAYOFFS.....	9
<b>II. MAJORS DIVISION LOCAL RULES .....</b>	<b>10</b>
A. TEAM FORMATION .....	10
B. MID-SEASON VACANCIES & CALL-UPS.....	11
C. GAME ADMINISTRATION .....	12
D. POINTS OF EMPHASIS.....	16
E. PLAYOFFS.....	17
<b>III. AAA DIVISION LOCAL RULES.....</b>	<b>19</b>
A. TEAM FORMATION .....	19
B. GAME ADMINISTRATION .....	21
C. POINTS OF EMPHASIS.....	25
D. PITCHING RULES .....	27
E. PLAYOFFS.....	27
<b>IV. ARLINGTON LITTLE LEAGUE ALL-STARS.....</b>	<b>30</b>
A. DISTRICT FOUR INTERMEDIATE (50/70) ALL-STARS.....	30
B. DISTRICT FOUR 9/10/11 ALL-STARS .....	31
C. DISTRICT FOUR 8/9/10 ALL-STARS .....	31
D. MAJORS AND AAA LOCAL ALL-STAR GAMES.....	31
E. SELECTION OF ALL-STAR MANAGERS.....	32
F. MISCELLANEOUS ISSUES FOR ALL-STAR TEAMS .....	32
<b>V. AA DIVISION LOCAL RULES.....</b>	<b>33</b>
A. PURPOSES AND GOALS OF AA DIVISION .....	33
B. GAME ADMINISTRATION .....	33
C. POINTS OF EMPHASIS.....	35
D. YEAR-END TOURNAMENT .....	36
<b>VI. A DIVISION LOCAL RULES .....</b>	<b>37</b>
<b>VII. ROOKIES DIVISION LOCAL RULES.....</b>	<b>39</b>
<b>VIII. TEE-BALL AND JUNIOR TEE-BALL DIVISION LOCAL RULES .....</b>	<b>40</b>

*For updated versions of this document and for other helpful information, including contact information for all division Commissioners and other ALL officials, please visit our website at [www.arlingtonlittleleague.org](http://www.arlingtonlittleleague.org).*

*All references in this document to a “Little League Rule” or to a “Little League Regulation” are to the green book entitled “Little League Baseball Official Regulations and Playing Rules” that are distributed to managers at the beginning of each season. All references to a “Local Rule” are to rules within this document.*

**Arlington Little League Local Rules  
(approved March 2018)**

**COACHES TRAINING:** All new 50/70, Majors, and AAA managers must be PCA-certified (visit <http://positivecoach.org/>) or attend a PCA workshop run by ALL before the beginning of their second year as an ALL manager.

**I. INTERMEDIATE (50/70) DIVISION LOCAL RULES**

**A. TEAM FORMATION**

1. Participation in 50/70 is limited to 11 and 12-year-olds (as authorized by Little League Regulation III). Thirteen-year-olds may participate subject to the review and approval of the President, Vice President of Operations, and Player Agent.
2. All 11 and 12 year-olds (and any 13-year-olds that may be permitted to play pursuant to Local Rule I.A.1) must attend the Spring Training Evaluation Program (“STEP”) according to the following requirements:
  - All 11-year-olds and 12-year-olds not currently on a 50/70 team are required to attend STEP, as are all 13-year-olds under consideration for potential participation in 50/70.
  - The STEP requirements may be modified from time to time by agreement of the President, the Vice President of Operations, the Player Agent, and the relevant division Commissioner(s).
3. Any 11 or 12-year-old player who does not wish to play 50/70, as indicated by the registration form or in subsequent conversations with the Player Agent, shall not be selected to 50/70. Thirteen-year-olds, if permitted to participate in Arlington Little League pursuant to Local Rule I.A.1, may only participate in 50/70.
4. Any player drafted by a 50/70 team (other than a 13-year-old) may refuse to play at the 50/70 level. Any 11 or 12-year-old player refusing to play at the 50/70 level must remain at the Majors level for the entire season.
5. The 50/70 draft will follow a system to be determined by the President, the Vice President of Operations, the Player Agents, and the division Commissioner by reference to relevant Little League Baseball operating materials. Teams select players alternately between the leagues (*e.g.*, NL last place team selects first player, AL last place team selects second player, NL next-to-last place team selects third player, etc.). Notwithstanding the foregoing, provisions related to the operation of the draft and team formation may be modified from time to time by agreement of the President, the Vice President of Operations, the Player Agent, and the division Commissioner.

6. Before the draft commences, the President may determine, after consultation with the Player Agent, the Vice President of Operations, and the 50/70 Commissioner, to increase or reduce the number of 50/70 teams participating in the draft. The President or his/her designee shall select the team to be dropped and shall work with the 50/70 Commissioner and the Player Agent to disperse any players on such dropped team.
7. The Player Agent shall determine distribution of teams between American and National leagues when modifications are required by expansion or contraction of teams.
8. All brother/sister, sibling, and son and/or daughter of manager/coach options will be declared prior to Team Assignment. (NOTE: For the purposes of this rule, each team is limited to one manager and one coach, with the pairing of specific coaches subject to Little League rule and approval of the Managers' Committee and the Player Agent.)

**B. MID-SEASON VACANCIES & CALL-UPS**

1. The Player Agent and 50/70 and Majors Commissioners shall construct a list of eligible Majors players from each of the National League and American League whom they determine to be willing and able to play in 50/70. This list shall be referred to as the Player Agent List and will be constructed in consultation with the applicable division managers prior to the start of the season. The Player Agent or designee shall update the Player Agent List on a regular basis throughout the season. No 10-year-olds shall be eligible for call-up under any circumstances, and each 11- and 12-year-old player called up must be from the applicable league (*i.e.*, National or American). If it is found that a 50/70 team knowingly used an ineligible call-up player during a 50/70 game, the Managers' Committee shall review the circumstances and may suspend the manager or change the game result to a loss by forfeit.
2. When it appears that a 50/70 team will have fewer than 10 players available for a game, the 50/70 manager shall notify the 50/70 Commissioner and also the Player Agent or his designee as soon as practicable. The Player Agent or his designee will then notify all eligible players on the Player Agent List of the need for a call-up player. The first eligible player on the Player Agent List to respond to the notification will be called up. Notwithstanding the foregoing, to the extent practicable, no Majors player shall be called up more than two times during the season for all teams. It is recognized that managers at times do not find out that they will be in need of players until shortly before game time. In those exceptional cases, the manager may find an eligible Majors player without using the above system. Under these circumstances, the manager shall inform the Player Agent and the 50/70 Commissioner of the single game call up within 24 hours after the game, so that the Player Agent List may be updated promptly; provided, however, that the 50/70 Commissioner and Player Agent shall closely monitor this system and ensure that managers' uses of the exception process described above are justified and kept to a minimum, so that the league's main goal of distributing the call-up experience to the greatest number of Majors players is achieved.

3. A 50/70 manager must report any permanent loss of player immediately to the 50/70 Commissioner and the Player Agent. In the event that the loss results in fewer than 12 players on the roster, that manager must pull a player up from Majors to bring his roster to twelve, unless otherwise authorized by the Player Agent and the 50/70 Commissioner. Permanent call-ups shall be conducted according to the rules in the section entitled "REPLACEMENTS" in the Little League Operating Manual. For purposes of paragraph (2) of that section, a reasonable period of time shall be determined via consultation among the manager, the 50/70 Commissioner, and the Player Agent. The final decision shall rest with the Player Agent. The manager shall select a replacement player from the Player Agent List. Replacement players shall be selected on the basis of age (*i.e.*, first, any 12-year-olds and then any 11-year-olds). No player who refused to be drafted by a 50/70 team or refuses a permanent call-up shall be eligible for subsequent permanent call-ups that season. Such a player shall remain with his/her Majors team for the balance of the season but remains eligible for single-game call-ups. The parents of a player selected for a permanent call-up shall be contacted by the Player Agent.
4. Any Majors player called up to 50/70 on a replacement basis within the last five games of the regular season may play at both the 50/70 and Majors levels, and remains eligible to play in the Majors playoffs. A player called up to 50/70 within the last five games of the regular season will not be a permanent member of that team, and will go through the team assignment process the following year.
5. No player called up from Majors may pitch in a 50/70 game.

**C. GAME ADMINISTRATION**

1. **PRE-GAME WARM-UP TIME:** Teams shall share pre-game practice time and field resources equally. The first team available and prepared to begin pre-game practice should do so. If both teams are prepared to begin pre-game practice, the visiting team shall take the field first. The pre-game warm-up time will commence when the first team takes the field. The field is to be cleared of players no later than two minutes prior to the scheduled start time for the game. Pre-game infield warmups may be cancelled by the umpires in the interest of maintaining a day's schedule, especially if previous games are running over or if there is any risk of delayed start to games still to be played that day. Warmups should also be curtailed or eliminated for any 7:30 game if there is any risk of that game starting after the designated 7:30 start time. Players should still be allotted time to play catch and loosen up their throwing arms, provided that all warm-ups must end at least five minutes before the scheduled game time. The time available for warm-ups for each team is half of the time from when the first team takes the field until five minutes before the scheduled game start time. If a team is not ready to take the field for its turn, it shall forfeit its pre-game practice.

2. **START TIME:** Game start time is the time the game starts (not necessarily the scheduled start time), except (a) as noted below for delays caused by an insufficient number of players (see Local Rule I.C.5); or (b) in the case of a 5:30 schoolnight game that is followed by a 7:30 game, the start time shall be, at the latest, 5:30, regardless of when the first pitch is actually thrown and/or any weather-related delays, in order to keep later games from running too late. Prior to the first pitch, the home plate umpire or the Game Coordinator (see Local Rule I.D.6) will announce the official start time to both teams. Umpires and managers shall make every effort to start every game promptly at the scheduled start time.
  
