

2012 VLL Season Local Rules

VIENNA LITTLE LEAGUE
 Administrative Procedures and LOCAL Rules
 2012

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As Approved by VLL Board of Directors on 05/11/2012

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VIENNA LITTLE LEAGUE

Administrative Procedures and Local Rules

1. INTRODUCTION

These VLL Administrative Procedures and Local Rules have been adopted to augment the 2012 Official Regulations and Playing Rules issued by Little League International (LLI Rules). These procedures and rules are the official local rules and apply to both leagues - American, and National Leagues. These rules are effective beginning with the 2012 Spring and Fall seasons, and the 2012 Town Tournament.

2. DEFINITION OF TERMS

A. Composite Bat Rules from Little League International (LLI): Vienna Little league (VLL) follows the guidelines set forth by LLI.

Updated announcements and rulings on approved bats can be found at:

<http://www.littleleague.org/media/newsarchive/2011/SepDec/LLAnnouncesBatRuleChangesfor2012Season.htm>

VLL players and families are advised to follow the guidelines set forth by LLI. Any questions not addressed here should be addressed to League Presidents, Level Directors, and your team's manager.

B. Curfew: This is the nighttime (darkness) imposed stoppage of play. The curfew at Yeonas Park is 10:05 pm. The curfew at Nottoway Park is 10:05pm.

C. Darkness: The decision it is too dark to continue play rests solely within the discretion of the game umpire or umpire crew.

D. Opening Day Games: All Majors games played, or originally scheduled to be played, on the official VLL Opening Day or the spring season start date(s) as defined and approved by the VLL Board of Directors.

E. Playoff/Tournament Games: All extra games played to determine league champions, G. C. Yeonas Championship Tournament seeding (if needed) and tournament games.

F. Regular Season Games: All "scheduled" and "rescheduled" games, including suspended games.

G. Rescheduled Game: A game resulting from a "scheduled game" not played or completed, sometimes informally referred to as "makeup games." Rescheduled Majors and Minors games will be played on Sundays. If playing on Sunday violates the VLL Compression Playing rules, the

makeup game will be played on the first available weekday. Dates and times for rescheduled games are determined by the official VLL League Scheduler and will be emailed out to managers and updated on the VLL website by the official VLL Webmaster.

H. Scheduled Game: A game listed on the official schedule distributed to all managers and posted on the vll.org web site.

I. Scheduled Start Time: The time game play is to start, as published on the official VLL spring season Game Schedule, and as posted for all “rescheduled” games. Any game not starting within ½ hour of the scheduled start time due to inclement weather, failure of lights, etc. will be postponed and rescheduled. The intent of this rule is to properly manage the game schedule. Failure of a team to place nine (9) players on the field to start a game within 30 minutes of the scheduled start time shall not automatically be the reason for the game to be “rescheduled.” Such a “failure to field” game shall be referred to the VLL BoD for a decision to either reschedule or award a forfeit.

3. PROMOTION OF PLAYERS DURING THE REGULAR SEASON

A. MAJORS:

All Majors’ 12 player team roster vacancies must be filled within 14 days after the vacancy is “confirmed” in accordance with Regulation III of the LL Operating Manual. The following local rules concerning player promotion apply:

(i) Missing Games: A Major Manager must notify the appropriate league Player Agent whenever a player misses three (3) consecutive games. The league’s Player Agent will then determine the reason for the player missing the games. If it is concluded the player will not play any more during the current season, the Player Agent will inform the applicable Major Manager of the options in “promoting” a replacement player. In the case of illness, Little League Rule III (d), note 2 states: “When a player misses more than seven (7) consecutive days of participation for an illness or injury, a physician or other accredited medical provider must give written permission for a return to full baseball activity.” This permission shall be given to both the manager and player agent.

(ii) Vacated Roster Spot: The time the “vacated” player’s roster spot is officially declared vacated will be based on the date that the player first ceased playing games.

(iii) Filling Vacancies: Major team vacancies must be filled if the vacancies occur during the first half of the season (e.g. before the 9th game played of a scheduled 18 game regular season). The replacement player is then a permanent member of the roster. This local rule has an exception which supersedes the rule listed on page 64 of the LLI Operating Manual. The LLI Operating Manual reads “A manager must bring up a replacement player and the injured player returns to the draft the following year (assuming the injured player is 11 years old or younger.”) The cited local rule allows a Major Manager to retain the rights to the injured player for the following year if the replacement player is 12 years old. If the Major Manager brings up a replacement player 11 years old or younger, then the injured player does return to the draft the following year.

(iv) Retaining Vacancies: Major team vacancies need not be filled if they occur during the second half of the season (e.g. after the 9th game of a scheduled 18 game regular season). Promoted players who fill vacancies during the second half of a season will become permanent members of the roster.

(v) Required Vacancies: Major team vacancies cannot be filled during the last 14 days of the regular scheduled season or afterwards (that is, until the next official draft). Exception: The Major Manager can bring up a 12 year old during this period.

(vi) Vacated Player Rights: Once a player's roster spot is declared "vacant" by the applicable league's Player Agent, that specific player will not be able to return during the current season to his Major's team, or any other team, even if he recovers sufficiently to play again during the current season or post-season.

(vii) Solicited Trades: The trade shall not be the result of a solicitation by Majors Managers, coaches, or interested parents of other Majors teams. Players can be restricted from playing for a team managed or coached by person who has solicited said player. For example, a fall ball coach who had the player on his fall ball team and now the player wants to play for his regular season team. A player who announces to the applicable league's Player Agent his dissatisfaction with his Major league team by August 1st will be exempt from this rule. All trade decisions will be referred to the BoD.

(viii) Promotion: Players will be promoted to a Major team from any Minor league (i.e. American or National) team to fill the confirmed vacancies during the playing season. The promotion must be sanctioned by and registered with the Player Agent and League President of the acquiring Majors' team. Players being promoted must have been on the Player Agents' "common pool" list of eligible Major players at the time of the Major draft. Players refusing to be promoted prior to the Major draft, or refused to play Majors after the draft, shall not be promoted for the entire season. No Minor league team shall lose two (2) players to promotion before all Minor league teams have lost one (1) player.

B. MINORS:

(i) Temporary Promotion:

If an AAA team has fewer than 10 players available, or if an AA or A team has fewer than 11 players available, the affected team may temporarily call up one (1) or more additional players from the next lower level, such that the AAA team will have 10 players, or the AA or A team will have 11 players available at each game. Any such additional players will be required to meet the minimum play requirements for the game, will be placed at the end of the batting order, and may not pitch. The Manager of the affected team seeking to temporarily add a player or players must contact the Manager of the player's regular team to notify the manager that the requested player will play as a temporary call-up for each game the player is asked to play. No player shall miss any game which his "regular" team plays due to being temporarily "called up." The Division Director for the Division of the team calling up a player shall be notified in writing (i.e. email) of all temporary call

ups.

(ii) Permanent Promotion:

If a higher division team requires a player from a lower division team, the higher division team's Manager must identify at least three (3), but not more than (5) potential players for potential promotion, and provide the names of the potential replacement players from the next lower division (players from both leagues may be considered by the higher level manager: AL or NL) to their division Director. The league Player Agent must also be included. The higher division Director will then contact the lower division Director for assistance. If a higher division team is requesting more than 1 player to "call up," no more than one (1) player under consideration can be from the same one (1) lower division team.

The lower division Director will, in concert with the "x" affected lower division Managers, use a "number of out of the hat by the Player Agent" selection method for the purpose of determining the lower division replacement player name(s) to be permanently promoted to the higher division. The "number out of the hat" drawing is done just "once," or until the player selected from the drawing process has accepted the permanent call up offer (even if the player is the higher league manager's least favorite/lower ranked). AAA, AA and A specific "number out of the hat" methods will be divisionally standardized, determined and announced by the AAA, AA and A division Directors at the time of their specific division draft(s).

