



McLean Little League

Local Rules 2018 (Approved February 22, 2018)

1.0 GENERAL RULES APPLYING TO ALL PROGRAMS

The purpose of Little League is to assist youth in developing citizenship, discipline, teamwork and physical well-being, with proper guidance and exemplary leadership. The ball game is the means to these objectives and all participants have a responsibility to keep this perspective.

1.1 Conduct of Program Participants and Spectators

1.1.1 Conduct by any person, on the grounds of McLean Little League (MLL, including satellite and practice fields), including spectators, that is not in support of the program's objectives is grounds for ejection from the game and/or park area by the umpire-in-chief (typically the plate umpire), Board Member on Duty or by a Board Member. Obscene, profane, abusive and/or unsportsmanlike language or conduct will not be tolerated and is grounds for ejection and/or disciplinary action.

1.1.2 Any manager, coach or player ejected from a game is subject to an automatic one game suspension, under National Rules, and shall be required to appear before the Rules, Protests and Standards of Conduct Committee, as established in Article VIII, Section 10, of the McLean Little League Constitution and By-Laws to explain the cited behavior. Any additional penalty imposed may include suspension or removal from the program.

1.1.3 Pets, bicycle riding, skateboarding or other activities that may endanger others are not allowed in the Little League Park.

1.1.4 TOBACCO PRODUCTS AND ALCOHOLIC BEVERAGES ARE PROHIBITED at all McLean Little League fields, property and events including games and/or practices.

1.1.5 Throwing balls or swinging bats is only allowed in Little League designated areas.

1.1.6 The manager, coaches and players must remain within the physical confines of the dugout except as permitted below and in sections 3.09, 3.17, 4.05 – 4.08, 5.10(d) and 8.06 of the Official Rules of Little League Baseball and Softball. 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 bat girls are not permitted. Except for the batter, base-runner, and base coaches at first and third bases all players shall be in their dugouts or in the bull pen when the team is at bat. When the team is on defense, the manager, coaches and all reserve players shall be in the dugout or in the bullpen.

Two adult base coaches are permitted. If a player is used as a first or third base coach he must wear a batting helmet.

A manager or coach shall not leave the dugout or coaching box to confer with a player or an umpire until time is called and permission is granted by the umpire-in-chief. (Exception: In Minor League including single A, Transition, and Tee Ball, managers and coaches may be on the field for instructional purposes, but shall not assist runners or touch a live ball.)

At least one manager or coach must be in the dugout at all times. No more than one manager and two coaches are permitted in the dugout.

1.1.7 Managers and coaches shall not warm up pitchers.

1.1.8 Batting and Soft Toss Cage Safety. Batting cage equipment is only to be operated by managers, coaches or an adult designated by a manager or coach. Children are not permitted to operate batting cage equipment. No child will have a bat in his/her hand in the batting or soft toss cage area unless he or she is inside the batting or soft toss cage. An adult must be present inside a soft toss cage when in use.

1.1.9 Pursuant to Little League Official Playing Rule 9.01(d), the stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both the player and the manager may be ejected from the game.

1.2 Responsibilities of Managers and their Teams

1.2.1 Insure that the throwing of balls or swinging of bats is only done in Little League designated areas.

1.2.2 Managers are specifically responsible for:

- (a) The conduct of players, coaches and partisan fans;
- (b) Keeping unauthorized persons out of the dugouts, on-deck areas and the area between the dugout and on-deck area. Only one manager, two coaches, and roster players are allowed in the dugout and playing areas;
- (c) Keeping players and coaches who are in the dugouts out of the dugout doorways and behind the protective fencing;
- (d) Arranging to have their assigned dugout and bleacher areas cleaned of debris after each game;
- (e) Notifying the Safety Officer Paul Shiffman in writing safety@mcleanll.com or by telephone 703-522-0244 of any accidents that require medical treatment;
- (f) The home team will report the pitch counts for both teams to the League VPs in a manner to be directed by the League VPs, who will periodically make pitch count information for each team available to all managers. The winning team will provide results of each game directly to the website, using their assigned passwords, within 24 hours of the game. Any write-ups and team pictures may be posted directly to the website.
- (g) Ensuring that they, and all program participants under their control, abide by both the spirit and letter of the rules as published by Little League, Inc. and McLean Little League, Inc.;
- (h) Maintain liaison with the team's sponsors and, at a minimum, provide the sponsor with the team's schedule and insure the sponsor receives a team plaque; and
- (i) At the A, AA, AAA and Majors baseball level for delegating to someone the responsibility of counting pitches.
- (j) If they are the last scheduled game, and have used a batting cage, making sure that the extension cord and ball bucket for their cage has been returned to the storage box and that pitching machine has been covered with a trash can.
- (k) Ensuring that their team wears the McLean Little League issued jerseys during games.

