

UPLAND AMERICAN LITTLE LEAGUE
2009 EDITION OF LOCAL RULES

INTRODUCTION

The rules are promulgated in accordance with Article XIII, Section 3 of the bylaws and shall be binding upon the operation of UALL.

The league rules are presented in six sections. The first section deals with the general league rules. The second section deals with Little League rules that are applicable to MAJOR, MINOR "A", MINOR "B" and T-Ball divisions. Section three describes the Major division rules. Section four describes the MINOR "A" division rules. Section five describes the Minor "B" division rules and section six contains the rules for the T-Ball division.

All players, managers, coaches, umpires, parents and league officials shall adhere to the following rules. Failure to comply will result with disciplinary action indicated or action deemed appropriate by the Board of Directors. It is expected that the spirit of these rules will be followed and the discovery of "loop holes" will not be accepted as plausible reason for not following the rules. Disciplinary actions may be as follows: A written warning for the first violation, one game suspension for the second violation. The third violation may result in the person(s) being removed permanently from the team.

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1 GENERAL LEAGUE RULES

1.1 LEAGUE BOUNDARIES

The UALL league boundaries are defined as follows:

- 1.1.1 North Boundary: The south side of 16th street
- 1.1.2 South Boundary: Upland city limits, border 10 freeway
- 1.1.3 East Boundary: The west side of Euclid Avenue
- 1.1.4 West Boundary: Upland city limits, some is west of Benson.

1.2 AGE RESTRICTIONS

- 1.2.1 Board members and team managers shall be at least 21 years of age.
- 1.2.2 Team coaches and team parent of record shall be at least 18 years of age.

1.3 RESPONSIBILITIES OF THE HOME/VISITOR TEAMS

- 1.3.1 All teams shall be responsible for keeping unsupervised children out of the batting cage. The batting cage shall be locked when not in use.
- 1.3.2 The **HOME** team shall be required to arrive at the field well in advance of the scheduled starting time to perform the duties of chalking the field; installation of the bases and insuring the field is in a safe and playable condition. This shall include the inspection of the entire field for holes, stones, and glass, etc.
- 1.3.3 The **VISITOR** team shall be required to drag the infield, repair the mound and the batter's box after each game. Further, after the last game of the day, the **VISITOR** team shall have the additional responsibilities of removing and storing the bases.
- 1.3.4 Both the **VISITOR** team and the **HOME** team and their parents have the responsibility to pick up litter from their respective dugout and stands following each game.
- 1.3.5 It is incumbent upon the **TEAM** manager to see that the above responsibilities are carried out. If unable to perform this duty, a coach or parent must be assigned.
- 1.3.6 Parents/friends, in the interest of safety and the reduction of distractions during a baseball game or practice:
 - 1.3.6.1 Shall not converse with the players through the dugout fencing.
 - 1.3.6.2 Shall not coach or instruct a player.

1.4 PRACTICE GAMES

Spring practice games are specifically limited to the following:

- 1.4.1 UALL MAJOR DIVISION teams may play other UALL MAJOR DIVISION teams only.
- 1.4.2 UALL MINOR "A" DIVISION teams may play other UALL MINOR "A" DIVISION teams only.
- 1.4.3 UALL MINOR "B" DIVISION teams may play other UALL MINOR LEAGUE "B" DIVISION teams only.
- 1.4.4 UALL T-BALL DIVISION teams may play other UALL T-BALL DIVISION teams only.
- 1.4.5 Schedules, game conditions, etc., are left to the discretion of the managers involved.

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1.5 AWARDS POLICY

1.5.1 REGULAR PLAYERS

- 1.5.1.1 All players of the league shall be presented with the Little League participation pin at the end of the season. T-ball and Minor “B” teams will receive modestly priced participation trophies.
- 1.5.1.2 Major and Minor “A” division players shall receive modestly priced trophies for their respective post-season playoff champions.
- 1.5.1.3 Major and Minor “A” division players shall receive modestly priced trophies for their respective season champions second and third place finishers.

1.5.2 TOURNAMENT PLAYERS (ALL STARS)

- 1.5.2.1 A “UALL” Little League ALL STAR pin.
- 1.5.2.2 A “UALL” ALL STAR team and individual photograph.
- 1.5.2.3 The league “UALL” ALL STAR cap.
- 1.5.2.4 Tournament participation pin as awarded by the Little League tournament officials.
- 1.5.2.5 A modestly priced trophy will be awarded.

1.5.3 ADULT VOLUNTEERS

- 1.5.3.1 Special individual awards may be authorized at the discretion of the board of directors.
- 1.5.3.2 The ALL STAR manager and coaches shall receive a participation pin.

1.6 SPORTSMANSHIP

Any violations of the following rules; revert to section 2.2 Field Decorum.

- 1.6.1 Players shall refrain from attempting to harass the opposing pitcher and other players. No swearing or showing disrespect to managers, workers, or umpire.
- 1.6.2 Players are not allowed to yell “swing” to the batter.
- 1.6.3 Team managers or coach shall insure that players give the opposing team a traditional Little League “cheer” at the conclusion of the game.
- 1.6.4 Artificial noise makers are not allowed.
- 1.6.5 UALL Code of Conduct is in effect.