3. **TIME LIMIT/OFFICIAL GAME:** An official game will last six innings. A new inning may not begin after one hour and 45 minutes from the start time. No play may continue after two hours and 15 minutes from the start time; in the event that a game is still in progress as of that time, regardless of the then-current score, the game shall be stopped and the score shall revert to the last fully completed inning. A game is not official until four innings have been completed (three and one-half innings if the home team is ahead). In case of a game where the minimum four completed innings have not been met by the time that play must stop due to time limits or where the score of the last fully completed inning was a tie, the game will be suspended and play shall continue at a later date, with play commencing as of the point where the game was suspended).
  - Example 1: A game's start time is 5:30. After four full innings, the visiting team is leading. The bottom of the fourth ended at 7:15. Since this is an official game and since no new inning may start after 7:15 (*i.e.*, one hour and 45 minutes from the 5:30 start time), this game will be declared over with the visiting team the winner.
  - Example 2: Same facts as Example 1, but after four full innings the score is tied. At 7:15, even though one hour and 45 minutes has elapsed since the game's start time, a new inning may be started due to the tie. Play may continue until the tie is broken at the end of a full inning. However, if the tie is still not broken after the end of a full inning by 7:45 (*i.e.*, two hours and 15 minutes from the start time), then no new inning may start and the game will be suspended and continued at a later date.
  - Example 3: Same facts as Example 1, but at the 7:15 mark, only three full innings have been played. No new inning may start at or after 7:15, and the game shall be suspended and continued at a later date. (The game may be continued to the conclusion of the current inning, subject to the applicable time limit.)
  
4. **QUICK PACE OF ALL GAMES:** The umpires and managers shall make every effort to move every game along at a quick pace, in order to maximize the number of innings played. Umpires, managers, and game coordinators (to the extent applicable) shall make every effort to ensure that play begins after no more than a one minute break between each half inning. Pitchers shall be allowed no more than eight warm-up pitches in the

first inning they appear and five pitches each inning thereafter. Umpires may reduce this number at their discretion if teams fail to move quickly. Catchers should be sent out promptly, and another player sent out with a mask for the warm-ups should the catcher be delayed (e.g., they were on base for the third out); opposing coaches should also consider allowing their still-properly equipped catcher (to the extent not due to bat in the next inning) to warm up the other team's pitcher if the catcher is delayed. Fielders may warm up during such warm-up pitches, but must immediately return the ball to their dugout when the home plate umpire instructs the catcher to throw the game ball down to second base.

5. **GAME ROSTER / INSUFFICIENT NUMBER OF PLAYERS:** A game may not be started with fewer than nine players on each team. The start of the game may be delayed for no more than 15 minutes to await the arrival of a ninth player. The time spent waiting for a ninth player is subtracted from the time limits of the game as specified in Local Rule I.C.3. Teams may not "trade" players to reach the minimum number, nor may a team enlist the help of a player from another 50/70 team. A team may "call-up" a player from a lower division (*i.e.*, Majors) to reach the minimum, but only pursuant to Local Rule I.B. If the game is not played due to an insufficient number of players, the managers will notify the 50/70 Commissioner. The game may either be rescheduled or declared a forfeit at the discretion of the 50/70 Commissioner, after consultation with the President and the Vice President of Operations.
6. **PITCH COUNT RECORDER:** The home team scorekeeper will be the official pitch count recorder. Between each half inning, each team's pitch count recorder shall confirm pitch count totals with the other team's pitch count recorder.
7. **CURFEW:** Notwithstanding any late start time for any reason: (1) a new inning may not begin after 9:15 P.M. on a school night, or after 9:30 P.M. on a Friday or Saturday game; and (2) play in each game on a school night with a scheduled start time of 5:30 P.M. shall be stopped as of 7:30 P.M.
8. **GAME SUSPENSION AND RESCHEDULING:** Subject to Local Rule I.C.3, any game that is not official at the time of suspension, whether because of darkness, curfew, inclement weather, time constraints, too few players, or another reason, may be suspended and rescheduled for completion or declared official at the discretion of the 50/70 Commissioner, after consultation with the President and the Vice President of Operations. Time and field availability permitting, if the outcome of any game referred to in this rule could impact the seeding of teams for the 50/70 playoffs, the presumption will be to suspend and conclude the game at a rescheduled time. Games which are weather shortened or curfew shortened but otherwise of official length are not suspended; this is to be reserved for extraordinary circumstances (e.g., light failure.)
9. **MAKE-UP GAMES:** Teams may not play more than one game per day, or three games per week, without the express permission of the 50/70 Commissioner.

10. **OFFICIAL SCORE BOOK:** The manager of the home team is responsible for providing the official scorekeeper of the game. The scorekeeper will record in the official (home team) score book (a) the number of runs scored each inning; (b) the final score; and (c) the number of pitches each pitcher throws (indicating clearly in the score book the first and last batters to whom each pitcher throws). The scorekeeper shall also note in the score book the point at which any protest is made, and the point at which any game is suspended.
11. **HEAD FIRST SLIDES:** The Majors Division rule on headfirst sliding (7.08 (4)) shall apply to the 50/70 Division. That is, a player who slides head first while advancing to the next base shall be declared out. Sliding head first to go back to a base to avoid a tag or put-out is legal.
12. **ON-DECK BATTERS:** The on-deck position shall not be allowed at the 50/70 Division.
13. **PROTESTS:** Protests of any game must be filed according to Little League Rule 4.13. All protests shall be reviewed and resolved by a committee consisting of the following individuals: President, Vice President of Operations, Chief Umpire, Managers Committee, and 50/70 Commissioner.
14. **NO METAL CLEATS.** No metal cleats shall be permitted in 50/70 Division play.
15. **MINIMUM PLAY OBJECTIVES.** Coaches shall make every effort to balance playing time among players on their teams, with a goal of providing, on average over the course of the season, all players who demonstrate a positive attitude and have had acceptable attendance at team events at least three innings of play in each game. This rule shall not interfere with the right of the manager to deny any player's playing privilege for disciplinary reasons.
16. **FAKE BUNTING.** A batter shall be called out if he/she fakes a bunt and then swings at a pitched baseball. The ball shall be immediately dead, and all runners shall return to their time-of-pitch bases.
17. **PITCHER RE-ENTRY.** No player, once removed from the position of pitcher, may be reinserted as a pitcher in the same game.
18. **MERCY RULE:** If the home team is leading by fifteen or more runs at the end of two and one-half innings, or the visiting team is leading by fifteen or more runs at the end of three innings, and if more than 15 minutes remain on the game clock, then the trailing coach shall have the option to end the game as of that point or decline the option and continue playing. If the home team is leading by ten or more runs at the end of three and one-half innings, or the visiting team is leading by ten or more runs at the end of four innings, and if more than 15 minutes remain on the game clock, then the trailing coach shall have the option to end the game as of that point or decline the option and continue playing. If the trailing team is still behind by ten or more runs at the one-hour-and-forty-five-minute

mark of the game, then this shall become the drop-dead point and the game shall be declared final as of that point.

19. **BATTER'S BOX:** After entering the batter's box, a batter shall keep one foot in the batter's box throughout his or her at-bat, except under the circumstances set forth in LL Optional Rule 6.02(c) (*e.g.*, on a swing, when forced out of the box by a pitch, a drag bunt attempt, when the catcher misses the pitched ball, when time has been called, etc.). If the batter leaves the batter's box or delays play and there is no permitted exception, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Up to three strikes can be called on each batter. No pitch has to be thrown, and the ball is live despite a penalty being called.
20. **GAME COACHES:** Up to five (5) league-approved coaches may be permitted to assist in the dugout or with on-field play during league games.

**D. POINTS OF EMPHASIS**

1. **BATTING LINEUP / MINIMUM PLAY TIME:** Managers shall exchange batting lineups prior to the games. Included on the lineup page shall be, at minimum, an indication of each player's eligibility to pitch that day, along with player names and numbers. All players must play a minimum of six consecutive defensive outs and one at-bat. A starter may be replaced before he/she reaches the minimum play threshold, provided that he/she reenters the game to receive minimum play. He/she may not reenter the game, however, until the substitute achieves his/her minimum play. Any player may reenter the game at any point in the lineup (he/she does not have to return to the same spot in the lineup), provided that the above requirements have been met.
2. **PLAYER REMOVED FROM LINEUP:** If a player is unable to continue playing in a game due to illness or injury, he/she may be removed from the game and substituted for without penalty. If removing a player from the game leaves that player's team with fewer than nine players, and the coach is unable to substitute as outlined above, the game may not continue. It will either be suspended or declared a forfeit at the discretion of the 50/70 Commissioner, after consultation with the President and the Vice President of Operations. Time and field availability permitting, if the outcome of any game referred to in this rule could impact the seeding of teams for the 50/70 playoffs, the presumption will be to suspend and conclude the game at a rescheduled time. (LL Rule 3.03)
3. **PITCHING RULES:**
  - a) Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. (LL Reg VI a.)
  - b) A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that calendar day. (LL Reg VI a.)

- c) Pitchers may not pitch on three consecutive days, regardless of rest/minimum pitch requirements.
  - d) Little League Regulation VI applies with respect to all other pitching rules.
4. **SLIDING:** Any runner shall be called out when he or she does not slide or attempt to get around a catcher or fielder at any base who has the ball and is waiting to make the tag (LL Rule 7.03)
  5. **WARMING UP PITCHERS:** No adult may warm up a pitcher at the game site. This applies to pre-game, bullpen, or between-innings situations. This does not apply to a coach playing catch prior to the game simply in order to warm up a player's arm (*i.e.*, while standing up and the player is throwing, not pitching). It also does not apply to practices or off-site activities, etc. The intent is to keep the players involved in game activities to the maximum extent. (LL Regulation XIV f.).
  6. **GAME COORDINATOR:** If no adult umpire (age 18 or above) is present, and youth umpires are used for a game, the home team must assign an adult as Game Coordinator. A league board member may serve in that role if present. The Game Coordinator must not be a manager or coach of either team in the game, and cannot be assigned as Game Coordinator for more than one game at a time. (LL Rule 9.03) The Game Coordinator's duties shall be:
    - a) To be included in the pre-game meeting as noted in Little League Rule 4.01.
    - b) To remain at the game at all times, including between half-innings, in a position to see all actions on the field and in close proximity to the field (not in any enclosure).
    - c) To oversee the conduct of all players, managers, coaches, and umpires in the game.
    - d) To make final determinations, in consultation with the umpires, with respect to safety of play in case of inclement weather.
    - e) To have the authority to disqualify any player, manager, coach, or substitute for objecting to the decisions of the umpire, for unsportsmanlike conduct or language, or for any of the reasons enumerated in the Little League Playing Rules, and to eject such disqualified person from the playing field. If the Game Coordinator disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
  7. **BATS:** Bats must comply with LL Rule 1.10 (*i.e.*, all bats other than solid one-piece wood barrel bats must comply with the USA Baseball Bat standards and display a USA Baseball logo).