Exceptions:

- (A.) Player children of lower division (i.e. AAA, AA and A) Managers / Coaches of Record are exempt from being called-up out of their lower division team if their lower division Manager / Coach of Record parent so informs the lower division Director accordingly.

Lower division players refusing to be permanently promoted at the time of the promotion selection meeting, shall not be promoted for the entire season.

4. DISQUALIFICATION (EJECTION) OF MANAGERS, COACHES, SPECTATORS AND PLAYERS

This section and these provisions extend LLI Rules 4.07 and 9.05, such that those rules apply to spectators, in addition to managers, coaches, and players.

A. Umpire: The game umpire shall report to the Umpire-in-Chief within 24 hours after the game the reason(s) for disqualification of a manager, coach, spectator, or player. The Umpire-in-Chief shall complete a written report and submit it to the affected League President as soon as practical after notification by the game umpire.

B. Disciplinary Committee: When the affected League President(s) has been informed a manager, coach, spectator, or player was disqualified from a game, he/she may require such person to appear before the VLL BoD Disciplinary Committee to explain his/her conduct. This Committee

shall impose such penalty as deemed appropriate with approval and concurrence of the BoD. It is mandatory, under LLI Rule 4.07, that any manager, coach, or player ejected from a game must also be suspended from his or her team's next physically played game, and may not be in attendance at the game site of said game.

The Disciplinary Committee shall be composed of the following persons: three (3) League President(s), three (3) league Player Agent(s), and Umpire-in-Chief. Additionally: if the issue concerns a Majors League team, one (1) more Officer or Director (who is not a Majors Manager or umpire) as appointed by the Chairman of the Board; if the issue concerns a Minor League team, the affected Minor League Director (who is not a Minors Manager at the specified level, or umpire) as appointed by the Chairman of the Board. If a sitting member of the Disciplinary Committee is a manager or coach of a team involved in the cited issue, a suitable substitute must be appointed by the balance of the Committee members). The Disciplinary Committee is chaired by the Umpire-in-Chief. A manager cannot appeal the Disciplinary Committee's decision to the Board of Directors.

C. Physical Contact: A manager or coach hitting, shoving, striking, or pushing an umpire shall be automatically suspended for the remainder of the season upon verification of such act by the affected League President(s).

D. Pitching Rules: If a manager or coach is found to violate the Little League pitching rules, the manager or coach will be called before the VLL BoD Disciplinary Committee to explain his/her action. The team in violation may be subject to forfeiture or other penalties as approved by the Disciplinary Committee and approved by the BoD.

E. Control of Team: Managers are responsible for the conduct of their players, parents, and coaches. If, at the request of the umpire, a manager refuses to exercise control of players, parents and coaches, the manager may be ejected from the playing field along with any and all offending spectators, coaches and/or players.

5. NUMBER OF GAMES FOR EACH LEVEL

[The BoD has held much discussion on this issue and IF feasible, in part or fully, the number of games to be played at ALL levels of VLL will be determined and adjusted as each season permits.]

The Board of Directors will determine the number of games to be played during the season at each level. The number of games may differ for the Majors, all levels of the Minors, and Tee Ball. Generally, each team will play two (2) games per week: one (1) during the week and one (1) on Saturday.

6. PLAYING TIME LIMITS

A. Time Limit: [The BoD has held much discussion on this issue and IF feasible, in part or fully, playing time limits of games to be played at ALL levels of VLL will be determined and adjusted as

each season permits.]

Currently, for the Majors, AAA, AA and A levels there is an 1 hour 50 minute “no new inning” time limit, as well as a 2 hour 05 minute “drop dead” time limit from the official SCHEDULED START TIME. The game umpires will be instructed to strictly observe and enforce these time limits. A new inning begins as soon as the 3rd out is made in the bottom of the previous half-inning. Also, when the game time limit or curfew is approaching and in the judgment of the game umpires there is only time for one (1) more batter, the next batter shall be declared “last batter.” A batter is considered to be “at the plate” as soon as the previous batter’s turn has completed. The plate umpire will notify both managers “This is the last batter.” Designation of the “last batter” is the sole judgment and discretion of the game umpires. No manager, coach or spectator shall declare “last batter,” however a manager or coach may remind or notify the umpire to be aware of the approaching end of game time limit.

B. Regulation/Called Games:

The terms “called game” and “suspended game” are defined in LLI Rule 2.00 “Definition of Terms.” Because of field constraints, per Little League operating guidelines, LLI Rule 4.10 governing “regulation games” will be applied to the Major League division only. Minor League “regulation games” are to be determined in accordance with Section E(ii) below.

A called game becomes suspended in the following situations, notwithstanding the “Exception” set forth in LLI Rule 4.11(d):

(i). Tie: The Visiting team scores one (1) or more runs to tie the score in the incomplete inning, and the Home team does not score in the incomplete inning.

(ii). Lead: The Visiting team scores one (1) or more runs to take the lead in the incomplete inning, and the Home team does not bat or complete the inning because the game was called due to time limit, curfew, darkness or inclement weather.

C) Rescheduled Game: If a game is “called” and therefore “suspended” in an incomplete inning, the game will be made up the following Sunday as described above, and the game will be resumed at the point of suspension. If it violates the compression rules, it will be made up on the first day in where the compression rules are not violated.

The resumed game will be played to its normal completion (6 innings), with the clock being reset to 00:00. MAJORS: If the score is tied after six complete innings, play shall continue as set forth in LLI Rule 4.10(b). MINORS: If the game is tied at the end of six (6) innings it will be considered an official game and each team will be awarded a tie game.

D. Major League:

(i) Opening Day: There will be no time limits for Opening Day games. All Opening Day games will play a full six (6) innings, unless stopped by darkness, curfew or conceded by the “slaughter

rule.” Start times for subsequent games will be adjusted by the plate umpire for such subsequent games in the event of a late finishing game.

(ii) Official Game: Consistent with LLI Rule 4.10, any Majors game stopped because of the time limit, curfew, darkness or inclement weather will be a regulation game as long as at least four (4) innings have been played. If the Home team is ahead, only three (3) and one-half innings of play are required.

E. Minor League:

(i) Opening Day: All Minor League games, including games played on the Opening Day, will be played under regular season rules and time limits.

(ii) Regulation Game: Any Minor league game stopped because of any time limit, curfew, darkness or inclement weather will be considered a regulation game regardless of the number of innings played, as long as at least one (1) and one-half (1/2) hours of playing time has elapsed since the scheduled start of the game. Minor League games are played to a maximum of six (6) innings, and may end in a tie. When an Adult Game Coordinator (see Section 13 below) is employed, the Adult Game Coordinator will be responsible for keeping track of the amount of playing time that has elapsed.

7. RESCHEDULING PROCEDURES

In the event a game is rained out, suspended, or otherwise not played to conclusion - both managers must report this to the League Scheduler immediately. Failure to notify the League Scheduler of a rained out, suspended, or game not played to conclusion may result in that game not being replayed. Games will not be rescheduled due to lack of nine (9) players. Teams not able to field nine (9) players within ½ hour from the scheduled start time must assume the VLL Board of Directors shall determine a forfeit has occurred UNLESS “good cause” is shown for non-forfeiture by the player-deficient team. The player-deficient team manager may provide the evidence of “good cause” to the applicable League President or League Director, who will then make a recommendation of “re-schedule” or “forfeit” to the BoD. The BoD will then decide to reschedule the game or assess a forfeit. In the event of a sanctioned, mandatory-attendance school activity, wherein three (3) or more players (if roster has 11 players) or four (4) or more players (if roster has 12 players) from the same team have to attend, the affected manager may petition the applicable League President and BoD for the game to be rescheduled.