1.2.3 A request by a manager, coach, or other person for a specific umpire for a game will not be honored for any reason. Only the Chief Umpire or his designated representative may assign umpires. In their absence, the Board Member on duty, may assign or reassign an umpire only to insure that all games have proper umpire coverage. For a game that is scheduled to have umpire coverage and no umpires arrive for the game and no umpire can be reassigned by the Board Member on duty, then the managers shall appoint mutually agreed upon volunteer umpire(s) to officiate the game.

1.2.4 It is the responsibility of all baseball and softball managers to ensure that at all times (practice sessions, pre-game warm-up, and between innings) their catcher(s) are wearing regulation headgear when catching, and full gear when catching with a batter at the plate. Violation of this rule may result in suspension or dismissal.

1.3 Scheduling Policies

1.3.1 The regular season schedule for each team shall be determined by the scheduler in a fair and random manner. For Majors Baseball, in seasons in which there are 14 Majors teams, the following "Split Schedule" scheduling format shall be used: The 14 teams will play each of the other teams once over the first 13 games of the regular season (the "Phase I Round Robin.") The standings at the conclusion of the Phase I Round Robin will be used to determine the matchups for the last three games for each team ("Phase II"), as follows:

- The Top Four teams in the AL standings will play each other once more over the last 3 games of the season-tiebreaks based on our current rules
- The Top Four teams in the NL standings will play each other once more over the last 3 games of the season-ditto on tiebreaks
- The 5th, 6th, and 7th place ("Bottom Three") teams in the AL standings will play each other once more (2 games each)
- The 5th, 6th, and 7th place ("Bottom Three") teams in the NL standings will play each other once more (2 games each)
- The AL 5th place team will play a final game against the NL 5th place team, the AL 6th place team will play a final game against the NL 6th place team, and the AL 7th place team will play a final game against the NL 7th place team.

1.3.2 In all cases, the home team is listed first in the schedule and shall occupy the first base dugout.

1.3.3 All games are governed by time limits set forth below. The limits are measured from the scheduled starting time, not when the game actually is commenced. Under the "Last New Inning" limit, no new inning shall begin after the duration specified below for each level of play. A new inning begins at the moment the third out is made concluding the previous inning. For the levels of AAA and majors, once a new inning has started, the game may not end as a result of curfew restrictions until that inning has completed, but shall be suspended at the moment that "Game Curfew Time" is reached. Little League Rule 4.11 (d) continues to apply to games suspended for any other events (e.g. due to weather). "Game Curfew Time means any of: (i) 10 minutes before the scheduled start time of the next game on the same field; 2; (ii) 9:35 pm, Monday through Saturday; 8:50 pm Sundays. For the levels of AA and below, under the "Maximum Duration of Play" limit, the umpire shall stop the game at the time designated for each level of play regardless of the status of the inning in progress, however no game can end with two outs in the bottom of an inning with the visiting team leading or tied, no game can end in the middle of a batter's at bat, and if a pitching change has just been made, that pitcher must pitch to that batter to the conclusion of his or her at bat. All persons must clear the fields by 9:40 pm and all lights shall be turned off by 9:45pm; 8:55 pm, 9 pm on Sundays. The designated umpire's watch or one designated by him/her will be the only time piece used in applying these rules.