**E. PLAYOFFS**

1. The Arlington Little League 50/70 Division Local Rules remain in effect for the playoffs, with the exception of those rules and procedures explicitly modified below. The official regular season game schedule shall include at least three days off between the final scheduled regular season game and the first game of the playoffs (for the purpose of scheduling makeup games as necessary).
2. The playoff tournament format is at the discretion of the 50/70 commissioner, in consultation with the President and VP for Operations. Seeding will be determined first by reference to won-loss records for each team. Tiebreakers for seeding for the playoffs are as below:
  - a) Head-to-Head competition between or among those teams that are tied;
  - b) Won-Loss records within league (*i.e.*, American or National League);
  - c) Fewest runs allowed; and
  - d) A coin toss if two teams are still tied, or drawing lots if more than two teams are still tied.
3. The team with the higher playoff seeding will be the home team in each game, except for the championship game. Home team for the championship game will be determined by a coin toss immediately prior to the game.
4. Time or inning limits for play-in or playoff games shall be determined by the 50/70 Commissioner, in consultation with the President and the Vice President of Operations.
5. All tied games must be settled on the field.
6. Rest rules for pitchers always apply, including during the playoffs and the period between a team's final regular season game and the team's first playoff game.

## **II. MAJORS DIVISION LOCAL RULES**

### **A. TEAM FORMATION**

1. Participation in Majors is limited to 9 through 12-year-olds (as authorized by Little League Regulation III).
2. All 9 through 12 year-olds seeking to play in the Majors division must attend the STEP:
  - Eligibility of 9-year-olds for participation in Majors shall be subject to participation the prior spring in the AAA division (or its equivalent) and/or review and approval by the Player Agent in consultation with the President, the Vice President of Operations, and the relevant division commissioner(s).
  - The STEP requirements may be modified from time to time by agreement of the President, the Vice President of Operations, the Player Agent, and the relevant division Commissioner(s).
  - Any player who played in the Majors division during the preceding spring season and will play again in the Majors division in the upcoming spring season shall remain with his or her prior Majors division team unless otherwise assigned in the discretion of the President, the Vice President of Operations, the Player Agent, and the Majors Commissioner. For purposes of clarification, such returning players shall still be required to attend the STEP for evaluation and competitive balance purposes.
3. Any 9- or 10-year-old player who does not wish to play Majors, as indicated by the registration form or in subsequent conversations with the Player Agent before or after the draft, shall not be selected to Majors. Any such player refusing to play at the Majors level must remain at the AAA level for the entire season, but can serve as a single-game substitute only as outlined below in Local Rule II.B.
4. All players league age 11 or 12 who are drafted by a Majors team must play at the Majors level. Such players refusing to play at the Majors level will not be eligible to play at the AAA level.
5. The draft will proceed in a snake order as set forth by the President, Vice President of Operations, or Player Agent: The team with the last pick in the first round will have the first pick in the second round, and so on.
6. Before the draft commences, the President may determine, after consultation with the Vice President of Operations, the Player Agent, and the Majors Commissioner, to reduce the number of Majors teams participating in the draft. The President or his/her designee shall select the team to be dropped and shall work with the Majors Commissioner and the Player Agent to disperse any players on such dropped team.

7. The Player Agent and the Majors Commissioner shall develop a “Mandatory Draft List” of 11 and 12-year-olds who must be drafted onto a Majors team. If all 11 and 12-year-olds on such list are not selected when the draft is complete, the Player Agent will, after consultation with the President, the Vice President of Operations, and the Majors Commissioner, either (a) declare the draft invalid and schedule a new draft; or (b) disperse such players onto Majors teams with a committee of his choosing. For purposes of clarification, no player shall be required to play in the 50/70 division if he or she chooses not to do so.
8. The Player Agent shall determine distribution of teams between American and National leagues when modifications are required by expansion or contraction of teams.
9. All brother/sister, sibling, and son and/or daughter of manager/coach options will be declared prior to Team Assignment in accordance with the rules outlined in the Little League Baseball Operating Manual. (NOTE: For the purposes of this rule, each team is limited to one manager and one coach, with the pairing of specific coaches subject to Little League rule and approval of the Managers’ Committee and the Player Agent.)

**B. MID-SEASON VACANCIES & CALL-UPS**

1. The Player Agent and Majors and AAA Commissioners shall construct a list of eligible 9 through 11-year-old AAA players whom they determine to be willing and able to play in Majors. This list shall be referred to as the Player Agent List and will be constructed in consultation with the Majors and AAA managers prior to the start of the season. The Player Agent or designee shall update the Player Agent List on a regular basis throughout the season. No 8-year-olds shall be eligible for call-up under any circumstances, and any player called up must be from the applicable league (*i.e.*, National or American). If it is found that a Majors team used an ineligible player during a Majors game, the Managers’ Committee shall review the circumstances and may suspend the manager or change the game result to a loss by forfeit.
2. When it appears that a Majors team will have fewer than 10 players available for a game, the Majors manager shall notify the Majors Commissioner and also the Player Agent or his designee as soon as practicable. The Player Agent or his designee will then notify all eligible players on the Player Agent List of the need for a call-up player. The first eligible player on the Player Agent List to respond to the notification will be called up. Notwithstanding the foregoing, to the extent practicable, no AAA player shall be called up more than two times during the season for all teams. It is recognized that managers at times do not find out that they will be in need of players until shortly before game time. In those exceptional cases, the manager may find an eligible AAA player without using the above system. Under these circumstances, the manager shall inform the Player Agent and the Majors Commissioner of the single game call up within 24 hours after the game, so that the Player Agent List may be updated promptly; provided, however, that the Majors Commissioner and Player Agent shall closely monitor this system and ensure that managers’ uses of the exception process described above are justified and kept to a

minimum, so that the league's main goal of distributing the call-up experience to the greatest number of AAA players is achieved.

3. A Majors manager must report any permanent loss of player immediately to the Majors Commissioner and the Player Agent. In the event that the loss results in fewer than 12 players on the roster, unless otherwise authorized by the Player Agent and the Majors Commissioner, that manager must pull a player up from AAA to bring his roster to twelve. Permanent call-ups shall be conducted according to the rules in the section entitled "REPLACEMENTS" in the Little League Operating Manual. For purposes of paragraph (2) of that section, a reasonable period of time shall be determined via consultation among the manager, the Majors Commissioner, and the Player Agent. The final decision shall rest with the Player Agent. Only ten-year-old players will be eligible for permanent call-ups. No player who refused to be drafted by a Majors team or refuses a permanent call-up shall be eligible for subsequent permanent call-ups that season. Such a player shall remain with his/her AAA team for the balance of the season but remains eligible for single-game call-ups. The parents of a player selected for a permanent call-up shall be contacted by the Player Agent.
4. Any AAA player called up to Majors on a replacement basis within the last five games of the regular season may play at both the Majors and AAA levels, and remains eligible to play in the AAA playoffs. A player called up to Majors within the last five games of the regular season will not be a permanent member of that team, and will go through the team assignment process the following year.
5. No player called up from AAA may pitch in a Majors game.

**C. GAME ADMINISTRATION**

1. **PRE-GAME WARM-UP TIME:** Teams shall share pre-game practice time and field resources equally. The first team available and prepared to begin pre-game practice should do so. If both teams are prepared to begin pre-game practice, the visiting team shall take the field first. The pre-game warm-up time will commence when the first team takes the field. The field is to be cleared of players no later than two minutes prior to the scheduled start time for the game. Pre-game infield warm-ups may be cancelled by the umpires in the interest of maintaining a day's schedule, especially if previous games are running over or if there is any risk of delayed start to games still to be played that day. Warmups should also be curtailed or eliminated for any game if there is any risk of that game starting after the designated start time. Players should still be allotted time to play catch and loosen up their throwing arms, provided that all warm-ups must end at least five minutes before the scheduled game time. The time available for warm-ups for each team is half of the time from when the first team takes the field until five minutes before the scheduled game start time. If a team is not ready to take the field for its turn, it shall forfeit its pre-game practice time.

2. **START TIME:** Game start time is the time the game starts (not necessarily the scheduled start time), except (a) as noted below for delays caused by an insufficient number of players (see Local Rule II.C.5); or (b) in the case of a 5:30 school night game that is followed by a 7:30 game, the start time shall be, at the latest, 5:30, regardless of when the first pitch is actually thrown and/or any weather-related delays, in order to keep later games from running too late. Prior to the first pitch, the home plate umpire or the Game Coordinator (see Local Rule II.D.6) will announce the official start time to both teams. Umpires and managers shall make every effort to start every game promptly at the scheduled start time.
  
3. **TIME LIMIT/OFFICIAL GAME:** An official game will last six innings. A new inning may not begin after one hour and 45 minutes from the start time. No play may continue after two hours and 15 minutes from the start time; in the event that a game is still in progress as of that time, regardless of the then-current score, the game shall be stopped and the score shall revert to the last fully completed inning. A game is not official until four innings have been completed (three and one-half innings if the home team is ahead). In case of a game where the minimum four completed innings have not been met by the time that play must stop due to time limits and where the score of the last fully completed inning was a tie, the game will be suspended and play shall continue at a later date, with play commencing as of the point where the game was suspended.
  - Example 1: A game's start time is 5:30. After four full innings, the visiting team is leading. The bottom of the fourth ended at 7:15. Since this is an official game and since no new inning may start after 7:15 (*i.e.*, one hour and 45 minutes from the 5:30 start time), this game will be declared over with the visiting team the winner.
  