For the Majors division, to facilitate fielding nine (9) players at game time and to avoid a BoD determination of forfeiture, the Majors manager may temporarily “borrow” a 10-year old player with no game conflicts from any other Majors team within the same league (i.e. AL or NL). The borrowed 10-year old player must bat last in the line-up and cannot pitch. If the Majors manager opts not to borrow a 10-year old player from another team within the same league and incurs a BoD forfeiture determination due to an inability to have fielded nine (9) players, the manager’s right to further appeal the forfeiture determination is also forfeited. Players Agents must maintain a list of their

league specific eligible 10-year old players and provide the list to their league specific Majors Managers to facilitate this process.

A. Games Requiring Rescheduling: The League Scheduler will maintain a list of all games requiring rescheduling. With the exception of Opening Day games, rescheduled games shall be noticed to the affected team Managers no later than three (3) days prior to the date of the rescheduled game.

If a game has to be made up...

1. The makeup game **WILL** be scheduled for the following Sunday, in where the VLL Playing Compression Rules are not violated.

- Game times/locations will be set by the League Scheduler.
- A game that was cancelled on Monday, Tuesday, Wednesday, and Thursday will be made up the upcoming Sunday. A game that was cancelled on a Friday will be made up the following Sunday, etc.
- If the compression rule is in effect, the game **WILL** be rescheduled on the first available weekday.
- If the makeup game is postponed, the game will be rescheduled on the first available weekday.
- If a game can be made up prior to that Sunday, it will be rescheduled for the suggested open date.

2. IF OPTION 1 IS NOT FEASIBLE:

- If option 1 is not feasible, managers must seek approval from appropriate League Director/President for the game to be moved to another date.
- If option 1 is not feasible (pending LD/LP approval), it will be rescheduled on the first available weekday (possible an 8pm start or back-to-back practice slots) or the agreed upon date (pending on LD/LP approval).

B. Order: For teams with multiple games to be rescheduled, they will be rescheduled in the same order as they were originally scheduled, unless one (1) of the teams is all ready scheduled for three (3) games in the coming week. In this instance, the League Scheduler will schedule the first available make-up day for each team. For Minor League play, the League Scheduler may adjust the order if it will maximize the number of games to be played.

C. Opening Day: Opening Day games requiring rescheduling will be rescheduled for the first

available Sunday, to include the day following Opening Day.

D. Limits / week

No team will be required to play:

- (i) More than two (2) games on back-to-back days.
- (ii) More than three (3) games in a five (5) day period.
- (iii) No more than four (4) games in a seven (7) day period.

Exception [LLI VII (d)]: Majors teams may play one (1) doubleheader in a calendar week. Suspended games are considered as a “game” even if they last for only one (1) out.

8. SUNDAY RESCHEDULED GAMES

A. Rescheduled Time Limits: Majors rescheduled games are subject to regular season time limits but will continue until there is an “official” game in terms of number of innings played and a winner can be determined. Example: Majors game has completed five (5) full innings of play either after the 1 hour 50 minute “no new inning” limit, or at the 2 hour 05 minute drop dead time limit. One (1) team is ahead = game is over. Game is tied = game will continue (including into extra innings, if necessary) until a winner is determined. Minor league rescheduled games are subject to regular season time limits and may end in a tie.

B. Sunday Start Times: In the event a Sunday game is unable to start at the scheduled start time due to the application of rule 8.A., the umpire for the next succeeding game shall determine an adjusted start time for the following game and will notify both of the affected managers.

9. PROTESTED GAMES

LLI Rule 4.19 shall apply regarding all protests involving Majors games.

A. Protest Committee: The Protest Committee will resolve all protests. The Protest Committee shall be composed of the following persons: affected League President(s), affected league Player Agent(s), Umpire-in-Chief, and one (1) or more other Officers or Directors (who are not managers or umpires) as appointed by the Chairman of the Board (unless any of the aforementioned persons are themselves managers or coaches of teams involved in the cited protest). The Protest Committee is chaired by the Umpire-in-Chief. A manager cannot appeal the Protest Committee’s decision to the Board of Directors.

B. Minor League: There will be NO protests for Minor League games except for pitching and catching eligibility rules violations.

10. MISCELLANEOUS GAME PROCEDURES

A. Moving Games: On a case-by-case basis, and with the unanimous agreement of the 1) game plate umpire, 2) Home Team manager, 3) Visiting Team manager, and 4) designated adult Game Coordinator (if applicable), a game started on Field “A” may be relocated to Field “B” for a specific reason if such relocation does not conflict with any other previously scheduled event on Field “B.” The Home Team manager shall notify the VLL Scheduler, via email, of such a game relocation within a “reasonable” period of pre or post-game time as appropriate.

B. Infield Practice: Infield practice shall be completed five (5) minutes before the scheduled start time of the game. Each team will split the available time for infield practice equally. If there is not five (5) minutes then no infield practice will be allowed.

C. Conceding Games: For both Major and Minor Leagues - If after four (4) innings [three (3) and one-half if the Home team is ahead], one (1) team lead of 10 runs or more, the manager of the team with the least runs MAY concede the victory to the opponent.

D. On Deck Batters: In all Little League Baseball divisions for ages 12 and under there is no “on-deck” position. (Rule 1.08) “Players, except those headed to, from or in the batter’s box, shall not have a bat in their hands.”

E. Batting Weights: Little League International rules prohibits the use of warm-up donut ring style batting weights – no exceptions.

F. Helmets: Tee Ball, Rookie, Minor “A - AAA” and Majors batters, base runners, and “player” base coaches shall wear helmets. Caged helmets will be made available to players through their team manager as requested.

11. FIELD DECORUM

A. Yeonas Park Regulations: Yeonas Park is a non-smoking complex. If found smoking, you will be asked to extinguish your cigarette, cigar, pipe, etc. If you continue to smoke, you will be asked to leave the park immediately. No pets are allowed in Yeonas Park. If you bring a pet to the park you will be asked to immediately remove it from the park. Yeonas Park is not a state, county or city park. It is a private park and run by the VLL BoD. Skateboards, scooters, bikes and roller-blades are not permitted at the park. All posted signs shall be obeyed at all times.

B. Tobacco/Alcohol Use: Per LLI Regulation XIV(e), the use of tobacco and alcoholic beverages in any form is prohibited on the playing field, benches, dugouts and surrounding vicinity. Coaches may not “leave” the field to smoke and return to the game.

C. Game Balls: Each team supplies the game umpire with one (1) approved, new game ball. The Home team should have a second approved ball as a backup “third” game ball.

D. Stopping/Canceling Games: At Yeonas Park, during rain or wet conditions, the Officer of the Day decides if a game may begin. Once underway, game decisions belong to the game umpires.

E. Non-Yeonas Games: For those games not played at Yeonas Park, pre-game decisions belong to both managers by mutual agreement. After the game begins, decisions belong to the game umpires.

12. PLAYER PARTICIPATION RULES

NOTE: ALL PLAYERS LEAGUE AGE 8 THROUGH 12 MUST TRY OUT UNLESS ALREADY ON A MAJORS TEAM. VIENNA LITTLE LEAGUE STIPULATES ANY PLAYER WHO IS ELIGIBLE TO TRY OUT AND DOES NOT TRY OUT MAY NOT PLAY IN THE A) MAJORS (if league age 10 or 11); or B) MAJORS OR AAA (if league age 9 or 10); or C) AA (if league age 8 or 9). THESE PLAYERS, AND 12 YEAR OLDS, ARE ALSO INELIGIBLE TO PLAY ON ANY ALL STAR TEAM IF THEY DID NOT ATTEND A TRYOUT. MEDICAL AND SPECIAL CIRCUMSTANCES MAY BE CONSIDERED BY THE BOARD OF DIRECTORS.