Level of Play	Maximum Duration of Play	Last New Inning
Major League	None	1 hr. 50 min.
AAA Level	None	1 hr. 45 min.
AA Level	1 hr. 45 min.	None
A-Ball	1 hr. 15 min.	None
Transition	1 hr. 15 min.	None
Rookie	1 hr.	None
T-Ball	1 hr.	None

In the interest of speed of play and the curfew restrictions of the MLL complex,; (i) umpires and managers shall do everything reasonably possible to limit the time between innings and half-innings to no more than 60 seconds as measured from the time of the last out of the previous half inning,; and (ii) the time permitted for any offensive or defensive timeout shall be limited to no more than 30 seconds (unless in the umpire's determination greater time is needed to tend to an injured player)

Umpires will be provided a league issued stop watch for time keeping purposes. In addition, once games have reached the 90 minute mark, the following rules must be followed:

1. New pitchers receive no more than five warm-up pitches or 1 minute on the mound, whichever comes first. Managers are urged to take advantage of the bullpens to warm up pitchers between innings.
2. Catchers may not be replaced mid-inning except if the catcher needs to be removed from play because the catcher is injured.
3. If there is a game scheduled to follow, 15 minutes prior to the scheduled start of that game, pitchers for the new game shall be permitted to warm up in any bull pen not then in use including on another field if that is all that is available.
4. In games that are extended beyond 2 hours, managers are responsible for having their players out of the dugouts and off the game field no later than 3 minutes following the conclusion of the game and should make every effort to have players packed up and ready to go before the game ends.
5. If, at the 2 hour mark: (i) at levels where the "Mercy Rule" does not generally apply (i.e., at all levels other than Majors and AAA baseball where the Mercy Rule applies), a team is winning by 10 or more runs and was also leading by 10 or more runs at the time that the innings needed to complete a regulation game had been completed; or (ii) the innings needed for a regulation game to be completed have been played and, if applicable, a maximum run limit would prevent the team that is behind from tying or winning the game, the manager of the team with the least runs shall concede victory to the opponent .
6. If: (1) a game is tied at the end of an inning; (2) the ordinary time for starting a new inning has passed; and (3) there are at least 20 minutes before Game Time Curfew, a new inning shall be commenced and the game shall continue until that inning is completed or Game Time Curfew is reached, whichever is earlier.

1.3.4 Managers at the A, AA, AAA and Majors level must exchange lineups, including first and last name and jersey number of each player present at the beginning of the game. Managers must be prepared to begin play at the designated starting time of the game without regard to the time the field became available to their team, and expedite play at all times.

1.3.5 Prior to the start of any game, if rain has recently fallen, is falling, or is forecast to fall during the day's scheduled games, the Complex Manager, in consultation with the MLL board member responsible for fields and facilities or the President, if available, shall cancel a game if it is determined that the field is unsafe or unfit for play. If the Complex Manager, said board member or the President are not available, the Board Member on Duty has the authority to cancel a game if he or she determines the field is unsafe or unfit for play. Please see the MLL Lightning Policy appended to this document.

1.3.6 Once a game begins, the Umpire-in-Chief shall determine whether play is to continue in case of inclement weather or poor field conditions. Every effort must be made to make the field playable and to continue play.

1.3.7 All regular season games (AAA or higher) cancelled by the League for weather or other unusual circumstance must be rescheduled, and all games(AAA and higher) interrupted for any reason before they are considered a regulation game under Little League rules must be played to their conclusion (six innings, or seven innings in the case of Senior League Softball, unless extended further because of a tie score) at a later time; provided, that, in AAA baseball and softball, games tied after regulation will not be continued and will be recorded as a tie. For the avoidance of doubt, an extra inning shall be played in AAA baseball and softball if a game is tied after six or more complete innings and the "no new inning" time has not yet been reached.

If a game is called because of the time limit in accordance with Rule 1.3.3 and there is not a winner, the managers must notify the scheduler (Jamie Loving: jwl@lovingandcompany.com or (703) 862-3296) to reschedule the game. From the scheduled start time of a cancelled game or from the point of interruption of a cancelled but started game or when a game is suspended because of time limitation without a winner, the managers have twenty-four (24) hours from that time to notify the scheduler of the cancelled/incomplete game by e-mail (Jamie Loving: jwl@lovingandcompany.com or (703) 862-3296).