  - Example 2: Same facts as Example 1, but after four full innings the score is tied. At 7:15, even though one hour and 45 minutes has elapsed since the game's start time, a new inning may be started due to the tie. Play may continue until the tie is broken at the end of a full inning. However, if the tie is still not broken after the end of a full inning by 7:45 (*i.e.*, two hours and 15 minutes from the start time), then no new inning may start and the game will be suspended and continued at a later date.
  
  - Example 3: Same facts as Example 1, but at the 7:15 mark, only three full innings have been played. No new inning may start at or after 7:15, and the game shall be suspended and continued at a later date. (The game may be continued to the conclusion of the current inning, subject to the applicable time limit.)
  
4. **QUICK PACE OF ALL GAMES:** The umpires and managers shall make every effort to move every game along at a quick pace, in order to maximize the number of innings played. Umpires, managers, and game coordinators (to the extent applicable) shall make every effort to ensure that play begins after no more than a one-minute break between each half inning. Pitchers shall be allowed no more than eight warm-up pitches in the

first inning they appear and five pitches each inning thereafter. Umpires may reduce this number at their discretion if teams fail to move quickly. Catchers should be sent out promptly, and another player sent out with a mask for the warm-ups should the catcher be delayed (e.g., they were on base for the third out); opposing coaches should also consider allowing their still-properly equipped catcher (to the extent not due to bat in the next inning) to warm up the other team's pitcher if the catcher is delayed. Fielders may warm up during such warm-up pitches, but must immediately return the ball to their dugout when the home plate umpire instructs the catcher to throw the game ball down to second base.

5. **GAME ROSTER/INSUFFICIENT NUMBER OF PLAYERS:** A game may not be started with fewer than nine players on each team. The start of the game may be delayed for no more than 15 minutes to await the arrival of a ninth player. The time spent waiting for a ninth player is subtracted from the time limits of the game as specified in Local Rule II.C.3. Teams may not "trade" players to reach the minimum number, nor may a team enlist the help of a player from another Majors team. A Majors team may "call-up" a player from the AAA Division to reach the minimum only pursuant to Local Rule II.B. If the game is not played due to an insufficient number of players, the managers will notify the Majors Commissioner. The game may either be rescheduled or declared a forfeit at the discretion of the Majors Commissioner, after consultation with the President and the Vice President of Operations.
6. **PITCH COUNT RECORDER:** The home team scorekeeper will be the official pitch count recorder. Between each half inning, each team's pitch count recorder shall confirm pitch count totals with the other team's pitch count recorder.
7. **CURFEW:** Notwithstanding any late start time or Local Rule II.C.3 above: (a) a new inning may not begin after 9:15 P.M. on a school night, or after 9:30 P.M. on a Friday or Saturday game; and (b) play in each game on a school night with a scheduled start time of 5:30 P.M. shall be stopped as of 7:30 P.M.
8. **GAME SUSPENSION AND RESCHEDULING:** Any game that is not official at the time of suspension, whether because of darkness, curfew, inclement weather, time constraints, too few players, or another reason, may be suspended and rescheduled for completion or declared official at the discretion of the Majors Commissioner, after consultation with the President and the Vice President of Operations. Time and field availability permitting, if the outcome of any game referred to in this rule could impact the seeding of teams for the Majors playoffs, the presumption will be to suspend and conclude the game at a rescheduled time. Games which are weather shortened or curfew shortened but otherwise of official length are not suspended; this is to be reserved for extraordinary circumstances (e.g., light failure.)
9. **MAKE-UP GAMES:** Teams may not play more than one game per day, or three games per week, without the express permission of the Majors Commissioner.

10. **OFFICIAL SCORE BOOK:** The manager of the home team is responsible for providing the official scorekeeper of the game. The scorekeeper will record in the official (home team) score book (a) the number of runs scored each inning; (b) the final score; and (c) the number of pitches each pitcher throws (indicating clearly in the score book the first and last batters to whom each pitcher throws). The scorekeeper shall also note in the score book the point at which any protest is made, and the point at which any game is suspended.
11. **PROTESTS:** Protests of any game must be filed according to Little League Rule 4.13. All protests shall be reviewed and resolved by a committee consisting of the following individuals: President, Vice President of Operations, Chief Umpire, Managers' Committee, and Majors Commissioner.
12. **MINIMUM PLAY OBJECTIVES.** Coaches shall make every effort to balance playing time among players on their teams, with a goal of providing all players who demonstrate a positive attitude and have had acceptable attendance at team events at least three-and-one-half innings of play per game on average over the course of the season and one-and-one-half at-bats per game on average over the course of the season. This rule shall not interfere with the right of the manager to deny any player's playing privilege for disciplinary reasons. Coaches will be expected to periodically provide updates to the President, Vice President of Operations, Player Agent, and the Majors Commissioner with respect to progress toward and achievement of these objectives.
13. **FAKE BUNTING.** A batter shall be called out if he/she fakes a bunt and then swings at a pitched baseball.
14. **MERCY RULE:** If the home team is leading by fifteen or more runs at the end of two and one-half innings, or the visiting team is leading by fifteen or more runs at the end of three innings, and if more than 15 minutes remain on the game clock, then the trailing coach shall have the option to end the game as of that point or decline the option and continue playing. If the home team is leading by ten or more runs at the end of three and one-half innings, or the visiting team is leading by ten or more runs at the end of four innings, and if more than 15 minutes remain on the game clock, then the trailing coach shall have the option to end the game as of that point or decline the option and continue playing. If the trailing team is still behind by ten or more runs at the one-hour-and-forty-five-minute mark of the game, then this shall become the drop-dead point and the game shall be declared final as of that point.
15. **BATTER'S BOX:** After entering the batter's box, a batter shall keep one foot in the batter's box throughout his or her at-bat, except under the circumstances set forth in LL Optional Rule 6.02(c) (*e.g.*, on a swing, when forced out of the box by a pitch, a drag bunt attempt, when the catcher misses the pitched ball, when time has been called, etc.). If the batter leaves the batter's box or delays play and there is no permitted exception, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Up to three strikes can be called on each batter. No pitch has to be thrown, the ball is

dead when a penalty is declared, and no runners may advance.

16. GAME COACHES. Up to five (5) league-approved coaches may be permitted to assist in the dugout or with on-field play during league games.

**D. POINTS OF EMPHASIS**

1. BATTING LINEUP / MINIMUM PLAY TIME: Managers shall exchange batting lineups prior to the games. Included in the lineup page shall be, at minimum, an indication of each player's eligibility to pitch that day, along with player names and numbers. All players must play a minimum of six consecutive defensive outs and one at-bat. A starter may be replaced before he/she reaches the minimum play threshold, provided that he/she reenters the game to receive minimum play. He/she may not reenter the game, however, until the substitute achieves his/her minimum play. Any player may reenter the game at any point in the lineup (he/she does not have to return to the same spot in the lineup), provided that the above requirements have been met.
2. PLAYER REMOVED FROM LINEUP: If a player is unable to continue playing in a game due to illness or injury, he/she may be removed from the game and substituted for without penalty. If removing a player from the game leaves that player's team with fewer than nine players, and the coach is unable to obtain a substitute as outlined above, the game may not continue. It will either be suspended or declared a forfeit at the discretion of the Majors Commissioner, after consultation with the President and the Vice President of Operations. Time and field availability permitting, if the outcome of any game referred to in this rule could impact the seeding of teams for the Majors playoffs, the presumption will be to suspend and conclude the game at a rescheduled time.
3. PITCHING RULES:
  - a) Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. LL Reg VI a.
  - b) A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that calendar day. LL Reg VI a.
  - c) Pitchers may not pitch on three consecutive days, regardless of rest/minimum pitch requirements.
  - d) Little League Regulation VI applies with respect to all other pitching rules.
4. SLIDING: Any runner shall be called out when he or she (a) does not slide or attempt to get around a catcher or fielder at any base who has the ball and is waiting to make the tag; or (b) slides head first while advancing to the next base. LL Rules 7.08a, 3 & 4 (NOTE: Sliding head first to go back to a base to avoid a tag or put-out is legal.)

5. **WARMING UP PITCHERS:** No adult may warm up a pitcher at the game site. This applies to pre-game, bullpen, or between-innings situations. This does not apply to a coach playing catch prior to the game simply in order to warm up a player's arm (*i.e.*, while standing up and the player is throwing, not pitching). It also does not apply to practices or off-site activities, etc. The intent is to keep the players involved in game activities to the maximum extent. (LL Regulation XIV f.).
  
6. **GAME COORDINATOR:** If no adult umpire (age 18 and above) is available, and youth umpires are used for a game, the home team must assign an adult as Game Coordinator. A league board member may serve in that role if present. The Game Coordinator must not be a manager or coach of either team in the game, and cannot be assigned as Game Coordinator for more than one game at a time. (LL Rule 9.03) The Game Coordinator's duties shall be:
  - a) To be included in the pre-game meeting as noted in Little League Rule 4.01.
  - b) To remain at the game at all times, including between half-innings, in a position to see all actions on the field and in close proximity to the field (not in any enclosure).
  - c) To oversee the conduct of all players, managers, coaches, and umpires in the game.
  - d) To make final determinations, in consultation with the umpires, with respect to safety of play in case of inclement weather.
  - e) To have the authority to disqualify any player, manager, coach, or substitute for objecting to the decisions of the umpire, for unsportsmanlike conduct or language, or for any of the reasons enumerated in the Little League Playing Rules, and to eject such disqualified person from the playing field. If the Game Coordinator disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
  
7. **BATS:** Bats must comply with LL Rule 1.10 (*i.e.*, all bats other than solid one-piece wood barrel bats must comply with the USA Baseball Bat standards and display a USA Baseball logo).

**E. PLAYOFFS**

1. The Arlington Little League Majors Division Local Rules remain in effect for the playoffs, with the exception of those rules and procedures explicitly modified below. The official regular season game schedule shall include at least three days off between the final scheduled regular season game and the first game of the playoffs (for the purpose of scheduling makeup games as necessary).