A. Major League

(i) Participation Requirements

LLI Regulation IV(i) is amended as follows:

Must Play: All players must play at least 9 defensive outs and bat at least once.

Starter: Any player that does not play 9 defensive outs and bat at least once in a game, MUST start in his/her team's next physically played game, and must play 9 defensive outs and bat at least once before being removed in that game."

(ii) Continuous Batting Order: Vienna Little League has chosen not to utilize a continuous batting order in the Major League.

(iii) Pitching Eligibility: Pitching eligibility for all pitchers shall be governed by LLI Regulation IV.

(iv) Catching Eligibility: Catching eligibility for all pitchers shall be governed by LLI Regulation VI (i.e. any player who has played the position of Catcher in any part of four or more innings in a game, is not eligible to pitch at all on that calendar day.). This rule shall not be interpreted as allowing a player to catch in any part of less than four (4) innings, then enter the game as a pitcher, and then return to the catcher position, where it results in that player having caught in any part of four (4) innings and having pitched in the game.

(v) Playing Field: Per LLI Regulation XIV (b): Uniformed players, news photographers, managers, coaches and umpires only shall be permitted within the confines of the playing field just prior to and during games. Batboys and/or batgirls are not permitted. Except for the batter, base-

runners, and base coaches at first and third bases, all players shall be on their benches in their dugouts or in the bullpen when the team is at bat. When the team is on defense, all reserve players shall be on their benches or in the bullpen. Managers, coaches and players are not allowed to sit in the spectator areas during a game.

With two (2) outs a courtesy runner may be used for the catcher. The courtesy runner shall be the player who made the second out in the inning. Note: For purposes of this rule the “catcher” will be the player who is entering into the next inning in the position of catcher.

B. Minor League - ALL

(i) Batting: A “continuous batting order” will be employed. All eligible players will be included in the batting lineup and will be listed in the official scorebook. All players will bat in their respective positions in the batting lineup whether or not they are playing in the field. This position in the lineup will remain constant throughout the game. Players arriving after the game has started will be placed at the bottom of the batting order. If a player leaves the game due to illness, injury or any other reason, that player is removed from the lineup and may not re-enter the game. This does not constitute batting out of order and no penalty is assessed.

(ii) Fielding: [EXCEPTIONS: “AA” (see section 12 (C)(3) below; “A” (see section 12(D)(3) below)].

All players eligible to play in the game must play at least every other inning in the field.

a. No player shall sit out two (2) consecutive innings.

b. No player shall sit out two (2) times until all players have sat out once.

(iii) Pitching Eligibility: Pitching eligibility for all pitchers shall be governed by LLI Regulation IV. See section 15C below for additional AAA and AA specific house rules.

12 year old players may NOT pitch in the Minor Levels as per LLI Regulation VI(j).

(iv) Catching Eligibility: Catching eligibility for all pitchers shall be governed by LLI Regulation VI (i.e. any player who has played the position of Catcher in any part of four or more innings in a game, is not eligible to pitch at all on that calendar day.). This rule shall not be interpreted as allowing a player to catch in any part of less than four (4) innings, then enter the game as a pitcher, and then return to the catcher position, where it results in that player having caught in any part of four (4) innings and having pitched in the game.

(v) Ineligible Players: Players who are declared ineligible for disciplinary reasons must be so designated prior to the start of the game. This rule applies to all official games. All disciplinary actions must be reported to the applicable league’s Player Agent.

With two (2) outs a courtesy runner may be used for the catcher. The courtesy runner shall be the

player who made the second out in the inning. Note: For purposes of this rule the “catcher” will be the player who is entering into the next inning in the position of catcher.

C. AA Specific Participation Rules:

(i)) No player shall sit out two (2) times until all players have sat out once.

(ii) No player shall sit out two (2) consecutive innings.

(iii) For every combined three (3) innings of game play in the Outfield and/or on the bench, a player must get one (1) inning of game play at an infield position. Infield positions are defined as 1B, 2B, 3B, SS, Pitcher and Catcher. For example, if Player A plays the 2nd inning in RF, the 3rd inning in LF, the 4th inning on the bench, in the 5th inning this player must come in play one (1) inning in the infield before they go back to the OF.

D. Single “A” Specific Participation Rules:

(i) No player shall sit out two (2) times until all players have sat out once.

(ii) No player shall sit out two (2) consecutive innings.

(iii) All players must play at least half the innings of game in the infield. Infield positions are defined as 1B, 2B, 3B, SS, Pitcher & Catcher.

(iv) A player may play only one (1) inning at EITHER Pitcher or First Base (NOT BOTH) until all players have played one (1) inning at either the position of Pitcher or First Base. Thus, if your team has 12 or more players at a game, no player will play a second inning at either position [two (2) positions X six (6) innings = 12 players). If your team has fewer than 12 players, a player may play a second inning at either the position of Pitcher or First Base AFTER all other players have played an inning in either of the two (2) subject positions. If the game ends before ALL players have played an inning at either the position of Pitcher or First Base (e.g., your team has 13 players; or, your game ends after the 5th inning due to the time limit), the players who did not play an inning at either the position of Pitcher or First Base MUST be the first players to play in those positions in your next game. [For example, your team has 12 players at a game. The game reaches the time limit after the 5th inning, before Tommy or Billy has had a chance to play at either the position of Pitcher or First Base. Tommy and Billy MUST start at the positions of Pitcher and/or First Base in the next game.]

E. Tee Ball and Rookie (coach pitch) Specific Participation Rules:

(i) No player shall sit out two (2) times until all players have sat out once.

(ii) No player shall sit out two (2) consecutive innings.

(iii) All players must play at least one (1) inning in the infield. Infield positions are defined as 1B, 2B, 3B, SS, Pitcher & Catcher.

(iv) A player may play only one (1) inning at EITHER Pitcher or First Base (NOT BOTH) until all players have played one (1) inning at either the position of Pitcher or First Base. Thus, if your team has 12 or more players at a game, no player will play a second inning at either position [two (2) positions X six (6) innings = 12 players). If your team has fewer than 12 players, a player may play a second inning at either the position of Pitcher or First Base AFTER all other players have played an inning in either of the two (2) subject positions. If the game ends before ALL players have played an inning at either the position of Pitcher or First Base (e.g., your team has 13 players; or, your game ends after the 5th inning due to the time limit), the players who did not play an inning at either the position of Pitcher or First Base MUST be the first players to play in those positions in your next game. [For example, your team has 12 players at a game. The game reaches the time limit after the 5th inning, before Tommy or Billy has had a chance to play at either the position of Pitcher or First Base. Tommy and Billy MUST start at the positions of Pitcher and/or First Base in the next game.]

13. UMPIRING

LLI 2011 **Rule 9.03 (d)**: Added language allowing local leagues to designate an adult Game Coordinator if an adult umpire is not present at the game.

Summary

Rule 9.03 (d) – Added language allowing the local league to designate an adult Game Coordinator if an adult umpire is not present at the game.

(d) If no adult umpire is available for a game, and non-adult umpires are used exclusively for that game, the local Little League Visiting Team must designate an adult as Game Coordinator to perform the duties as prescribed below, or the game cannot be played. 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. The Game Coordinator's duties shall be:

- (1) To be included in the pre-game meeting as noted in Rule 4.01.
- (2) 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). If, for some reason, the Game Coordinator is not present or is unable to perform his/her duties for any reason, the game must be suspended until the Game Coordinator returns, or until a new adult Game Coordinator is present and assumes the duties of Game Coordinator for the remainder of the game;
- (3) To oversee the conduct of all players, managers, coaches and umpires in the game;
- (4) To have the authority to disqualify any player, coach, manager, or substitute for objecting to the decisions of an umpire, for unsportsmanlike conduct or language, or for any of the reasons enumerated in these 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;
- (5) To have the sole ability to judge as to whether and when play shall be suspended during a game because of inclement weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Said Game Coordinator shall not call the game until at least thirty minutes after play as suspended. The Game Coordinator may continue suspension as long as there is

any chance to resume play. (This supersedes Rule 3.10.)