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1.7 EQUIPMENT RULES

- 1.7.1 Only official Little League equipment will be used and any alteration or tampering with such equipment could ultimately cause dismissal from the league of the person(s) involved.
- 1.7.1 All managers shall return all equipment and uniforms to the equipment manager at the end of their season. Teams involved in playoffs will return equipment and uniforms after completing their last competitive game.
- 1.7.2 Defective equipment is to be exchanged with the equipment manager or league president or designate only. If a manager is aware of a defective piece of gear before a game, he should contact the equipment manager before his next game.
- 1.7.3 The manager of each team must sign out each team's baseball equipment and is responsible for this equipment.
- 1.7.4 Each parent/guardian will be required to sign out for their player's uniform and will be financially responsible if the uniform is not returned at the end of the season. No alterations may be made to the uniform. (Except Tee-ball)
- 1.7.5 When the season begins, the batting cage shall be reserved one hour prior to a Major division game for the sole use of those Major division teams scheduled to play the upcoming game. The Visiting team will have the batting cage for the first thirty minutes and the Home team will have it for the last thirty minutes. This hour period begins 60 minutes prior to the scheduled start time. The batting cage will not be used while a game of record is in progress. Should the time allotted for the batting cage (60 min.) be shortened for any reason, the remaining time will be split evenly between the two teams. Either team has the option to ask the other to vacate the batting cage regardless of whether or not that team chose to use it.
- 1.7.6 The league will supply each team with a minimum of one dozen balls, (6) six helmets, (1) one complete set of catchers equipment (except T-ball) and (2) two bats. The manager may request additional equipment.
 - 1.7.6.1 Players of a team that are using the batting cage while a game is in progress must not gather and line up behind the home team dugout as this is distracting to the home team. All players waiting to enter cage for their turn must wait at the north end of the cage near the manager/coach that is feeding the machine.
 - 1.7.6.2 Prior to the one hour time allotment for the Major division teams, a Minor A team may use the batting cage while a Major game is in progress with the permission of the managers of that major game. These players must also follow rule 1.7.6.1 and not gather or line up behind the home team dugout.

1.8 GAME SCHEDULE AND WEATHER CONSIDERATIONS

- 1.8.1 It is the responsibility of all managers to cooperate with the umpire and keep the game moving along, particularly during the tight Saturday schedule of games. In

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general, pre-game warm-up time shall be divided up equally between the two teams.

- 1.8.2 The team managers must reschedule and submit in writing to the President, Snack Bar Director, Umpire and Scoremaster Director all canceled or suspended games within one week of the original game, to be played before the start of playoffs. If the managers cannot agree on a date, the League President will reschedule the game. The Minor "B" and T-ball rained-out games will be made up at the discretion of the Team Managers; they are not mandatory to make up.

1.9 ELIGIBILITY FOR UPLAND AMERICAN LITTLE LEAGUE

- 1.9.1 T-Ball division shall be league age 5 or 6.
1.9.2 Minor "B" division shall be league age 7, and 8. League age 6 are permitted to advance to Minor "B" after participation in T-Ball for one year.
1.9.3 Minor "A" division shall be league age 9, 10, 11 and 12. League age 8 are permitted to advance to Minor "A" after participation in Minor "B" for one year.
1.9.4 Major division shall be league age 9, 10, 11 and 12 years.

1.10 GAME FORFEITURE

- 1.10.1 There shall be no forfeitures in the Minor "B" and T-Ball divisions.
1.10.2 It shall be the policy of this league that forfeits will be avoided. Unusual circumstances, such as a player out of uniform, manager and coach absent, equipment not available, etc., shall not be interpreted to permit managers to postpone or reschedule a game for their own or their team's convenience.
1.10.3 (4.16) A game may not be started with less than (9) players on each team. If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision.
1.10.4 A game will not be forfeited as long as all players have excused absences. Excused absences are the following: Illness, school function, or any other legitimate reason as determined by the board of directors. The board of directors shall have the sole responsibility of making the determination.

1.11 PRACTICE LIMITATION

- 1.11.1 The board mandates all league managers shall limit their team activities to a maximum of four activities per week. Activity is defined as practice sessions, team training meetings, trips to batting cage, pitcher and catcher sessions and league games. First violation will result in a mandatory suspension of the manager/coach for one game. The second violation will result in the removal of the manager/coach for the remainder of the season per board ruling.
1.11.2 Practice limitations for T-Ball, Minor B and Minor A is 2 hours per session maximum. Practice limitation for the Major Division is 3 hours per session maximum.

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1.12 BATTING RESTRICTIONS

- 1.12.1 The only person that is allowed to swing a bat is the batter, in any division. The on deck batter must remain in the dugout without a bat in his hand.

1.13 ADVISOR AND TRAINING

- 1.13.1 It is the league's responsibility to provide training for all newly appointed league managers so that they will know and understand the philosophy of Little League and also gain insight into the mechanics of the program, such as the Minor league game fundamentals and how to conduct practices. The following list provides guidelines for training:
 - 1.13.2 Furnish each manager with a copy of the league bylaws and rules and the Little League rule book.
 - 1.13.3 Furnish each manager with information that will help the manager understand team practice methods.
 - 1.13.4 Conduct umpire training sessions that are open to all managers and coaches.

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2 LITTLE LEAGUE RULES

The following rules are extracted from the official rule book and are prepared herein for emphasis and ready reference.