2. The playoff tournament format is at the discretion of the Majors commissioner, in consultation with the President and VP for Operations. Seeding is done by reference to won-loss record. Tiebreakers for seeding for the playoffs are as below:
  - a) Head-to-Head competition between or among those teams that are tied;
  - b) Won-Loss records within league (*i.e.*, American or National League);
  - c) Fewest runs allowed; and
  - d) A coin toss if two teams are still tied, or drawing lots if more than two teams are still tied.
3. The team with the higher playoff seeding will be the home team in each game, except for the championship game. Home team for the championship game will be determined by a coin toss immediately prior to the game.
4. Time or inning limits for play-in or playoff games shall be determined by the Majors Commissioner, in consultation with the President and the Vice President of Operations.
5. All tied games must be settled on the field.
6. Rest rules for pitchers always apply, including during the playoffs and the period between a team's final regular season game and the team's first playoff game

### **III. AAA DIVISION LOCAL RULES**

#### **A. TEAM FORMATION**

##### **1. PURPOSE AND GOALS OF AAA DIVISION**

- a) The purpose of the AAA level is to provide training and instruction for those players ages 8 to 10 who are not selected to play at the 50/70 or Majors levels. Players league age 11 may also play in AAA, but only as approved by the Player Agent following participation in the STEP. Although scores and standings are kept, the emphasis at this level remains on instruction and having fun.
- b) The main objective during team formation is to create teams that are as evenly balanced as possible. The Player Agent and AAA Commissioner shall review the results of the Team Assignment pursuant to Local Rule III.A.4 to ensure competitive balance, and are empowered by the Board to move players if necessary. The Team Assignment shall be subject to Board approval.

##### **2. AAA PLAYER ELIGIBILITY**

- a) All 8 to 11 year-olds wishing to play in the AAA division must attend the STEP. These STEP requirements may be modified from time to time by agreement of the President, the Vice President of Operations, the Player Agent, and the relevant division Commissioner(s).
- b) All players league age 11 must play in Majors unless approved by the Player Agent for participation in the AAA division following the STEP. No 12-year-olds shall play AAA; all such players shall play at the Majors level.
- c) All players league ages 9 or 10 who are drafted by a Majors team may refuse to play at the Majors level. No player who refused to be drafted by a Majors team or refuses a permanent call-up shall be eligible for subsequent permanent call-ups that season.
- d) Eligibility of 8-year-olds for participation in AAA shall be subject to participation the prior spring in the AA division (or its equivalent) and review and approval by the Player Agent in consultation with the President, the Vice President of Operations, and the relevant division commissioner(s).
- e) The Player Agent and the AAA and AA Commissioners shall construct a list of eligible AA players whom they determine to be willing and able to play in AAA. This list shall be referred to as the Player Agent List and will be constructed in consultation with the AA managers prior to the start of the season. The Player Agent or designee shall update the Player Agent List on a regular basis throughout the season. When it appears that a AAA team will have fewer than 10

players available for a game, the AAA manager shall notify the AAA Commissioner and also the Player Agent or his designee as soon as practicable. The Player Agent or his designee will then notify all eligible players on the Player Agent List of the need for a call-up player. The first eligible player on the Player Agent List to respond to the notification will be called up. Notwithstanding the foregoing, to the extent practicable, no AA player shall be called up more than two times during the season for all teams. It is recognized that managers at times do not find out that they will be in need of players until shortly before game time. In those exceptional cases, the manager may find an eligible AA player without using the above system. Under these circumstances, the manager shall inform the Player Agent and the AAA Commissioner of the single game call up within 24 hours after the game, so that the Player Agent List may be updated promptly; provided, however, that the AAA Commissioner and Player Agent shall closely monitor this system and ensure that managers' uses of the exception process described above are justified and kept to a minimum, so that the league's main goal of distributing the call-up experience to the greatest number of AA players is achieved.

- f) No player called up from AA may pitch in a AAA game.

### 3. TEAM NUMBERS

- a) Following STEP sessions, the AAA Commissioner and the Player Agent will review the registration data and consult with the AAA managers to establish as accurately as possible the number of players in the AAA pool. That process will include consideration of (1) those players who have registered but have decided not to play at the AAA level and (2) those players who have not registered but who wish to play at the AAA level.
- b) The number of AAA teams will be determined by the AAA Commissioner and Player Agent, aiming for 12 players per team at the end of the draft.

### 4. TEAM ASSIGNMENT

- a) All brother/sister, sibling, and son and/or daughter of manager/coach options will be declared prior to Team Assignment in accordance with the rules outlined in the Little League Baseball Operating Manual. (NOTE: For the purposes of this rule, each team is limited to one manager and one coach, with the pairing of specific coaches subject to Little League approval of the Managers' Committee and the Player Agent.) Exercise of the manager/coach option at AAA is contingent on both parties having been registered with the League and coaching together in the prior Spring season.

- b) The Player Agent shall determine distribution of teams between American and National leagues when modifications are required by expansion or contraction of teams, or as necessary to ensure that sufficient teams exist for players based upon their American/National League designation.
- c) The Player Agent will, after consultation with the AAA Commissioner, the Vice President of Operations, and the President, randomly generate the AAA draft order and/or otherwise undertake team formation efforts with the main objective of creating teams that are as evenly balanced as possible, and will communicate this draft order or other team formation methodology to all AAA managers at least one day prior to the draft.
- d) The draft will proceed in a manner as determined by the President, the Vice President of Operations, the Player Agent, and the AAA Commissioner by reference to relevant Little League Baseball operating materials and as necessary and appropriate to balance the goals of creating competitively balanced teams while also attempting to ensure players have a positive social experience in playing the game (e.g., by playing with friends and former teammates). Provisions relating to the operations of team formation and drafting at the AAA level may be modified from time to time as deemed necessary by the President, the Vice President of Operations, the Player Agent, and the AAA Commissioner to achieve the aforementioned goals.
- d) The Player Agent shall stop the draft periodically to assess the competitive balance among the teams.
- e) Following the draft, but prior to a player's notification of placement on a team, trades can be made in accordance with the rules established in the Little League Baseball Operating Manual. All trades must be approved by the Player Agent.

**B. GAME ADMINISTRATION**

1. PRE-GAME WARM-UP TIME: Teams shall share pre-game practice time and field resources equally. The first team available and prepared to begin pre-game practice should do so. If both teams are prepared to begin pre-game practice, the visiting team shall take the field first. The pre-game warm-up time will commence when the first team takes the field. The field is to be cleared of players no later than two minutes prior to the scheduled start time for the game. Pre-game infield warmups may be cancelled by the umpires in the interest of maintaining a day's schedule, especially if previous games are running over or if there is any risk of delayed start to games still to be played that day. Warmups should also be curtailed or eliminated for any 7:30 game if there is any risk of that game starting after the designated 7:30 start time. Players should still be allotted time to play catch and loosen up their throwing arms, provided that all warm-ups must end at least five minutes before the scheduled game time. The time available for warm-ups for each team is half of the time from when the first team takes the field until five

minutes before the scheduled game start time. If a team is not ready to take the field for its turn, it shall forfeit its pre-game practice time.

2. **START TIME:** Game start time is the time the game starts (not necessarily the scheduled start time), except (a) as noted below for delays caused by an insufficient number of players (see Local Rule III.B.5); or (b) in the case of a 5:30 school night game that is followed by a 7:30 game, the start time shall be, at the latest, 5:30, regardless of when the first pitch is actually thrown and/or any weather-related delays, in order to keep later games from running too late. Prior to the first pitch, the home plate umpire or the Game Coordinator (see Local Rule III.C.5) will announce the official start time to both teams. Umpires and managers shall make every effort to start every game promptly at the scheduled start time.
3. **TIME LIMIT/OFFICIAL GAME:** An official game will last six innings. A new inning may not begin after one hour and 45 minutes from the start time. No play may continue after two hours and 15 minutes from the start time; in the event that a game is still in progress as of that time, regardless of the then-current score, the game shall be stopped and the score shall revert to the last fully completed inning. A game is not official until four innings have been completed (three and one-half innings if the home team is ahead). In case of a game where the minimum four completed innings have not been met by the time that play must stop due to time limits and where the score of the last fully completed inning was a tie, the game will be suspended and play shall continue at a later date, with play commencing as of the last fully completed inning (or, in the event, of a game suspended during the first inning, as of the point where the game was suspended).
  - Example 1: A game's start time is 5:30. After four full innings, the visiting team is leading. The bottom of the fourth ended at 7:15. Since this is an official game and since no new inning may start after 7:15 (*i.e.*, one hour and 45 minutes from the 5:30 start time), this game will be declared over with the visiting team the winner.
  - Example 2: Same facts as Example 1, but after four full innings the score is tied. At 7:15, even though one hour and 45 minutes has elapsed since the game's start time, a new inning may be started due to the tie. Play may continue until the tie is broken at the end of a full inning. However, if the tie is still not broken after the end of a full inning by 7:45 (*i.e.*, two hours and 15 minutes from the start time), then no new inning may start and the game will be suspended and continued at a later date.
  - Example 3: Same facts as Example 1, but at the 7:15 mark, only three full innings have been played. No new inning may start at or after 7:15, and the game shall be suspended and continued at a later date. (The game may be continued to the conclusion of the current inning, subject to the applicable time limit.)
4. **QUICK PACE OF ALL GAMES:** The umpires and managers shall make every effort to

move every game along at a quick pace, in order to maximize the number of innings played. Umpires, managers, and game coordinators (to the extent applicable) shall make every effort to ensure that play begins after no more than a one minute break between each half inning. Pitchers shall be allowed no more than eight warm-up pitches in the first inning they appear and five pitches each inning thereafter. Umpires may reduce this number at their discretion if teams fail to move quickly. Catchers should be sent out promptly, and another player sent out with a mask for the warm-ups should the catcher be delayed (e.g., they were on base for the third out); opposing coaches should also consider allowing their still-properly equipped catcher (to the extent not due to bat in the next inning) to warm up the other team's pitcher if the catcher is delayed. Fielders may warm up during such warm-up pitches, but must immediately return the ball to their dugout when the home plate umpire instructs the catcher to throw the game ball down to second base.