A. Majors, AAA, and AA: The League will make every effort to schedule two (2) umpires – plate and bases.

B. Single A: The League will not schedule umpires for this division. The Offensive base coaches shall umpire the bases.

C. Umpire “No show”: No Minor League games will be delayed, canceled, or postponed because registered League umpires are not available. All games must be played during the scheduled time period. In the event a scheduled league umpire is not present, each manager shall designate one (1) adult to umpire the game. Equipment is available at all fields should one (1) adult wish to call balls and strikes from behind home plate. Any game not having a League umpire must be reported to the Umpire-in-Chief by both affected team managers.

D. Majors Note: Should only one (1) umpire show for a Major’s Level game – he/she is permitted to umpire the game alone. Any parent or coach offering to assist with umpiring the game must be agreed upon by both managers before the start of a new inning.

14. SPECIAL POINTS OF EMPHASIS FOR 2012:

(1) THERE IS NO “MUST SLIDE” RULE IN LITTLE LEAGUE (Majors or Minors)

The LLI rule governing a runner’s responsibilities and liability to be called out in this regard is as follows:

7.08 – Any runner is out when – (a)(3) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make a tag.

Interpretation: The runner is under no obligation to do anything (except refrain from unsportsmanlike conduct, such as lowering a shoulder to initiate contact with great force) if a fielder does not have the ball waiting to make a tag. Once a fielder does have the ball and is waiting to make a tag, the runner MAY slide, or MAY “attempt to get around” the fielder. If, in an “attempt to get around”, contact is made between the runner and the fielder, that is acceptable (and generally expected, given that the fielder will likely move toward the evading runner to apply a tag). This rule applies at every base, including home plate. If the runner commits an act of unsportsmanlike contact, regardless as to whether the fielder has the ball, the result of the play stands (out or safe, as the case may be) and the player will be subject to ejection.

(2) VLL ADOPTS THE LLI “UNCAUGHT 3RD STRIKE RULE FOR MAJORS

From the official LLI 2012 Rules Changes:

6.05 - A batter is out when -

(b) *Little League (Majors)/Junior/Senior/Big League* –

(1) a third strike is legally caught by the catcher [VLL Note—this used to read “caught or not caught”];

(2) a third strike is not caught by the catcher when first base is occupied before two

are out. **Minor League and Tee Ball:** A third strike is caught or not caught by the

catcher. *Option: A local league may elect to apply the Minor League and Tee Ball*

rule for the Little League (Major Division) for the regular season.

LLI Summary and Implementation: During the 2012 season, for the Major Baseball Division, players may advance on a third strike that is not caught in flight by the catcher. However, local leagues may opt to use the Minor League and Tee Ball rule noted above, for the Major Baseball Division, instead. This option applies only for the regular season. In Tournament play, the rule will be implemented as noted above for the Majors Division. The rule for tournament play in 10-11 [will be the same as for Majors. 9/10s will not use this rule].

15. MINOR LEAGUE SPECIFIC PLAYING RULES

All Minor League Divisions

A. Pitcher Warm-up: Per LLI Rule 1.17 and LLI Regulation XIV (f) – “The catcher must be a rostered player only and must be wearing a proper catcher’s mask and mitt during warm-ups.”

B. Safety: Whenever a “bullpen” pitcher is warming up within the field of play, a player of his/her team with helmet and glove will be positioned behind the warm-up pitcher and facing the batter, to protect the warm-up pitcher from being hit by a batted ball.

C. Run Limits: 3A Only: For innings one (1) through five (5), a maximum of five (5) runs per half inning is allowed. Once the fifth run scores, the half inning is over as if the third out was recorded.

D. Exception: If an “over-the-fence” home run is hit, than all runners including the batter will be recorded, even if the five-run maximum is exceeded.

E. Run Limit:

When a game reaches the 6th inning:

AAA only: The run limit will be removed. All runs scored before three (3) outs are recorded will be counted.

AA, A and Rookie: A maximum of four (4) runs per half inning is allowed in innings 1 – 4, 5 runs per inning in innings 5 and 6 only*

* Once the maximum run limit is scored, the half inning is over and the game will proceed as if the third out was accomplished.

F. Time between Innings:

Teams are allowed no more than 90 seconds between innings or eight (8) preparatory pitches (whichever comes first). The “clock” starts as soon as the last out or run limit is made from the previous inning. Common game management suggests “new” pitchers receive eight (8) pitches when they first take the mound and five (5) between innings. 15-30 minutes per game can easily be lost by not managing the time between innings.

16. AAA and AA SPECIFIC PLAYING RULES

A. INFIELD FLY is applicable only in AAA, not in AA.

B. STEALING HOME is allowed in AAA. Stealing home is NOT allowed in AA unless a play is attempted against the runner on 3rd base. An overthrow from the catcher to the pitcher is NOT a “Play attempted against the runner on 3rd base.”

C. PERMITTED NUMBER OF INNINGS TO BE PITCHED IN AAA AND AA:

For AAA and AA, no player shall pitch in more than four (4) innings in a single game. This is in addition to the pitch count limits as mandated by LLI Regulation IV, pitch count limitations. It should be noted that pitching in any part of an inning (even 1 pitch) will count as a whole inning.

17. AA ONLY SPECIFIC PLAYING RULES

A. Outfielders: Four (4) outfielders are permitted for “AA.” No outfielder may play his position at the start and completion of each pitch within 15 feet of the infield dirt. This rule is to discourage AA coaches from placing the 4th outfielder right at second base. Prior to the game starting, it is suggested the coaches and umpires agree on this 15 foot demarcation.

B. Strike Zone: The strike zone for “AA” is widened to include top of shoulder to “bottom of the knees” with the benefit of the doubt being extended to the pitcher on all close calls, particularly those involving the inside and outside corners.

C. Pitching Distance: The VLL pitching distance will be 41 feet at the AA Level to promote the development of pitchers and improve the overall quality of game play. At the discretion of a manager, a pitcher may pitch from either the 41’ or 46’ distance; but must continue to pitch from the selected distance throughout the balance of the innings to be pitched by that specific player (i.e. no moving back and forth from the two distances).

D. Walks: (Based upon the fact the pitching distance is 41 feet) A player will be given a “base on balls” when the pitcher delivers “ball four,” with the use of a batting Tee being eliminated.

E. Run Scoring Limits: In the first four innings of play in AA there will be a maximum of four runs scored. Once the fourth run has scored the team’s at bat will be over. Innings five and six, five runs are allowed.

18. SINGLE A and ROOKIE SPECIFIC PLAYING RULES

For clarification, Single “A” Division is the adult pitch level and Rookie Division is adult pitch/batting tee level. Recognizing certain situations are unique to the Single “A” and Rookie Divisions, the following rules address these situations:

A. Pitcher: The games shall be played in accordance with the official Minor League Rules of Little League Baseball except an adult shall deliver the ball from the mound to the batter.

B. Coaching:

(i) Adult Pitcher: The manager of the team at bat shall designate the adult pitcher. The Adult Pitcher shall NOT coach the base runner(s) and/or the batter.* This includes the batter-runner after a fair ball is hit. *However, the Adult Pitcher may, from the pitcher’s mound, position the batter in the batter’s box. Defensive coaches in the outfield are not allowed at the Single A level.

(ii) Base Coaches: A coach may not touch (i.e. push, pull, stop, etc.) or otherwise assist runners during live play. The adult base coach may also serve as umpires for foul/fair calls and plays at their bases (discuss before game with each manager).