The scheduler shall make all reasonable effort to give each manager no less than twenty four hours (24) notice of a rescheduled time. Notification by the scheduler includes leaving a message on an answering machine, e-mail, or notifying a coach of the subject team. Due to field shortages, all games interrupted before they are considered a regulation game - will be resumed from the exact point of interruption. The umpire-in-chief is responsible for noting the exact point of interruption and circumstances of play.

All games interrupted for any reason after they are considered a regulation game under Little League rules shall end with the winner determined according to National Little League rules.

1.3.8 Managers (or their designated coaches) must be prepared to play all cancelled or interrupted games at the time and location rescheduled by operation of these rules. Failure to abide by this rule may result in suspension or dismissal of the manager and/or forfeiture of the game.

1.3.9 Except as provided in Section 1.3.3, Any Majors, AAA or AA game that is stopped because of the time limit, curfew, darkness or weather will be an official game as specified in the National Little League rules.

1.3.10 Infield practice should commence 15 minutes before the scheduled start time of the game. Each team will split the available time for infield practice equally, with the visiting team taking the field for the first 5 minutes and the home team taking the field for the next five minutes. If a game ends less than 15 minutes before the start of the next game, then neither team in the subsequent game will be allowed infield practice.

1.4. League Standings, Play-Off Seeding, and Awards

1.4.1 No standings will be kept at the Tee-Ball, Rookie, Transition Baseball, Single A Baseball, or AA Softball levels of play. Participation medals will be awarded for Tee-Ball, Rookie, Transition and A levels of play to all players at these levels.

1.4.2 Regular season standings will be maintained for softball at the Majors and AAA levels, and for baseball (separately by league) at the Majors, AAA, and AA levels. Regular season standings will be determined based on best overall winning percentage, with tie games counted as $\frac{1}{2}$ win and $\frac{1}{2}$ loss. Ties in overall winning percentage will be broken, in sequence, by:

- Best record among tied teams in head-to-head regular season play;
- Best winning percentage in intra-league play;
- Fewest runs allowed per game (all games);
- Fewest runs allowed per game (intra-league games only);
- Coin toss.

(Note: In the case of ties involving three or more teams for a position in the standings, the tiebreaker rules are applied in the sequence outlined above, eliminating teams as appropriate at each step. If only two teams remain tied at the conclusion of any step, the tiebreaker reverts to step one (head-to-head) and proceeds from there one of the two teams is awarded that position in the standings. After that, the tiebreaker procedure starts over at step one (head-to-head) with any and all remaining tied teams.)

1.4.3 Seeding for the City Series Tournament in softball will be determined by the regular season standings. Seeding for the City Series Tournament in Majors, AAA, and AA baseball will be determined among all of the teams at each level (across both leagues) based on best overall winning percentage, with tie games counted as $\frac{1}{2}$ win and $\frac{1}{2}$ loss. Ties in overall winning percentage will be broken as follows:

Step 1 – Apply the regular season standings to eliminate all but the highest finishing team in each league (among the tied teams).

Step 2 – If two teams remain tied after step 1, they will necessarily be from opposite leagues. The following criteria, in sequence, will be used to award the higher seed to one team and eliminate the other:

- Best record among tied teams in head-to-head regular season play
- Fewest runs allowed per game (all games)
- Coin toss

Using this two-step procedure, only one team may be awarded a seed. All teams eliminated at any point of the procedure will remain tied, and this tie will be broken using the same procedure, starting with Step 1.

(Note: This procedure is intended to ensure that no team from either league shall be permitted to be seeded higher than a team it finished behind in the regular season league standings.)

Special seeding rule for Majors Baseball when the Split Schedule (Top Four/Bottom Three) Format described in Rule 1.3.1 is utilized: In Majors Baseball, seeding is determined as above using full regular season results. However, if the seeding procedure results in a seed for any Top Four team from either league which is below the seed of any Bottom Three team from either league, then such Top Four team shall be elevated to a seed immediately above the highest seeded Bottom Three team UNLESS such Top Four team would have been seeded below such Bottom Three team if the seeds had been determined after 13 games.