5. **GAME ROSTER/INSUFFICIENT NUMBER OF PLAYERS:** A game may not be started with fewer than nine players on each team. The start of the game may be delayed for no more than 15 minutes to await the arrival of a ninth player. The time spent waiting for a ninth player is subtracted from the time limits of the game as specified in Local Rule III.B.3. Teams may not "trade" players to reach the minimum number, nor may a team enlist the help of a player from another AAA or Majors team. A team may only "call-up" a player from the AA division to reach the minimum, subject to Local Rule III.A.2.e. If the game is not played due to an insufficient number of players, the managers will notify the AAA Commissioner. The game may either be rescheduled or declared a forfeit at the discretion of the AAA Commissioner, after consultation with the President and the Vice President of Operations.
6. **BATTING LINEUP AND DEFENSIVE POSITIONING:** Managers shall exchange batting lineups prior to the games. Included in the lineup page shall be, at minimum, an indication of each player's eligibility to pitch that day, along with player names and numbers. A continuous batting lineup will be used, and free substitution is allowed in the field after any inning. All players who show up at least five minutes prior to the official start time of the game must be included in the batting lineup. If a player is late he/she should be inserted at the end of the batting lineup as soon as possible. Coaches should attempt to ensure that all players who demonstrate a positive attitude and who attended all recent team events receive at least four innings of play per game in the field when possible; no player should be benched for more than one consecutive inning at a time. Every player should further have the opportunity to play at least one inning at an appropriate infield position in every game; however, a manager may determine that safety considerations preclude a player from certain defensive positions (e.g., catcher). This rule shall not interfere with the right of the manager to deny any player's playing privilege for disciplinary reasons.
7. **PLAYER REMOVED FROM LINEUP:** If a player is unable to continue playing in a game due to illness or injury, he/she may be removed from the batting order without penalty. This player is ineligible to return to the game. If a player is unable to take his/her

turn in the batting order due to illness or injury, and a manager wishes to keep him/her in the batting order (*e.g.*, in the hope that he/she will feel better and return to the game), the manager may keep that player in the batting order and take an out each time this batter is due up at bat and is still unable to bat. A player who must be removed mid-at bat shall be replaced by the following batter in the order, assuming the ball-strike count of the replaced batter. A player who must be removed while on base shall be replaced by the most immediately previous batter in the order who is not currently on base. If removing a player from the lineup leaves that player's team with fewer than nine players, the game may not continue. It will either be suspended or declared a forfeit at the discretion of the AAA Commissioner, after consultation with the President and the Vice President of Operations. Time and field availability permitting, if the outcome of any game referred to in this rule could impact the seeding of teams for the AAA playoffs, the presumption will be to suspend and conclude the game at a rescheduled time.

8. **CURFEW:** A new inning may not begin after 8:45 P.M. on a school night, or after 9:00 P.M. on a Friday or Saturday game.
9. **GAME SUSPENSION AND RESCHEDULING:** Any game that is not official at the time of suspension, whether because of darkness, curfew, inclement weather, time constraints, too few players, or another reason, may be suspended and rescheduled for completion or declared official at the discretion of the AAA Commissioner, after consultation with the President and the Vice President of Operations. Time and field availability permitting, if the outcome of any game referred to in this rule could impact the seeding of teams for the AAA playoffs, the presumption will be to suspend and conclude the game at a rescheduled time.
10. **MAKE-UP GAMES:** Teams may not play more than one game per day, or three games per week, without the express permission of the AAA Commissioner.
11. **OFFICIAL SCORE BOOK:** The manager of the home team is responsible for providing the official scorekeeper of the game. The scorekeeper will record in the official (home team) score book (a) the number of runs scored each inning; (b) the final score; and (c) the number of pitches each pitcher throws (indicating clearly in the score book the first and last batters to whom each pitcher throws). The scorekeeper shall also note in the score book the point at which any protest is made, and the point at which any game is suspended.
12. **ADVANCING FROM THIRD BASE TO HOME:** Baserunners may take a normal lead after each pitch as permitted by Little League rules, but may only advance from third base to home in the following circumstances:
  - As a result of a continuous action following a batted ball, with that action ending when time is called by the umpire or when the umpire has determined in his or her sole discretion that the play has ended (*e.g.*, the ball is in the control of a defensive player in the infield, and no reasonable runner would attempt to advance further at

that point in a typical baseball game);

- As a result of a post-pitch play by the defensive team other than a return throw to the pitcher from the catcher (*e.g.*, the pitcher or catcher attempts to pick off the runner at third base or throw out a runner stealing another base);
- As a result of an award (*e.g.*, the umpire makes an obstruction call or a ball goes out of play and any runners are instructed to advance by the umpire);
- When forced to advance as a result of another award (*e.g.*, a bases-loaded walk or hit batter); or
- As a result of a return throw from the catcher which is not caught by the pitcher.

For purposes of clarification, a runner may not advance to home on a pitch which is not struck by the batter (unless it results in an award, like a bases-loaded walk), or on a post-pitch return throw from the catcher to the pitcher. Runners who advance to home on a missed pitch or steal do so at their own risk and may be put out, but if they are not put out and reach home, the umpire shall call the play dead and return all runners to their respective bases as of the last pitch. Furthermore, while a runner on third base may take a normal lead on each pitch as permitted by Little League rules, the runner shall not unreasonably delay the game by seeking to entice a throw from the pitcher or catcher.

13. **FAKE BUNTING:** A batter shall be called out if he/she fakes a bunt and then swings at a pitched baseball.
14. **GAME COACHES:** Up to five (5) league-approved coaches may be permitted to assist in the dugout or with on-field play during league games.
15. **BATS:** Bats must comply with LL Rule 1.10 (*i.e.*, all bats other than solid one-piece wood barrel bats must comply with the USA Baseball Bat standards and display a USA Baseball logo).

### **C. POINTS OF EMPHASIS**

1. **FIVE-RUN RULE:** A half-inning will end when the fifth run of the half inning scores (if there are not yet three outs). Once the fifth run scores, play may continue until relaxed, but under no circumstances do more than five runs count in a single half inning. The five-run rule applies to every half-inning played in a game. (LL Rule 5.07)
2. **MERCY RULE:** If a game is official and one team is losing by a number of runs that would make it mathematically impossible to win (*i.e.*, due to Local Rule III.C.1 limiting each team to no more than five runs per inning), the game is official and is declared over. This includes when the leading team scores the decisive run in their offensive half of the inning. (LL Rule 4.10e)

3. **BATTING AROUND:** The side is retired when three offensive players are legally put out, or when all players on the roster have batted one time in the half-inning, or when the offensive team scores five (5) runs. No player on a team's roster may bat more than once in the same half-inning. (LL Rule 5.07)
4. **SLIDING:** Any runner shall be called out when he or she (a) does not slide or attempt to get around a catcher or fielder at any base who has the ball and is waiting to make the tag; or (b) slides head first while advancing to the next base. (LL Rule 7.08a 3,4)  
(NOTE: Sliding head first to go back to a base to avoid a tag or put-out is legal.)
5. **GAME COORDINATOR:** If no adult umpire (age 18 and above) is available, and youth umpires are used for a game, the home team must assign an adult as Game Coordinator or a league board member may serve in that role if present. The Game Coordinator must not be a manager or coach of either team in the game, and cannot be assigned as Game Coordinator for more than one game at a time. (LL Rule 9.03 d) The Game Coordinator's duties shall be:
  - a) To be included in the pre-game meeting as noted in Little League Rule 4.01.
  - b) To remain at the game at all times, including between half-innings, in a position to see all actions on the field and in close proximity to the field (not in any enclosure).
  - c) To oversee the conduct of all players, managers, coaches, and umpires in the game.
  - d) To make final determinations, in consultation with the umpires, with respect to safety of play in case of inclement weather.
  - e) To have the authority to disqualify any player, manager, coach, or substitute for objecting to the decisions of the umpire, for unsportsmanlike conduct or language, or for any of the reasons enumerated in the Little League Playing Rules, and to eject such disqualified person from the playing field. If the Game Coordinator disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
6. **WARMING UP PITCHERS:** No adult may warm up a pitcher at the game site. This applies to pre-game, bullpen, or between-innings situations. This does not apply to a coach playing catch prior to the game simply in order to warm up a player's arm (*i.e.*, while standing up and the player is throwing, not pitching). It also does not apply to practices or off-site activities, etc. The intent is to keep the players involved in game activities to the maximum extent. (LL Regulation XIV f.).

**D. PITCHING RULES**

1. For the regular season, all pitchers eligible to pitch at AAA are limited to three innings or 65 pitches per game, whichever limit is reached first; provided, however, that 8-year-olds shall be limited to 50 pitches or three innings per game, whichever is reached first. For purposes of this rule, any inning in which a pitcher throws a single pitch to a batter will be counted as one inning against the game limit.

Exception: If a pitcher reaches the pitch limit while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out, or the inning otherwise ends; provided, however, that if the pitcher reaches the limit *on* his/her last pitch to a particular batter, the pitcher must be removed before delivering a pitch to the next batter.

- Pitchers must adhere to the following rest requirements: 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 day of rest must be observed. If a player pitches 1 - 20 pitches in a day, no rest is required between outings. (LL Reg VI d)
  - The home team scorekeeper will be the official pitch count recorder. Between each half inning, each team's pitch count recorder shall confirm pitch count totals with the other team's pitch count recorder.
2. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day. (LL Reg VI a)
  3. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that calendar day. (LL Reg VI c)
  4. Pitchers may not pitch on three consecutive days, regardless of rest/minimum pitch requirements.
  5. Little League Regulation VI applies with respect to all other pitching rules.