2.1 GENERAL

- 2.1.1 (3.17) No one except eligible players in uniform a manager and not more than two coaches shall occupy the dugout or bench.
- 2.1.2 (XIV (d)) The use of tobacco and alcoholic beverages in any form is prohibited on the playing field, benches or dugouts. This rule applies to practice and regular games played on the league fields.
- 2.1.3 (3.09) Players, managers and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during a game in which they are engaged.
- 2.1.4 Each team is required keep and maintain their own scorebook.
- 2.1.5 (9.01 (b)) Each umpire is the representative of the league and of Little League Baseball, and is authorized and required to enforce all rules.

2.2 FIELD DECORUM

- 2.2.1 Managers, coaches and team parents are responsible for spectators' actions in the stands.
- 2.2.2 (XIV (a)) The actions of players, managers, coaches, umpires and league officials must be above reproach. Any player, manager, coach, umpire and league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to a one game suspension minimum.
- 2.2.3 (4.07) "When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site from which they are suspended." In addition, the UALL Board adds that the ejected person(s) shall leave all UALL game sites and shall have no further participation in any UALL activity for that day.
- 2.2.4 When a manager, coach or player is ejected from a game, the umpires' ruling is final. The only exception is when the ejection is positively linked to a protest. In this case, the ejection may be overruled if the protest is upheld.
- 2.2.5 Suspensions: All suspensions for players, managers or coaches, that are a result of an infraction of the rules must be reviewed by the president, vice president and player agent prior to being enforced.
- 2.2.6 Suspensions: All suspensions for players, managers or coaches, that are a result of an ejection from a game must be enforced as a one game suspension (the very next scheduled game) as per Little League rules.

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2.3 PLAYERS

- 2.3.1 (VIII (c) **(For non Major division players only)**) No player may be deemed to be the property of, or under the jurisdiction or control of, a particular team in the local league.
- 2.3.2 (1.17) All male players must wear athletic supporters. Male catchers must wear the metal, fibre or plastic type cup. Catchers must wear a facemask, a chest protector and shin guards, in warming up a pitcher. This applies between innings and bullpen practice. Catcher safety rules apply to all practice and game situations.
- 2.3.3 (VI (a) (b)) Any player of the roster may pitch (except 12-year-olds in minors). See regulation VI, official Little League rules on maximum pitches and required rest after pitching.
- 2.3.4 (3.17) Players and substitutes shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game.
- 2.3.5 (1.16) Any player from the offensive side (team that is batting) that is on the playing field must wear a protective helmet; this includes batters, runners, player base coaches, players retrieving bats from the field, etc. Runners removing their helmets will be warned.
- 2.3.6 (1.10 NOTE 1) The traditional batting donut is not permitted.
- 2.3.7 Players cannot leave the dugout during the game without permission from the team's manager and the umpire of the game.
- 2.3.8 Players are not allowed to slide "head" first in advancing to the next base; they will be considered "out" if they advance on a "head" first slide.
- 2.3.9 (1.08 NOTE 1) The on-deck position is not permitted in T-Ball, Minor "B", Minor "A" or Major divisions.

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3 MAJOR DIVISION RULES

3.1 MAJOR DIVISION STRUCTURE

- 3.1.1 The Division shall consist of not more than ten teams with twelve players per team.
- 3.1.2 No team may have more than eight players of the same age; otherwise, the age composition per team is optional.
- 3.1.3 Major division standings will be recorded and posted outside of the snack bar and on the league website for all to observe.
- 3.1.4 A Major division shall utilize a draft system as established by district.

3.2 ALL PLAYER RULE

- 3.2.1 Every player on a team roster will participate in each game defensively for a minimum of six outs and bat at least one time, with the only exceptions being when less than the full roster of players show up for a game, and in cases where a player or players are benched for disciplinary reasons. The manager shall inform the official scorekeeper and the opposing manager of there is less than the full roster available to play. It shall be the manager's responsibility to keep the official scorekeeper informed of all substitutions. A starting player may re-enter the game, in any position in the batting order, provided his/her substitute has completed one time at bat and has played defensively for a minimum of six (6) consecutive outs. (3.03 #1 and #2) Participation shall not be construed to mean being inserted in the lineup for one "at bat" and then removed from the game. (If the violation occurs in a regulation game shortened by inclement weather or conceded, utilizing rule 3.4.5, penalties 3.2.2.2 and 3.2.2.3 shall not be imposed.)

3.2.2 PENALTY

- 3.2.2.1 (Regulation IV (i)) The player(s) involved shall start the next scheduled game and play any previous requirements not completed for section 1 and the requirement for that game before being removed.
- 3.2.2.2 For the first offense, all managers will receive a one game suspension. The Board of Directors will review any second offense, an offense on a team's last game of the year, or any offense during playoffs, with the manager being removed from the team for the remainder of the season per Board approval.
- 3.2.2.3 If the infraction occurs in the last two weeks of the regular season play, the manager could be suspended per board approval from participating, sharing in any award or recognition resulting from any playoff or championship game. The "all player rule" is strictly interpreted. However, the rule is applicable only to games of six innings or more in duration. A game of 5 1/2 innings is "six innings" within the context of this rule.