(iii) Behind Catcher: To help keep the game moving, position an adult (“Catcher Assist”) behind the catcher, standing near the backstop to retrieve pitches which are missed by the catcher. This person should not take a position immediately behind the catcher. This adult should not coach the players during a live ball and should not interfere with a live ball situation.

C. Youth pitcher-player: The defensive team shall station a player (pitcher) in a safe position to either side, or to the rear, of the adult pitcher and within five (5) feet from the front of the pitching

rubber on the pitching mound. The pitcher-player may not be in front of the rubber. This player will make all defensive plays ordinarily made by the (adult) pitcher. The pitcher-player cannot leave this area until the ball reaches the batter.

D. Adult Pitching Position: The adult pitcher MUST pitch overhand and should pitch from the “rubber” or within approximately five (5) feet from the front of the pitching rubber on the pitching mound.

E. Adult Pitcher in the way: If a batted ball hits the adult pitcher, it shall be a dead ball. The batter shall be credited with a single and shall proceed to 1st base without liability to be put out. All base runners shall advance one (1) base without liability to be put out. The adult pitcher will make every effort to avoid being hit by the batted ball.

F. Returning Ball: After each pitch, the catcher shall return the ball directly to the adult pitcher or the defensive player (youth pitcher-player), who shall hand the ball to the adult pitcher.

G. Batter Hit by Pitch: Due to the use of an adult pitcher, no batter will be awarded 1st base because he was hit by a pitched ball.

H. Base On Balls: An intentional walk is not permitted. No batter will be awarded a-base-on-balls.

I. Striking Out:

(i) Single “A”: When the batter has taken five (5) swings at a pitched ball and the last swing is not a foul ball, the batter will be declared out. When the batter makes no attempt to swing at a strike after three (3) called strikes, the batter will be given a “warning.” After two (2) additional called strikes, the batter will be called out on strikes.

(ii) Rookie: When the batter has taken five (5) swings at a pitched ball and the last swing is not a foul ball, the batter will not be declared out but rather the batting tee will be used to put the ball in play.

J. Bunting: Bunting is not allowed.

K. Stealing: Stealing is not allowed.

L. Defensive players:

(i) Single “A” and Rookie: Teams may field up to 10 defensive players of which no more than six (6) may be infielders (counting the youth pitcher-player and catcher as infielders). The fourth outfielder may be positioned anywhere 10 feet on the outfield side of an imaginary line between 1st & 2nd and 2nd & 3rd. This player may cover second base and make plays there.

M. Advancement: There will be NO advancing on an overthrown ball.

19. SINGLE “A” ADDITIONAL PLAYING RULES

A. Team Formation:

- 1) The Single “A” League Director has the sole discretion to place players on teams as deemed appropriate, aiming for a balance amongst teams.
- 2) Neighborhoods and schools will be kept in mind to assist with carpooling.

B. Game Stats:

- 1) Runs for each inning will be tallied as to conform to the max runs per inning rule but no standings will be published for Single “A.”
- 2) The Town Tournament will be replaced by a competitive skills “field day” with all Single “A” teams and players participating. The league will provide recognition awards for all participants.

20. TEE BALL ADDITIONAL PLAYING RULES

A. Player Participation: Players league age 4 and 5 are eligible only for Tee Ball and the Tee Ball Director has the discretion to accept 4 year olds into VLL in accordance with LLI Participation Rules. Exception: Participants league age 6 are permitted to advance to Minor League Coach Pitch (i.e. Rookie) or Machine Pitch after participation in Tee Ball for one (1) year.

B. Tee Ball: Teams may field up to 11 defensive players of which no more than six (6) may be infielders (counting the youth pitcher-player and catcher as infielders). The fifth outfielder may be positioned anywhere 10 feet on the outfield side of an imaginary line between 1st & 2nd and 2nd & 3rd.

21. DETERMINING THE REGULAR SEASON LEAGUE CHAMPIONS AND LEAGUE RUNNER-UP

The team within each league having the best winning percentage based on overall regular season games played will be considered to be the League Champion of that league. The team with the second best winning percentage will be considered league runner-up. In a case of a tie in standings, 1st tie breaker will be head-to-head record. The 2nd tie breaker will be overall intra-league record

and 3rd tie breaker will be the overall record of the teams defeated by each of the teams involved in the tiebreaker.

In the case of a three (3) (or more) way tie in the standings the head-to-head record tie breaker will be based on each team's cumulative record against the other teams involved in the tie breaker. If two (2) of the three (3) (or more) teams have the same cumulative record and that record is better than the record of the third (or more) teams, the remaining teams are eliminated, and the two (2) teams continue through the further tie breakers. If the three (3) (or more) way tie in the standings is for the League Championship, once a League Champion has been determined by a specific tiebreaker procedure, the League Runner-Up will be determined by the same procedure, and, if necessary, proceed to the further tie breakers. [Example: Team A splits with Team B, and sweeps Team C, for a 3-1 cumulative record. Teams B and C split with each other giving Team B a 2-2 cumulative record, and Team C a 1-3 cumulative record. Team A wins the head-to-head tie breaker. If this procedure results in Team A being the League Champion, Team B will be the League Runner-Up on the basis of having a better cumulative record than Team C.]

22. TOWN TOURNAMENTS

A. Format: All Town Tournaments will be single elimination and played under regular season rules.

B. Tournament Committees:

(i) Majors: The Majors Level Town Tournament Committee will consist of the two (2) League Presidents. This Committee is responsible for scheduling (with the assistance of the League Scheduler) and the overall supervision for all games. The Majors Level Committee will appoint Tournament Directors to supervise each game. Schedules will be determined by the Majors Level Tournament Committee prior to the start of the Tournament due to time constraints or other factors determining when the Tournament may begin or end.

(ii) Minors: The Minor Level Town Tournament Committee will consist of the AAA and AA League Directors. The Minor Level Committee will be responsible for scheduling (with assistance of the League Scheduler) and the overall supervision for all games. The Minor Level Committee will appoint a Tournament Director to supervise each game.

C. Town Tournament Team Selection:

Vienna Little League intends to hold an eight (8) team post-season tournament for the Majors, AAA, and AA levels (the "Town Tournament") following the conclusion of the Spring 2012 regular season. Circumstances (bad weather, etc.) could force the league to cancel the tournament entirely or shorten the tournament by reducing the number of teams that qualify. If that occurs, teams will be notified accordingly, as possible.

In the event that not all teams play an even number of games (due to weather, etc.) and disputes arise regarding seeding and qualification, a VLL Town Tournament committee will be formed by members of the BOD to resolve the issue and their determination shall be final.