**E. PLAYOFFS**

1. The Arlington Little League AAA Division Local Rules remain in effect for the playoffs, with the exception of those rules and procedures explicitly modified below.
2. The playoff tournament format is at the discretion of the AAA commissioner, in consultation with the President and VP for Operations. If possible, three rest days will

be scheduled between the final regular season game and the first playoff game. This rest day period may be waived if makeup games, field schedules, or other issues make it necessary to do so in order to complete the playoffs before the end of the spring season. Seeding is done by reference to won-loss record. Tiebreakers for seeding for the playoffs is as below:

- a) Head-to-Head competition between or among those teams that are tied;
  - b) Won-Loss records against common opponents;
  - c) Fewest runs allowed;
  - d) A coin toss if two teams are still tied, or drawing lots if more than two teams are still tied.
4. The team with the higher playoff seeding will be the home team in each game, except for the championship game. Home team for the championship game will be determined by a coin toss immediately prior to the game.
  5. For the purpose of determining Arlington Little League playoff seedings (as well as regular season league champions), standings in AAA shall not be kept until the "Regular Season." The dividing point between the "Pre-Season" and the "Regular Season" shall be determined by the AAA Commissioner but typically shall be no more than three Pre-Season games.
  6. There will be no time or inning limits for the championship game. A game suspended due to darkness, curfew, inclement weather, time constraints, too few players, or another reason will be continued from the point at which it was halted, at the discretion of the AAA Commissioner, after consultation with the President and the Vice President of Operations.
  7. The President, the AAA Commissioner, or, in the event both are unreachable, an adult umpire or Game Coordinator, has the authority to suspend a game due to darkness, curfew, inclement weather, time constraints, too few players, or another reason. If a game is suspended, it will be continued from the point at which it was halted, at the discretion of the AAA Commissioner, after consultation with the President and the Vice President of Operations.
  8. A game will be declared official and complete by the umpire or Game Coordinator only if the leading team is ahead by enough runs to make it mathematically impossible (given the 5-run per inning limit) for its opponent to tie or take the lead. This measure should only be taken if darkness, curfew, inclement weather, time constraints, or too few players are a factor.
  9. All tied games must be settled on the field.

10. Little League pitch count rules will apply. The more restrictive constraints as placed on pitchers in Local Rule III.D are no longer valid.
11. Rest rules for pitchers always apply, including during the playoffs and the period between a team's final regular season game and the team's first playoff game.

#### **IV. ARLINGTON LITTLE LEAGUE ALL-STARS**

##### **A. DISTRICT FOUR INTERMEDIATE (50/70) ALL-STARS**

1. A total of 12 to 14 players are chosen for the 50/70 All-Star team(s). The first seven players are chosen by the players of the particular league (*i.e.*, National and American). The next five are chosen by the managers of the particular league according to the process described below. The remaining one or two players are chosen by the manager of the All-Star team. The manager may elect to pick no additional players.
2. Ballots for each team shall be prepared by the All-Star Commissioner. Each team's ballot will include the names of every player in the league, except for the players on the team that is voting, as players may not vote for teammates. The players vote at a scheduled game during the last two weeks of the season.
3. The votes are counted by the All-Star Commissioner and are reported to the managers. A meeting is called to choose the All-Star players. The meeting consists of all the managers of a league and an impartial moderator (usually the All-Star Commissioner). Each manager nominates as many players as he/she believes deserves nomination, and a list of nominees is made. That list is then narrowed to five players in the following manner:
4. Each manager writes the name of one player from the list he/she believes should be eliminated from consideration on a piece of paper (ballot). The manager of the All-Star team identifies his ballot separately (*i.e.*, uses a different color pen). The impartial moderator collects the ballots and identifies the player with the most votes. That player is struck from the list of nominees. In the event of a tie, the player identified by the manager's ballot is struck, assuming that the manager has selected one of the players who are in the tie. Otherwise, the manager will select one of the applicable players to strike from the list. This process continues until five names remain on the list.
5. If a player declines the invitation to participate on an All-Star team, he/she may be replaced at the discretion of the appropriate manager.

**B. DISTRICT FOUR 9/10/11 ALL-STARS**

1. The All-Star Committee, Player Agent, and the Majors and AAA Commissioners will determine prior to the season if there are sufficient players to form any (up to two) 9/10/11 All-Star teams.
2. A total of 12 - 14 players are chosen for the 9/10/11-year-old All-Star team(s) by the All-Star Committee in consultation with the All-Star team coaches and the Majors managers.
3. If a player declines the invitation to participate on an All-Star team, he/she may be replaced at the discretion of the appropriate manager.

**C. DISTRICT FOUR 8/9/10 ALL-STARS**

1. The All-Star Committee, Player Agent, and the AAA Commissioner will determine prior to the season if there are sufficient players to form one or two 9-10 All-Star teams.
2. All-Stars for the 8/9/10 All-Star team shall be selected based on a process established by the All-Star Committee that involves input from the Majors and AAA managers, the Majors and AAA Commissioners, and the 9-10 All-Star team managers.
3. If a player declines the invitation to participate on an All-Star team, he/she may be replaced at the discretion of the appropriate manager.

**D. MAJORS AND AAA LOCAL ALL-STAR GAMES**

There shall be local exhibition Majors All-Star and AAA All-Star play, with the number of games at each level determined by the respective commissioners in consultation with the President and Vice President of Operations, and with an equal number of representatives from each team as set by the respective commissioners. The All-Star players shall be distributed onto two or more All-Star teams by the commissioners in consultation with the division managers. Each team will vote for the representatives from their team. The manager and coaches may review and modify the results of their team's election if they feel that is necessary. It is expected that such modification will be rare.

**E. SELECTION OF ALL-STAR MANAGERS**

1. To the extent practicable, the All-Star Committee will select managers for all District 4 All-Star teams before the end of the regular season, subject to Board approval.
2. The managers for the Majors and AAA local All-Star games shall be appointed by the respective division commissioners, who shall rotate the assignment from year to year. All other Majors and AAA managers, as applicable, shall serve as assistant coaches during their division's All-Star game.

**F. MISCELLANEOUS ISSUES FOR ALL-STAR TEAMS**

1. An e-mail will be sent out to all registered families with players of eligible age, once before practices begin, and once in the middle of the season, which will outline the All-Star season, and the policies outlined above.
2. A survey of participants on all teams shall be conducted by the All-Star Commissioner, or in that official's absence, the All-Star Committee, at the conclusion of the All-Star season to gather feedback on the process.
3. All-day practice camps are permitted under the following conditions: (a) the manager takes all necessary precautions to prevent heat-related illnesses; (b) a player is not penalized if he/she cannot participate in the camp; and (c) the manager submits a plan for running the camp to the All-Star Committee for approval. The Board empowers the Committee to approve or disapprove the plan.
4. An All-Star Commissioner shall be appointed by the Board. The All-Star Commissioner shall not be an All-Star manager. The duties of the All-Star Commissioner are to: (a) oversee the certification of the All-Star teams; (b) attend the necessary District 4 All-Star managers meetings; (c) coordinate with the equipment and uniform quartermasters; and (d) coordinate practice fields.
5. A player shall be deemed to have participated in a given regular season 50/70 or Majors game for purposes of All-Star eligibility only if he/she played at least six consecutive outs and batted at least once in that game. A player shall be deemed to have participated in a given regular season AAA game for purposes of All-Star eligibility only if he/she played at least two full innings (even if non-consecutive) and batted at least once in that game.

**V. AA DIVISION LOCAL RULES**

**A. PURPOSE AND GOALS OF AA DIVISION**

The purpose of the AA division is to provide training and instruction, where the season begins with coach pitching but quickly graduates to player pitching. Standings are not kept, as the emphasis at this level remains on instruction, player development and having fun.

**B. GAME ADMINISTRATION**

1. Teams shall strive to complete at least four innings in the allotted time. No extra innings are permitted, even in the event of a tie.
2. A game can and should be started on time even if fewer than nine players are present.
3. A defensive inning shall either be three outs or seven batters, whichever comes first. Until player pitching commences fully according to Local Rule V.7, all teams shall bat seven batters, regardless of the number of outs.
4. The offensive team lineup will include all players. A team's batting lineup shall remain the same throughout the game. For example, subject to Local Rule V.3, if three batters make three straight outs in the first inning, the fourth batter shall start the second inning and so forth. At the end of the lineup, batting shall return to the top of the order; late arriving players shall be placed at the end of the batting order.
5. If a team has nine or 11 players, three outfielders shall be used. If 10 or 12 or more players are in the game, four outfielders may be used.
6. The pitching distance shall be 43 feet; provided, however, that this distance may be shortened during the regular season if a team is unable to throw strikes from that distance. In no event shall the pitching distance be less than 40 feet.
7. Player pitching shall begin in the fourth scheduled game for each team; however, the AA commissioner may, if required in his discretion due to an excessive number of game or practice rainouts, delay player pitching until such time as designated by the AA Commissioner. Managers may choose to use player pitchers starting in the third game. In that third game, if a manager chooses to start player pitching, either team may use coach pitch for the first two innings and transition to player pitch for the last two.

8. The number of pitches from players shall be limited to six, not including foul balls which occur with two strikes already on the batter. The manager for the offensive team shall call balls and strikes unless an umpire is provided for the game, in which case the umpire shall handle all such duties. During player pitching where no umpire is present, the manager for the offensive team shall be behind the pitcher, calling balls and strikes. All pitches, including coach pitches, in the strike zone as defined in LL Rule 2.00 shall be called strikes even if the batter does not swing. After three swinging or looking strikes, the batter will be called out.
9. No batter may advance to first base by a walk or hit-by-pitch. However, if a batter is hit by a pitch, the manager or coach will step in to pitch.
10. Once the maximum number of pitches on a batter is reached (*i.e.*, six pitches except in the instance of foul balls with two strikes on a batter), and an out is not recorded, the offensive manager will pitch to his/her team. The ball/strike count shall carry over to the manager. The player pitcher must stand with one foot on the dirt mound (to the extent the field has one), or otherwise within 2 to 3 feet of the coach pitcher; player pitchers may not move elsewhere within the infield for defensive purposes during coach pitch situations.
11. All players are limited to two innings pitched per game in the regular season.
12. Two defensive coaches are allowed in the outfield.
13. Upon hitting the ball to the outfield, runners should take at most two bases. This limit will be determined from the base the runner is standing on at the time of the pitch, and not the base the runner is headed toward. If a runner advances beyond this limit, at the conclusion of the play, the ball shall be declared dead and all runners not otherwise retired during the play shall be sent back to the appropriate base.

Example: If runners are on first and second and a ball is hit to the outfield, this could result in, at most, one runner scoring, a runner at third base, and the batter at first or second. Teams should use a coach / parent at first and third base who will adhere to these guidelines.