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3.3 MAJOR DIVISION ROSTER VACANCIES

- 3.3.1 A vacancy on a Major division roster shall be filled within three games after the player agent verifies such vacancy. If the vacancy occurs during pre-season, the manager shall have 14 calendar days to fill that vacancy.
- 3.3.2 A Major division team, in which a roster vacancy occurs, is limited to calling up Minor "A" division players only.
- 3.3.3 A Major division manager who has not filled a vacancy on his roster within the specified time (**3 consecutive games**) limit shall forfeit his right to select a player from the Minor "A" division rosters. The player agent shall determine, from the Minor "A" division roster, one player from each team, and one of these players' names will be drawn from a hat by the president. The player's name drawn will be assigned to that Major division team.
- 3.3.4 The Major division manager who has a vacancy shall conduct business exclusively with the player agent; i.e., Major division team representatives are not to approach a Minor "A" division manager, player or parent directly to discuss the selection of Minor "A" division players.
- 3.3.5 Managers must recognize that, as the season progresses, many Minor "A" division players begin to feel "at home and comfortable" on their team. In order to effect a smooth transition from the Minor "A" division to Major division, managers must work through the player agent, who is the player's representative. Managers who tamper with this rule run the risk of losing their claim to a player and/or their team and may be held accountable to explain their actions to the Board of Directors.
- 3.3.6 Any Minor "A" division player refusing to be drafted/called to a Major division team will not be eligible to be brought up for the remainder of the season.
- 3.3.7 Final arrangements for player assignments from Minor "A" division to Major division must be approved by the league president and, as far as practical, publicized to the league.
- 3.3.8 Vacancies that occur within 6 weeks of the Closing Cermonies shall not be filled.
- 3.3.9 If a single team has multiple vacancies, board direction is required.

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3.4 MAJOR DIVISION GAME TIME/INNING LIMIT

- 3.4.1 During weekdays, no inning may start after 2 hours and 15 minutes or after 10:00 PM.
- 3.4.2 On Saturday, no inning shall start after 2 hours and 15 minutes.
- 3.4.3 Tie games shall be halted within 1/2 hour of the next scheduled game.
- 3.4.4 In the event a game is halted without the winner being determined, the game will be completed before the next scheduled game between the two teams involved. If no more games are scheduled between those two teams, a committee consisting of the president, player agent, and one other board member will decide when and if the game will be completed. If a tie is not complete, it shall not be counted in the final league standing.
- 3.4.5 When a team is behind by ten runs or more runs, and the losing team has completed its turn at bat in the top or bottom of the fourth inning, the manager of the team with the least runs may concede the victory to the opponent. (Ref. 4.10 (e)) UALL has exercised the option of allowing the decision to be made by the losing manager.

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3.5 MANAGERS/COACHES

- 3.5.1 (3.09) Managers or adult coaches must not warm up a pitcher at home plate or in the bullpen at any time.
- 3.5.2 (8.06) A manager or coach may come out twice in one inning to visit the pitcher, but on the third time out, the player must be removed as a pitcher. (There is no limit on total visits per game.)
- 3.5.3 Managers do not leave players unattended after practices.
- 3.5.4 When there is a discussion with the umpire, only one person should be involved per team; this shall be the manager only.
- 3.5.5 When a manager or coach in utilizing the batting cage:
 - 3.5.5.1 Only a manager, coach or instructed adult is allowed to operate the pitching machine.
 - 3.5.5.2 The batting cage should never be left unattended; if you cannot be present at the batting cage, it should be locked.
 - 3.5.5.3 If a coach wishes to be inside the cage to help instruct a player, the pitching machine must be off .
 - 3.5.5.4 Players waiting to take their turn in the cage must wait their turn at the end of the cage near the coach feeding the machine. Players must not gather behind the home team dugout and distract the players on the home team of the game being played. If the manager/coach of the team using the batting cage does not enforce this, he will forfeit the teams ability to use the cage while a game is in progress.
- 3.5.6 The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. The coaches shall not leave their respective dugouts until the pitcher has completed his/her preparatory pitches to the catcher. Base coaches shall-
 - 3.5.6.1 Be (1) manager or coach and (1) eligible player in the uniform of their team.
 - 3.5.6.2 Be (1) manager or coach and (1) additional coach if there is at least one other manager or coach in the dugout.The only exceptions to above rules are:
 - 3.5.6.3 Walking to talk to the pitcher.
 - 3.5.6.4 Retrieving a bat.
 - 3.5.6.5 Player injury.
- 3.5.7 The **VISITOR** team has the responsibility making a final security check of the building and the field.

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3.6 MAJOR DIVISION PITCHING RESTRICTIONS

3.6.1 Managers are required to comply with Regulation VI, option 2 of the Official Regulations And Playing Rules.

3.6.2 PENALTY

3.6.2.1 For the first offense, all managers will receive a one game suspension. The Board of Directors will review any second offense, an offense on a team's last game of the year, or any offense during playoffs, with the manager being removed from the team for the remainder of the season per Board approval.

3.6.2.2 If the infraction occurs in the last two weeks of the regular season play, the manager could be suspended per board approval from participating, sharing in any award or recognition resulting from any playoff or championship game.

3.61 MAJOR DIVISION DRAFT – LOCAL PROVISION

3.61.1 The standard Little League draft guidelines will be used

3.61.2 Any player ages 10-12 that is drafted by a major division team must play for that team. Any player who refuses to play for the major division team will not be allowed to return back to the minor division. If player continues to refuse to play in the major division, that player will be given a refund and not be allowed to play for the current season. If decision comes after games have begun, no refund will be given.

3.61.3 Any player age 9 will be given the option of availability for the major division draft. That decision must be made prior to try-outs.