- A. The AAA and AA divisions are divided into two leagues (American and National) of seven (7) teams each. Majors is currently divided into 2 uneven leagues – American League has 8 teams while the National League currently has 7 teams. The eight teams in each level that will qualify for the Town Tournament will be:
 - a. The American League Champion
 - b. The National League Champion
 - c. The American League Runner-Up
 - d. The National League Runner-Up
 - e. The four remaining “wild card” teams with the highest winning percentage based on all regular season games played, regardless of league affiliation. i.e.the 4 wild card teams could all be from one of the 2 leagues or they could be split.
- B. Standings and Tiebreakers
 - a. The team within each league having the best winning percentage based on all regular season games played will be the League Champion of that league.
 - b. Please note that tie games do affect a team’s winning percentage and count as ½ point in the team’s overall percentage
 - c. The team within each league having the second best winning percentage based on all regular season games played will be the league runner-up.
 - d. The four remaining teams – regardless of their league affiliation - with the highest winning percentages based on all regular season games played will occupy the remaining four tournament spots.
 - e. In case of two-way ties for any of the eight tournament spots:
 - i. 1st tie breaker will be head-to-head record.
 - ii. 2nd tie breaker will be overall intra-league (American or National) winning percentage based on all regular season league games played
 - iii. 3rd tie breaker will be the overall winning percentage of the teams defeated by each of the teams involved in the tiebreaker.
 - iv. 4th tie breaker will be a coin flip
 - f. In the case of a three (3) (or more) way ties for any of the eight tournament spots:
 - i. the head-to-head record tie breaker will be based on each team’s cumulative record against the other teams involved in the tie breaker.
 - ii. If two (2) of the three (3) (or more) teams have the same cumulative record and that record is better than the record of the third (or more) teams, the remaining team(s) are eliminated, and the two (2) teams continue through the further tie breakers.
 - iii. If the three (3) (or more) way tie in the standings is for the League Championship, once a League Champion has been determined by a specific tiebreaker procedure, the League Runner-Up will be determined by the same procedure, and, if necessary, proceed to the further tie breakers.
 1. Example: Team A splits with Team B, and sweeps Team C, for a 3-1 cumulative record. Teams B and C split with each other giving Team

B a 2-2 cumulative record, and Team C a 1-3 cumulative record. Team A wins the head-to-head tie breaker. If this procedure results in Team A being the League Champion, Team B will be the League Runner-Up on the basis of having a better cumulative record than Team C.

C. Seeding

- a. Tournament seeding will go as follows:
 - i. The league champion with the highest winning percentage will be the #1 seed.
 - ii. The league champion that is NOT the #1 seed becomes the #2 seed.
 - iii. The #3 seed is the league runner up from the same league as the #1 seed.
 - iv. The #4 seed is the league runner up from the same league as the #2 seed.
 - v. Seeds 5-8 will go in order of the wild card teams based on winning percentages as above noted
- b. First round pairings shall be as follows: 1st seed vs 8th seed overall, 2nd seed vs. 7th seed, 3rd seed vs 6th seed, 4th seed vs 5th seed. There will be NO reseeding in subsequent rounds.
- c. In the event of ties, the tie-breakers specified in section 3 above will be used.
- d. The highest seed in any game may select to be the HOME team or the Visitor team. The HOME team shall occupy the 3rd base dugout and bat last.

(i) AAA only:

a. District 4 (Starliper) Tournament: This tournament is for the 3A champions from each league throughout VA District 4 to participate in. When the VLL Town Tournament and District 4 (Starliper) Tournament do not overlap, each of the two AAA League Champions for the regular season will earn a berth to the AAA District 4 (Starliper) Tournament. If the League Champion is not able to participate for any reason, the privilege will be passed down in order of finish within the league. When the Town Tournament and District 4 Tournament DO overlap, each AAA VLL League Champion for the regular season will decide whether to participate in the Starliper or VLL Town Tournament. The privilege to participate in the tournament NOT selected by the league champions (VLL TT or Starliper) will be passed down in order of finish within the league.

D. Protest:

For Town Tournament games, when a manager claims an umpire’s decision is in violation of playing rules, a formal protest must be made to the Chief Umpire of the game at once. The Chief Umpire must immediately call a conference of all Umpires and the Game’s Tournament Director and a decision shall be reached. The Tournament Director’s decision is final. Protest involving playing rules not made before the next pitch shall not be considered. Tournament Directors and umpires may not declare forfeits. These situations will be referred to the applicable Tournament Committee for a decision.

E. Forfeiture of Game:

No Town Tournament game may be forfeited or a team disqualified without the authorization of the

applicable Tournament Committee. Violations which may result in forfeiture or disqualification must be reported immediately to the applicable Tournament Director who may consult with the applicable Tournament Committee.

F. Rest Day:

There will be one (1) mandatory day of rest between the last regular season game and the start of the tournament(s) (for all qualifying teams).

G. Additional Players:

(i) Majors: Majors may bring up a player(s) from the applicable Player Agent's eligibility list if they have fewer than nine (9) rostered team members.

(ii) Minors: Players may be added if a team has fewer than 10 players available. Additional players must be from the next lower level within the same League. For all levels, the additional player may not play more innings than any "regular season" player. The additional player(s) may not pitch. Additional players will play at least the minimum playing requirements for the level they are participating. In Minor League Town Tournament games, the additional player(s) will bat at the end of the batting order.

H. Home Team:

The highest seed in any game may select to be the HOME team or the Visitor team. The HOME team shall occupy the 3rd base dugout and bat last.

I. Pitching Rules:

All regular season pitching eligibility rules apply at the beginning of, and at all times during, the Tournament. (i.e. no "reloading the gun" after regular season play).

J. Weekly Limits:

The local rule limiting the number of games a team may play in a single week does not apply for the Town Tournament.

K. Time Limits:

(i) All Major games will be played for a full 6 innings. There will be no time limits at the Majors level. A 2-½ hour time limit for Minor level games will be enforced. Any games which are stopped and not completed due to inclement weather, diminishing daylight, town curfew, following games,

etc. will constitute a “suspended” game. The pitcher of record will be allowed to continue to the extent of his/her eligibility under LLI Regulation VI. Pitchers previously removed from the game may not re-enter as pitchers in the continuation of the suspended game.

L. Suspended Games:

Any game with one (1) full inning completed then stopped will be declared “suspended.” Pitches thrown by any pitcher will be counted and considered in determining the subsequent eligibility of such pitcher. If the game fails to go one (1) complete inning, it will be restarted from the beginning. Pitches thrown by any pitcher will be disregarded, and the eligibility of all pitchers will be determined as if the stopped game never was started.

M. Run Limits:

The “number of runs per inning” limitation rules employed in Minor League Regular Season games will apply to Minor League Town Tournament games.

23. ALL-STARS

A. Selection of managers and coaches of record:

(i) Team Setup: Any team, regardless of the number of players on the affidavit or at the game site, is permitted to have one (1) manager and up to two (2) coaches (provided such a manager and coaches are eligible).

(ii) Managers: The manager of the Major League championship team will have his/her choice of managing any all-star team (11/12, 10/11, 9/10). The manager of the Major League runner-up team is then given his/her choice of managing either of the remaining all-star teams, etc. If the manager of the Major League championship team declines to manage an all-star team, the manager of the Major League runner-up team is given the choice of any team. Should the manager of the Major League runner-up team also decline all teams, the manager selection is made on the next best Major season win/loss record, etc. Ties will be broken by head-to-head record, and finally, intra-league record.

(iii) Coaches of Record: A “coach of record” is defined as the coach on the official roster (affidavit) sent to Williamsport and is in the dugout during the tournament games. Coaches of record for the 11/12 all-star team must be a Major manager or coach of record from the same League. For the 9/10 and 10/11 year old All-Star teams, managers and coaches of record may be managers and/or coaches from the AAA level from the same League. All of the All-Star managers and coaches of record are subject to League President approval, and then BoD final approval.

B. Selection of players

(i) Eligibility: All players League Age 11 or 12, who have participated at the Majors level in one-half of his/her team’s regular season games are eligible for the 11/12 All-Star team.

a. Major All-Stars (i.e. 11/12) (each league): The Major League players will select the first five (5) players for the team by ballot. The League’s Player Agent will meet with their players during the last week of the season to hand out ballots. Players will not be allowed to vote for any players on their team. The League President and Player-Agent will then meet with the Majors managers, present the five (5) nominated players and fill the remaining positions. Teams must have a minimum of 12 players and a maximum of 14 players.

(ii) 10/11 & 9/10 All-Stars: The Majors managers will hold a series of tryouts toward the end of the season to select the players for their 9/10 All-Star teams. The managers of the 10/11 and 9/10 All-Star teams in each league will select the players for their teams.

- There may be no selection of players until a League Champion has been determined.
- The Player Agent of each league MUST take minutes of the selection meeting.