14. Notwithstanding Local Rule V.13, if a hitter has clearly hit the ball over the outfielders' heads or cleanly through a gap in the outfield, the batter may run for a homerun. Balls that are stopped or touched by the outfielders without having gone past them in the first instance should result in at most two bases as noted above.
15. After hitting the ball to the infield, runners may take no more than first base.

16. Runners may advance only one base on an overthrow, which shall be defined as any time that a ball is missed by the fielder to whom the ball is thrown and ends up beyond that fielder's reasonably immediate reach (either in or out of play). The ball shall be declared immediately dead once an overthrow has occurred.
17. Runners shall not leave bases until the ball crosses the plate, and stealing bases is not permitted.
18. Players may not advance to the next base by drawing a throw from a fielder in an attempt to get into a run-down.
19. Only the batter at home plate may have a bat in his/her hand. No on-deck batters or other players may hold a bat at any time until they come up to bat.
20. Bats must comply with LL Rule 1.10 (*i.e.*, all bats other than solid one-piece wood barrel bats must comply with the USA Baseball Bat standards and display a USA Baseball logo).
21. All teams shall use a properly equipped catcher at all times. This includes a catcher's mask with a throat guard properly affixed and a protective cup.
21. Up to five (5) league-approved coaches may be permitted to assist in the dugout or with on-field play during league games.

**C. POINTS OF EMPHASIS**

1. At the conclusion of a half inning, either due to the 7<sup>th</sup> batter batting, or the 3<sup>rd</sup> out being recorded, DO NOT have the last batter, and everyone remaining on base run all the way around to home unless Local Rule V.B.14 applies - it delays the transition between innings, and unnecessarily invites collisions as defenders try to tag all the runners.
2. A hit to the infield includes a hit ball that is bobbled by an infielder that happens to roll into the outfield grass, as well as a ball that rolls through an infielder's legs into the outfield.
3. Coaches must ensure their first and third base coaches understand and adhere to the two base guideline. If a player runs through a stop sign and goes beyond what the rule permits, at the conclusion of the play, the ball shall be declared dead and all necessary runners shall be sent back to the appropriate base.
4. The outfield exception in Local Rule V.B.14 only applies on a clean hit over an outfielder's head, or clean shot to an outfield gap. It does not apply to a bobble by an infielder that rolls into the outfield grass, a drop or overthrow by an infielder that gets into the outfield, where a player stands under a popup and misses, or an infielder or outfielder who misses the ball and it rolls through or under their legs.

**D. YEAR-END TOURNAMENT**

1. No standings shall be kept in the AA division. The year-end tournament format shall consist of randomly selected brackets as chosen by the AA commissioner, President, and VP for Operations. The tournament at the AA division is intended to be fun, and provide additional playing opportunities for players.
2. All rules from the regular season shall apply, except as they may be altered for the tournament as set forth below.
3. A defensive inning shall end either after three outs or after seven players have batted, whichever comes first.
4. Regardless of team size, no more than three outfielders may be utilized (*i.e.*, total of nine players in the field). Coaches shall not be permitted in the outfield.
5. The pitching distance shall be 43 feet with no exceptions for the playoffs.
6. All players are limited to one inning pitched per game; provided, however, that if the game goes to an extra inning, a team may reuse a pitcher who pitched an inning earlier in that game.
7. In the event of a tie, the teams shall play one extra inning. If the game is still tied, the winner shall be the team that had the most runners left on base for that game. Teams must consult between innings to confirm and agree upon the number of runners left on base.

## **VI. A DIVISION LOCAL RULES**

### **A. GAME ADMINISTRATION**

1. Teams shall strive to complete at least four innings in the allotted time.
2. A game can and should be started on time even if fewer than nine players are present. There shall be no forfeits or cancellations due to player shortage. Teams are permitted to use players from the other team so that the game may continue.
3. Coaches set the lineup before the game. A designated bench coach should have 3 batters in helmets waiting to bat. Prepare the defensive lineup for each inning in advance.
4. A coach should pitch overhand from about 43 feet away. A coach can pitch from one knee or standing. The coach may move closer to the plate, subject to ensuring safety, if needed to throw strikes; however, the coach should not move closer than approximately 40 feet.
5. Line up and shake hands after the game.
6. Up to five (5) coaches may be permitted to assist in the dugout or with on-field play during league games.
7. Bats must comply with LL Rule 1.10 (*i.e.*, all bats other than solid one-piece wood barrel bats must comply with the USA Baseball Bat standards and display a USA Baseball logo).

### **B. DEFENSIVE RULES**

1. The defensive positions include catcher, a traditional infield configuration, 1 player behind the coach near the pitcher's mound and 3 outfielders. If a team has 10-11 players in the game, four outfielders may be used and a 2<sup>nd</sup> player added near the pitcher's mound behind the coach. The players positioned at pitcher shall have one foot within 2 to 3 feet of the pitching rubber. Players must rotate regularly between infield and outfield positions.
2. A defensive inning shall either be three outs, 5 runs scored against the defense or the entire batting line up bats, whichever comes first.
3. The fielding team may have up to two adult coaches in the field. These coaches must not physically interfere with game play.

**C. OFFENSIVE RULES**

1. The offensive team lineup will include all players. A team's batting lineup shall remain the same throughout the game. If three batters make three straight outs in the first inning, the fourth batter shall start the second inning and so forth. At the end of the lineup, batting shall return to the top of the order.
2. The number of pitches from a coach shall be limited to six pitches, not including foul balls which occur once the batter has two strikes. After three swinging strikes or 6 pitches (subject to the preceding sentence) the batter will be called out.
3. After hitting the ball to the outfield, runners should take at most two bases. Example: If runners are on first and second and a ball is hit to the outfield, this could result in a runner scoring, a runner at third base, and the batter at first or second. Teams should use a coach/parent at first and third base who will adhere to these guidelines.
4. After hitting the ball to the infield, runners may take no more than first base.
5. No advancement on an overthrow.
6. Only the batter at home plate may have a bat in his/her hand. No on-deck batters or other players may hold a bat at any time until they come up to bat.
7. All teams shall use a properly equipped catcher at all times. This includes a catcher's mask with a throat guard properly affixed and a protective cup.

## **VII. ROOKIES DIVISION LOCAL RULES**

1. Teams shall strive to complete at least four innings in the allotted time. This will require starting the game on time, having batting orders / lineups ready at game time, ensuring all players hustle on and off the field, and using multiple parents to manage the dugout. Up to five (5) league-approved coaches may assist during league games.
2. A game should be started on time even if fewer than 9 players are present.
3. The defensive positions typically include catcher, a “traditional” infield, 2 players behind the coach near the pitcher’s mound, and a maximum of 4 outfielders. The players positioned at pitcher shall have one foot within 2 to 3 feet of the pitching rubber. Players should rotate regularly between infield and outfield positions:
4. There shall be no forfeits or cancellations due to player shortage. Teams are permitted to use players from the other team so the game may continue.
5. The fielding team may have up to two adult coaches in the field. These coaches must not physically interfere with game play.
6. Every player shall bat every inning. Managers should stagger their batting orders so the same player is not last in the order every time. Example: First inning = 1-12; second inning = 12 – 1; third inning = 1-12.
7. No batter may advance to first base by a walk or hit-by-pitch. Rather, the key goal shall be for the batter to put the ball in play.
8. A batter should be thrown no more than six good coach pitches per at-bat. For the first three weeks of the season, after six good pitches, the player shall hit off the tee. Thereafter, after six good pitches, the player shall be called out on strikes, unless the managers agree before the game, pursuant to Local Rule VII.11, to allow all players to hit off the tee after six good pitches are thrown.
9. After hitting the ball to the outfield, runners should take at most two bases. Example: If runners are on first and second and a ball is hit to the outfield, this could result in a runner scoring, a runner at third base, and the batter at first or second. Teams should use a coach/parent at first and third base who will adhere to these guidelines. After hitting the ball to the infield, runners may take no more than first base. If a runner is called out, he/she returns to the team dugout.

Bats must comply with LL Rule 1.10 (*i.e.*, all bats other than solid one-piece wood barrel bats must comply with the USA Baseball Bat standards and display a USA Baseball logo).

## **VIII. TEE-BALL AND JUNIOR TEE-BALL DIVISION LOCAL RULES**

1. The following rules shall apply to play at both the Tee-Ball and Junior Tee-Ball divisions, provided that the Junior Tee-Ball Commissioner may implement changes to these rules to simplify further game play at that Division.
2. Both managers and all participants must work to ensure a safe playing environment:
  - Only the hitter may hold a bat. No on-deck batters or other players may hold a bat at any time until they come up to bat.
  - All batters and runners must wear helmets.
  - No jewelry may be worn (watches, bracelets, necklaces).
  - No batter may throw his/her bat.
  - In case of lightning or thunder, the game shall immediately be canceled. Brief rain delays are at the discretion of the managers.
  - A manager, coach, or parent must be on the bench with players at all times. No child should ever sit on the bench alone.
  - Bats must comply with LL Rule 1.10 (*i.e.*, all bats other than solid one-piece wood barrel bats must comply with the USA Baseball Bat standards and display both a USA Baseball logo *and* text which reads “ONLY FOR USE WITH APPROVED TEE BALLS”).
3. No score will be kept.
4. Games will last not longer than 4 innings or 1 hour, whichever comes first.
5. All players shall be part of the batting order, and bat every inning.
6. The batting team is responsible for having adult base coaches at first and third base, and for having an adult place the ball on the tee for each batter.
7. There shall be no strikeouts.
8. The ball should travel approximately 10 feet from home plate / tee to be considered a fair ball.
9. Players may not take a lead from or steal a base.
10. Base runners may not advance on overthrows and must stop once the fielding team has the ball under control in the infield.
11. The fielding team may have up to three adult coaches in the field. These coaches must not physically interfere with game play.

12. All players should play on defense. Managers should align the defense so that players are spread evenly among baseball positions in the infield and outfield, with an aim of allowing each defensive player a reasonable chance to field a ball without interference from other players. There will be no catcher position.
13. The tee shall be placed in front of, not directly atop, home plate, so that players are encouraged and able to make contact out in front of home plate.
14. Up to five (5) league-approved coaches may be permitted to assist in the dugout or with on-field play during league games.