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3.7 DIVISION STANDINGS AND DIVISION CHAMPIONS/TOURNAMENT OF CHAMPIONS

3.7.1 DETERMINATION OF T.O.C. REPRESENTATIVE

3.7.1.1 Following the regular season, four teams will compete for the Division championship. Based upon the games played during the regular season, the team with the highest winning percentage will be considered the first place team. The team with the second highest winning percentage will be considered the second place team and so on and so forth.

3.7.1.2 In event of district/city T.O.C., next team on standings will advance to League T.O.C.

3.7.2 RULES FOR DETERMINING A WINNER IN THE EVENT OF A TIE

3.7.2.1 First Tie Breaker

If two or more teams are tied for a position, each team involved will be given one point for each win versus any other teams competing for the same position from previous head-to-head competition. The team with the highest points will be declared the winner.

3.7.2.2 Second Tie Breaker

If there is still a tie after applying the “First Tie Breaker” rule and at least one team was eliminated, keep reapplying the “First Tie Breaker” rule until a winner is determined or no more teams can be eliminated.

3.7.2.3 Third Tie Breaker

If there are still ties after applying the above rules, determine which team has the most points in the games played against the next highest finishing team for the season. For example, assume teams RED and BLUE finish the season with the best record of ten wins and four losses. After applying the “Tie Breaker Rules” 1 and 2, the teams RED and BLUE are still tied. If BLUE’s record against the third place team for the season is better than RED’s record, the team BLUE would be declared the winner. NOTE: If there is still a tie, apply the same rule against the fourth place finisher and continue to apply it against the fifth and sixth, until the tie is broken.

3.7.2.4 Fourth Tie Breaker

If there is still a tie after applying the first three rules for tie breakers, a committee consisting of the president, player agent and first vice president (an alternate to the 1st vice president will be chosen in the event that there is a conflict of interest) will determine whether a play-off game or coin flip will take place to determine the winner.

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3.8 PLAYOFF AND CHAMPIONSHIP SCHEDULE

- 3.8.1 The playoff and championship games will be double elimination (single elimination if there are time constraints or weather problems), i.e., a team must lose twice in the playoffs to be eliminated.
 - 3.8.1.1 **Game 1**, first place team will play the fourth place team.
 - 3.8.1.2 **Game 2**, second place team will play the third place team.
 - 3.8.1.3 **Game 3**, the winner of **Game 1** will play the winner of **Game 2**.
 - 3.8.1.4 **Game 4**, the loser of **Game 1** will play the loser of **Game 2**.
 - 3.8.1.5 **Game 5**, the loser of **Game 3** will play the winner of **Game 4**.
 - 3.8.1.6 **Game 6**, the winner of **Game 3** will play the winner of **Game 5**.
 - 3.8.1.7 **Game 7**, if there is still no champion after **Game 6**, there will be a final game between the two teams that met in **Game 6**.
 - 3.8.1.8 **Guidelines:** There shall not be less than 24 and not more than 72 hours between Game 1 and Game 3 or 4. There shall not be less than 24 and not more than 72 hours between Game 2 and Game 3 or 4. Also, there shall not be less than 24 and not more than 72 hours between and Game 6 and Game 7.
- 3.8.2 The team with the highest finishing positions for the season will determine the HOME/VISITOR assignments.

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3.9 ALL STAR SELECTION

3.9.1 MANAGERS/COACHES/SCOREKEEPERS

- 3.9.1.1 Board members, consisting of the president, the secretary and the player agent, shall be present at the Managers/Coaches selection meeting to conduct the meeting and approve all selections.
- 3.9.1.2 The managers and coaches must be selected from the regular season roster of Major division managers and coaches.
- 3.9.1.3 The manager of the team, which wins the regular season, will have the choice of becoming the 11/12, 10/11 or 9/10 ALL STAR manager per board approval. If the manager declines either ALL STAR manager position, then the manager of the next highest placement in the division will be offered each position, until a manager accepts, per board approval.
- 3.9.1.4 Each ALL STAR manager shall select two coaches and scorekeeper. (As indicated by the Tournament Rules - the managers and coaches shall be selected from the regular season managers and coaches.)
- 3.9.1.5 The ALL STAR managers shall be responsible to the league president for the general administration and conduct of the team. The manager shall, however, have exclusive jurisdiction over such matters as:
 - 3.9.1.5.1 Practice frequency, time and place
 - 3.9.1.5.2 Players positions
 - 3.9.1.5.3 Batting order
 - 3.9.1.5.4 Substitutions
 - 3.9.1.5.5 Player/Parent Code of Conduct Letter

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3.9.2 ALL STAR VOTING PROCEDURE

- 3.9.2.1 The ALL STAR team players shall be chosen from the Major division teams only.
- 3.9.2.2 Only players that meet the Player Eligibility requirements shall be selected.
- 3.9.2.3 A committee consisting of the Major division Player Agent and two League members, preferably with no Major division team affiliation shall preside over the voting process.
- 3.9.2.4 Each Major division team manager shall vote, from the entire population of regular season players, a minimum of 12 players but not more than 15 for the 11/12 team, the 10/11 team and the 9/10 team (may pull from Minor A division to fill roster for 10/11 and 9/10 teams only).