C) Tournament Team Practice:

(i) Little/Junior/Senior/Big League: Try-outs or practices by tournament teams shall not be held before June 15. Tournament team practice may only take place against other teams within the same or contiguous districts in the same division, providing such practice is done out of uniform. (Little League accident insurance for tournament teams will not go into effect until June 15, or the date of the release of the names of tournament Team members, whichever is later).

(ii) 9-10 & 10-11 Year Old Divisions: Try-outs or practices by tournament teams shall not be held before June 15 or two weeks prior to the start of the tournament. Tournament team practice may only take place against other teams within the same or contiguous districts in the same division, providing such practice is done out of uniform. (Little League accident insurance for tournament teams will not go into effect until June 15, or the date of the release of the names of tournament Team members, whichever is earlier).

24. GUIDELINES FOR DISCIPLINARY/PROTEST COMMITTEE

A. Tobacco use in playing field vicinity/dugout/practice

First Offense – Ejection from game (if during game), Suspension for next game

Second Offense – Suspension for remainder of season

B. Alcohol & Drug Use at any fields and dugout used by VLL (during youth activities)

First Offense – Suspension for remainder of season

C. Ejection of Manager/Coaches/Spectators

First Offense – Mandatory Suspension for next game per Rule 4.07

Second Offense – Suspension for next 2 games and appearance before the BoD

D. Player Participation Rule - Section IV(j)

NOTE: PROTESTABLE Offense

First Offense – Suspension for next game and game may be forfeited

Second Offense – Suspension for remainder of season

E. Pitching Eligibility – Section VI (f)

NOTE: PROTESTABLE Offense. If deliberate, game can be forfeited by vote of Disciplinary Committee

First Offense – Suspension for next game

Second Offense – Suspension for remainder of season

NOTE: Alcohol usage is prohibited at Yeonas Park during youth activities and is grounds for immediate ejection from the park.

Disciplinary actions will be handled by the Board of Directors

25. PITCH COUNT TRACKING/REPORTING (Regular Season/Town Tournament)

A. Pitch count limits, required days of rest, all other requirements involving pitcher eligibility, and Managers' responsibilities with respect thereto, and penalties for violations are to be in accordance with Regulation IV of the 2011 LLI Rules.

B. The Home Team shall designate an individual each game to be the Official Pitch Count Recorder (OPCR). The pitch count as kept by the OPCR is the official pitch count for the game.

C. The OPCR shall record each pitcher's name and the number of pitches thrown by each pitcher on a copy of the Vienna Little League-Baseball Game Pitch Log. Alternate means of tracking number of pitches (clicker/counters, scoreboard-type devices) may be used if available and agreed upon by the Managers of the teams playing. The OPCR must provide the current pitch count when requested

by a Manager or an Umpire. The OPCR should inform the umpire when a pitcher has reached his/her maximum number of pitches per game, however, the Manager is ultimately responsible for knowing when a pitcher must be removed.

D. Pitches to be counted are only those pitches delivered to a batter. Warm-up pitches before entry into the game and in between innings are not to be counted. Pitches fouled off with two (2) strikes on a batter ARE to be counted as pitches.

E. Prior to leaving the game site, each Manager is responsible for entering his team's pitching information for that game on a copy of the Vienna Little League-Baseball Pitcher Eligibility Tracking Form. Each manager is required to sign the designated box in each row containing pitching information, and is required to obtain the signature of the opposing Manager in each such row. The information contained in the column headed, "Eligible to pitch again on (date)" is advisory in nature, and, in the event of a dispute over eligibility in a subsequent game, the information entered in the columns, "Date of Game" and "Pitch Count," will be controlling in determining eligibility for each pitcher.

F. Each Manager must maintain all copies of the Vienna Little League-Baseball Pitcher Eligibility Tracking Forms relating to his team in a single folder/file/binder. These forms must be made available to the opposing Manager prior to the start of each game. In addition, the forms must be made available to the game umpires on request, and, upon reasonable notice, to League Officials.

G. The appropriate League Official(s) for each level of play (Majors, AAA, AA) may implement additional pitch count reporting systems as deemed necessary or desirable.

26. ADMINISTRATIVE LOCAL RULES

A) Teams must draft at least one (1) 10-year old player to be active on any Major League roster during the year.

B) No Majors team shall draft more than two (2) 10-year olds in each year's draft.

C) Players league-age 9 are not eligible to play Majors.

D) Players league-age eight (8) are required to attend try-outs in order to be considered for the AA level draft.

E.) Assistant Coach of Record Major League protected draft pick shall be used before the end of the 3rd round of the Majors. To qualify for this pick, you must meet all the criteria listed: The parent has served as an active official coach of record for the major league team using the coach of record pick for a minimum of two consecutive seasons, the parent has a child on the team all years as the official coach of record and there is no gap between older sibling and younger sibling on the team. For example, an official coach of record has a 12 year old who will graduate from VLL at the end of the current Spring season and has a 9 year old who will play the immediately

following season on the same Majors team, that team may exercise the “Coach of Record protected pick” to draft the younger sibling, but he must come up in the following year as a 10 year old.

27. EDIT HISTORY

Submitted for 2002 season by Don Lomax

Edited and submitted for 2003 season by Larry Blakely

Revised 4/2003 to change/clarify time limits

Revised 1/2004 to add 2 ten year olds per Majors team, courtesy runner for catcher, 8 year olds do not try out and penalty for missing tryouts.

Edited and approved by BOD on 2-08-04 for 2004 season. Submitted by Mark Murphy.

Edited and approved by BOD on 2-13-05 for 2005 season. Mark Murphy
Revised by VLL Local Rules Committee on 7-27-05. Mark Murphy

Revised by VLL Local Rules Committee on 12-07-05. Mark Murphy

Revised by VLL BOD – meeting 12-11-05. Mark Murphy

Revised and approved by VLL BOD 3/11/2007, issued in revised form 4/1/2007. Main substantive change added Pitch Count Tracking and Reporting Requirements. John Kerins

Revised and approved by VLL BOD 2/9/2008. John Kerins

Edited by Peter Paradis with consideration to various suggestions. Revised and approved in part (see attached 01/10/2010 BoD Meeting Minutes) by VLL BoD 01/10/2010. Issued in revised format but never fully codified 01/10/2010. Rules Committee (John Kerins-Chair)

Draft edited on 11/27/2010 by Peter Paradis with consideration to various pending 2010 suggestions. Forwarded to 2011 BoD for review and comment.

Draft taken under advisement and discussed on 12/20/2010 by 2011 Rules Committee.

Revised and approved (see attached 01/09/2011 BoD Meeting Minutes) by VLL BoD 01/09/2011. Issued in revised format as codified 01/10/2010.

Revised and approved (see attached 02/20/2011 BoD Meeting Minutes) by VLL BoD 02/20/2011 based upon a vote to have the (4) “Options” conform to the 2011 LLI Operating Manual / Options On Sons, Daughters And Siblings as cited under pages 60-61:

Section 25, sub-section “A” to **delete** original language as follows:

“The section on “Options on Sons, Daughters, and Siblings” starting on page 81 of the Operation Manual, section 4, “Sons/Daughters of Coaches” is amended in the following manner:

Section 25, sub-section “C” to **delete** original language as follows:

“Teams may draft 10-year olds into the Major Leagues at any round in the draft.”

Re-labeling of remaining Section 25 sub-sections to now read as “A” – “D.”

Draft taken under advisement and discussed on 12/21/2011 by 2011 Rules Committee.

Revised and approved by VLL BOD 2/12/2012. Roger Williams, Chair, 2012 Rules Committee

Section 22 pertaining to the VLL Town Tournament edited and updated by Roger Williams, Chair, 2012 Rules Committee on May 11, 2012. This content approved by the VLL BOD via email review and approval process, May 10, 2012.