3.9.3 SELECTION

- 3.9.3.1 The 11/12 team shall be given priority over the 10/11 team for player selection and its roster shall be completed first.
- 3.9.3.2 The 10 top managers' vote recipients from the 11/12, 10/11 and the 9/10 groups, not selected by the players, shall be named to each ALL STAR team.
- 3.9.3.3 In order to complete their rosters, each ALL STAR manager shall pick 2 for a 12 player roster (or 3 for a 13 player roster, 4 for a 14 player roster and 5 for a 15 player roster) players from the remaining names that received a minimum of 3 managers' votes for a 10 or 12 year old or a minimum of (3 less than the number of Major teams) managers' votes for a 9 or 11 year old. The manager for the 10/11 team shall pick 3 players from the remaining names that received a minimum of 3 managers' votes.

Example: If the Major division consists of (8) teams, then $8 - 3 = 5$.
Therefore (5) votes are required.

3.9.4 ANNOUNCEMENT

Announcements of ALL STAR players shall be kept strictly secret. The release of the players names shall be made to the ALL STAR manager for the completion of the roster and the general release shall be per the guidelines of the Tournament Rules. Violations of the announcement procedure shall result in the disbandment of the ALL STAR team and the withdrawing from participation.

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4 MINOR "A" DIVISION LEAGUE RULES

4.1 MINOR "A" DIVISION STRUCTURE

- 4.1.1 The Minor "A" division shall consist of not more than 10 teams total. The maximum opening day roster shall not be less than 12.
- 4.1.2 A Minor "A" division draft system, similar to that used for the Major division shall be utilized.
- 4.1.3 All players deemed eligible for Minor "A" division play shall be drafted.
- 4.1.4 Eligible Minor "A" division players, who elected not to try out, shall be drafted utilizing a blind draft method. Their names shall be placed into a hat, by age, and randomly selected.
- 4.1.5 All players in the Minor A Division, including sons/daughters of managers and coaches are subject to being brought up to the Major Division. Any player who refuses to come up to the Major division as a result of a draft either at the beginning of the season or during the season to fill a vacancy on a Major Division team, will be removed from their current team and re-placed onto a different Minor A Division team. Only players of the Minor Division team Manager will have the option of not moving to the Major Division team without penalty.

4.2 LATE SIGN-UP

- 4.2.1 All players signing up after tryouts will be placed on a list in numerical order and assigned to teams that have less than 13 players on their roster. If 12 candidates exist on the waiting list, another team may be formed.
- 4.2.2 Insofar as is practical, an equitable balance will be maintained; players will be assigned so that no team has a roster with more than one additional player than the other teams. The intention of the Minor "A" division player assignment and last sign-up procedures is to balance the league and place new and veteran managers on an equal footing.

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4.3 ALL PLAYER RULE

- 4.3.1 Every player on a team roster will participate in each game defensively for a minimum of 6 outs and bat at least one time, with the exception of being less than the full roster of players showing up for a game, and in cases where a player or players are benched for disciplinary reasons. The manager shall inform the official scorekeeper and the opposing manager if there is less than the full roster available to play. It shall be the manager's responsibility to keep the official scorekeeper informed of all substitutions.
- 4.3.2 Where an inning is concluded by "the 5 run max. rule" rather than 3 outs, that defensive inning will count as three outs in determining whether a player has participated for a minimum of six outs.
- 4.3.3 No player (except pitcher or catcher) shall play a position more than two innings in a game. The pitcher and catcher may play 3 innings as long as the Little League pitching regulations are followed.

4.3.4 PENALTY

- 4.3.4.1 The player(s) involved shall start the next scheduled game and play any previous requirements not completed and the requirement for that game before being removed.
- 4.3.4.2 For the first offense, all managers will receive a one game suspension. The Board of Directors will review any second offense, an offense on a team's last game of the year, or any offense during playoffs, with the manager being removed from the team for the remainder of the season per Board approval.
- 4.3.4.3 If the infraction occurs in the last two weeks of the regular season play, the manager could be suspended per board approval from participating, sharing in any award or recognition resulting from any playoff or championship game. The "all player rule" is strictly interpreted. However, the rule is applicable only to games of four innings or more in duration.

4.4 TIME LIMIT

- 4.4.1 A game shall not start a new inning after 1 hour and 45 minutes (1 hour and 50 minutes for Saturday games) of playing time.
- 4.4.2 Regardless of score, a game shall not exceed 6 full innings.

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4.5 RULES FOR MANAGERS AND COACHES

- 4.5.1 Managers and coaches are not allowed to wander/roam on the field while the game is in play. They must stay within an arms length of the dugout edge or must be inside the dugout with the gate closed on the major division field.
- 4.5.2 (3.09) Managers or adult coaches must not warm up a pitcher at home plate or in the bullpen at any time.
- 4.5.3 The OFFICIAL scorekeeper will be the Visiting Team.
- 4.5.4 Managers are not allowed to leave players unattended after practices.
- 4.5.5 The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. The coaches shall not leave their respective dugouts until the pitcher has completed his/her preparatory pitches to the catcher. Base coaches shall-
 - 4.5.5.1 Be (1) manager or coach and (1) eligible player in the uniform of their team.
 - 4.5.5.2 Be (1) manager or coach and (1) additional coach if there is at least one other manager or coach in the dugout.The only exceptions to above rules are:
 - 4.5.5.3 Walking to talk to the pitcher.
 - 4.5.5.4 Retrieving a bat.
 - 4.5.5.5 Player injury.
 - 4.5.5.6 When there is a discussion with the umpire, only one person should be involved and that shall be the managers of each team only.

4.6 MINOR "A" DIVISION PITCHING RESTRICTIONS

- 4.6.1 (VI (a)) Players of age 12 are not permitted to pitch.
- 4.6.2 Players of any age with prior Major division experience are not permitted to pitch.
- 4.6.3 See Rule VI PITCHING option 1 in Little League Rule Book.
- 4.6.4 Balk rule will not be enforced. However, pitchers must have their pivot foot in contact with the pitching mound when pitching. It must be on, or in front of and touching, but not off the end of the pitcher's plate; violations will result in a no pitch and a "ball" awarded to the batter's count.
- 4.6.5 Once a pitcher is removed from the game, he cannot come back as a pitcher later in the game.

4.6.6 PENALTY

- 4.6.6.1 For the first offense, all managers will receive a one game suspension. The Board of Directors will review any second offense, an offense on a team's last game of the year, or any offense during playoffs, with the manager being removed from the team for the remainder of the season per Board approval.
- 4.6.6.2 If the infraction occurs in the last two weeks of the regular season play, the manager could be suspended per board approval from participating, sharing in any award or recognition resulting from any playoff or championship game.

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4.7 MINOR “A” DIVISION BATTING

- 4.7.1 All players present for the game will bat in a continuous batting lineup.
- 4.7.2 Even though all players are in the batting lineup, only nine players play in the field.
- 4.7.3 Bunting is allowed

4.8 FIVE RUN MAXIMUM RULE

- 4.8.1 The team on offense shall be limited to scoring five runs in one inning. After the sixth run has crossed the plate safely, the inning shall be declared over regardless of the actual number of outs, base runners, etc.
- 4.8.2 If a player hits a fair fly over the cones or fence (home run), then the home run and all runners on base, who proceed to score legally, shall count, even though the five run maximum may be exceeded. In all other cases, only the maximum of five runs shall be counted.

4.9 BASERUNNING

- 4.9.1 Base stealing is allowed except for home plate. During the second half of the season, home plate may be stolen.
- 4.9.2 Sliding into first base is prohibited. Violations as such, the runner shall be considered “out.”
- 4.9.3 Sliding is mandatory at all the other bases having close plays. A player who fails to slide shall be considered “out.”
- 4.9.4 For safety reasons, all runners must slide involving any play at home plate. A player who fails to slide shall be considered “out.”
- 4.9.5 No “head” first sliding when attempting to advance to the next base; the player will be considered “out” if he tries.
- 4.9.6 Only the person who made the last out can pinch run for an injured player.

4.10 ADDITIONAL MINOR “A” RULES

- 4.10.1 A ball batted through the cones in the outfield is considered a ground rule double regardless of whether the ball was touched by an outfielder.
- 4.10.2 A ball hit over the cones constitutes a home run.

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5 MINOR LEAGUE “B” DIVISION RULES

5.1 MINOR LEAGUE “B” STRUCTURE

- 5.1.1 The Minor League “B” Division shall consist of not more than 10 teams total. The maximum opening day roster may be 13 players per team, and not less than 12.
- 5.1.2 The Minor League “B” Division shall not use a draft system.
 - 5.1.2.1 The Minor B vice president and player agent will assign players to team rosters attempting to balance teams by age and area of residence or school boundaries.
 - 5.1.2.2 Members of the immediate family shall be kept together on the same Minor League “B” Division.
 - 5.1.2.3 Managers of Minor League “B” Division teams may trade players with the approval of the Minor B vice president and player agent.

5.2 LATE SIGN-UP

- 5.2.1 All players signing up after tryouts will be placed on a list in numerical order and assigned to teams that have less than 13 players on their roster. If 12 candidates exist on the waiting list, another team may be formed.
- 5.2.2 Insofar as is practical, an equitable balance will be maintained; players will be assigned so that no team has a roster with more than one additional player than the other teams. The intention of the Minor League “B” Division player assignment and last sign-up procedures is to balance the league and place new and veteran managers on an equal footing.

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5.3 ALL PLAYER RULE

- 5.3.1 Every player on a team roster will participate in each game defensively for a minimum of 6 outs and bat at least one time, with the exception of being less than the full roster of players showing up for a game, and in cases where a player or players are benched for disciplinary reasons. The manager shall inform the official scorekeeper and the opposing manager if there is less than the full roster available to play. It shall be the manager's responsibility to keep the official scorekeeper informed of all substitutions.
- 5.3.2 Where an inning is concluded by "the 5 run max. rule" rather than 3 outs, that defensive inning will count as three outs in determining whether a player has participated for a minimum of six outs.
- 5.3.3 No player shall play a position more than two innings in a game.

5.3.4 PENALTY

- 5.3.4.1 The player(s) involved shall start the next scheduled game and play any previous requirements not completed and the requirement for that game before being removed.
- 5.3.4.2 For the first offense, all managers will receive a one game suspension. The Board of Directors will review any second offense, an offense on a team's last game of the year shall result with the manager being removed from the team for the remainder of the season per Board approval.
- 5.3.4.3 The "all player rule" is strictly interpreted. However, the rule is applicable only to games of four innings or more in duration.

5.4 TIME LIMIT

- 5.4.1 A game shall not start a new inning after 1 hour and 30 minutes of playing time.
- 5.4.2 Regardless of score, a game shall not exceed 6 full innings.

5.5 RULES FOR MANAGERS AND COACHES

- 5.5.1 During the first half of the season, one coach may be on the field for defensive instruction. The second half of the season the manager/coach is not allowed to wander/roam on the field while the game is in progress, they must stay within arms length of the dugout edge.
- 5.5.2 The OFFICIAL scorekeeper will be the Visiting Team.
- 5.5.3 Managers are not allowed to leave players unattended after practices.
- 5.5.4 The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. Base coaches shall-
 - 5.5.4.1 Be (1) manager or coach and (1) eligible player in the uniform of their team.
 - 5.5.4.2 Be (1) manager or coach and (1) additional coach if there is at least one other manager or coach in the dugout.
The only exceptions to above rules are:
 - 5.5.4.3 Retrieving a bat.
 - 5.5.4.4 Player injury.

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5.6 MINOR LEAGUE “B” DIVISION PITCHING

- 5.6.1 The manager/coach of the team (at bat) will pitch to his batters.
- 5.6.2 The manager/coach shall stand at a safe distance from the batter.

5.7 MINOR LEAGUE “B” DIVISION BATTING

- 5.7.1 In the first half of the season, there will be no walks or strikeouts; a player who receives ball four or six pitches will complete his turn using a batting tee.
- 5.7.2 In the second half, except for the rule of NO WALKS, normal batting rules of Little League will apply.
- 5.7.3 Bunting is not allowed.

5.8 FIVE RUN MAXIMUM RULE

- 5.8.1 The team on offense shall be limited to scoring five runs in one inning. After the sixth run has crossed the plate safely, the inning shall be declared over regardless of the actual number of outs, base runners, etc.
- 5.8.2 If a player hits a fair fly over the cones (home run), then the home run and all runners on base, who proceed to score legally, shall count, even though the five run maximum may be exceeded.

5.9 BASERUNNING

- 5.9.1 Base stealing is NOT allowed.
- 5.9.2 Sliding into first base is prohibited. Violations as such, the runner shall be considered “out”.
- 5.9.3 Sliding is mandatory at all other bases having close plays. A runner who fails to slide shall be considered “out”.
- 5.9.4 For safety reasons, all runners must slide involving any play at home plate. A runner who fails to slide shall be considered “out”.
- 5.9.5 No “head” first sliding to advance to the next base; the runner shall be considered “out” if he/she tries.
- 5.9.6 Only the person who has made the last out may pinch run for an injured runner.

5.10 BATTING LINEUP

- 5.10.1 All players present for the game will bat in a continuous batting lineup.
- 5.10.2 Even though all players are in the batting lineup, only ten players play in the field.

5.11 ADDITIONAL MINOR LEAGUE “B” DIVISION RULES

- 5.11.1 A ball batted through the cones in the outfield is considered a ground rule double regardless of whether the ball was touched by an outfielder.
- 5.11.2 A ball hit over the cones constitutes a home run.

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6 T-BALL DIVISION RULES

6.1 T-BALL STRUCTURE

- 6.1.1 The T-Ball division shall consist of not more than 10 teams total. The maximum opening day roster may be 15 players per team, and not less than 12.
- 6.1.2 No score shall be kept in a T-Ball game.
- 6.1.3 There shall be no league standings in T-Ball.
- 6.1.4 No stealing of bases in this league.
- 6.1.5 The catcher position is not used in T-Ball.

6.2 T-BALL PLAYER ASSIGNMENT

The T-Ball division will not use a draft system.

- 6.2.1 The T-Ball vice president and player agent will assign players to team rosters attempting to balance teams by age and area of residence or school boundaries.
- 6.2.2 Members of immediate family shall be kept together on T-Ball teams.
- 6.2.3 Managers of T-Ball teams may trade players with the approval of the T-Ball vice president and player agent.

6.3 ALL PLAYER RULE

- 6.3.1 No player shall sit out.
- 6.3.2 Every player shall play a minimum of five different positions during the course of the season.
- 6.3.3 No player shall play the same position more than twice in a game.
- 6.3.4 All players present will bat in a continuous rotation.

6.3.5 PENALTY

- 6.3.5.1 For the first offense, all managers will receive a one game suspension. The Board of Directors will review any second offense, an offense on a team's last game of the year, or any offense during playoffs, with the manager being removed from the team for the remainder of the season per Board approval.
- 6.3.5.2 If the infraction occurs in the last two weeks of the regular season play, the manager could be suspended per board approval from participating in closing ceremonies.

6.4 T-BALL GAME TIME LIMIT

- 6.4.1 There is a one-hour time limit for a T-BALL game.

6.5 RULES FOR MANAGERS AND COACHES

- 6.5.1 Managers and coaches are allowed to wander/roam on the field while the game is in play or they must stay within an arms length of the dugout edge.

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6.6 UNIFORM AND SAFETY EQUIPMENT

- 6.6.1 Players shall wear long pants (no shorts).
- 6.6.2 The parent may purchase baseball pants and cleats, but it is not mandatory.
- 6.6.3 Approved safety gear shall be used at all times. Batters and base runners must wear a protective helmet.

6.7 BASERUNNING

- 6.7.1 Base stealing is NOT allowed at any time including at home plate.
- 6.7.2 Sliding is NOT allowed at any base including at home plate.
- 6.7.3 Only the player that has made the last out can pinch run for an injured runner.

6.8 PITCHING

- 6.8.1 During the first half of the season, the batter shall hit off of the “TEE”. During the 2nd half of the season, the coach may “pitch” to the batter. If the batter does not “hit” the ball after 6 pitches, then the “TEE” will be brought out and the batter must hit from the “TEE”.