1.4.4 For Senior League Softball, Major League and AAA Baseball and Softball, and AA baseball, trophies will be awarded to those teams finishing in 1st and 2nd place in overall standings in their respective leagues for regular season play, and to the teams which finish in 1st and 2nd place in the McLean City Series Tournament.

1.5 Player Team Assignment

1.5.1 An MLL player may be on the roster of no more than one MLL baseball team, at any given time. For clarity, this rule prohibits a player from playing in two baseball divisions at the same time (e.g., Majors baseball and Intermediate baseball).

1.5.2 Players are assigned to teams by means of a player selection draft in Senior Softball, Major League Baseball and Softball, AAA Baseball and Softball and AA Baseball and Softball where, with the exception of AAA and AA teams, teams maintain roster continuity from year to year. That is, once selected to a team, the player shall remain on that team until completion of their eligibility at that level of play. Players at all other levels of play are assigned to teams and these teams are disbanded at the completion of the season.

1.5.3 A player who was 11 years old or younger and a permanent member of a Major League roster at the end of the previous Spring season will be assigned to the roster of that same team for the following Spring season, providing the player has registered (including filling out the registration form and paying all required fees) at or before the final walk-in registration date. If the player has not registered with the league at or before the last registration date, the player is automatically released from their Major League team roster. If the player registers with the league after the last walk-in registration date, the player will be eligible to be drafted by a AAA team. If the AAA draft has been conducted when the player registers, the player will be assigned to a AAA team. Assignment will be as follows: if all teams have a complete and full roster (generally 12 players), the team that picked first in the AAA draft will receive the player. However, if at the time of assignment one or more AAA teams have a roster vacancy for any reason, then the player will be assigned to the team that had the earliest pick in the first round of the AAA draft. The assigned player then should be considered first if a vacancy occurs on a Major League roster in his/her respective league.

1.5.4 The Board of Directors sees removal of a player from the roster of a team in Senior League Softball, and Major League Baseball and Softball as a serious and extreme measure which should only occur for compelling reasons. It shall only occur with the specific approval of the Board of Directors, and where it is determined to be in the best interest of both the player and League.

The procedures outlined below shall be followed where there is a request by the parents of a player to allow that player to be traded.

When a parent of a player who is a permanent member of a Majors or Seniors team expresses an interest in having their child traded, the parent must first request a meeting with the appropriate League Vice President to discuss their concerns. If after the meeting, the parent continues to feel that the player should be removed from his or her assigned team, the parent must make a written request to the League Vice President detailing the reasons for their request. This request must be submitted to the League Vice President no later than the first day of tryouts. The Vice President shall submit the request to the Executive Committee who shall make a decision in time

that if a trade is warranted, the manager of such player has time to work on a trade before the date of the draft. Members of the Executive Committee, who are team managers, related to a manager or have a player on the team in question, shall abstain from voting on situations which affect that league. The Vice President shall inform the parents of the player of the decision of the Executive Committee.

The Vice President shall report to the Board on all inquiries or requests by parents of this nature to insure that the Board is fully informed of all situations where player tampering may be involved. If the Board finds that player-tampering has occurred, the offending coach or manager shall be suspended from the league for at least one year, and the team shall be penalized by the loss of its first-round draft choice in the upcoming player selection draft.

1.5.5 Intermediate Baseball (50/70 division) is only open for players who are LL age 13; requests to play intermediate baseball from 12s will be considered so long as baseball VPs determine there is no safety risk and the player registers before the last date of registration. 12 year olds who request to play intermediate baseball after registration closes will be wait-listed.

1.6 Try-Outs, Draft Procedures and Player Replacement

1.6.1 To be eligible to be drafted by a Senior League Softball, a Major League Softball, a Major League Baseball, or a AAA Baseball or a AAA Softball team, and AA Baseball and Softball, who have not previously been drafted by a team, must try out. A player must be at least 10 years old to play on a Major's Baseball team. In softball, in exceptional circumstances (as determined in the discretion by the Softball Vice President or designee), 9 year olds may be made eligible for the majors draft.

Unless otherwise approved by the board, the last day of registration for all baseball and softball players wanting to play AAA or Majors is no later than the last day of tryouts and prior to the tryouts concluding.

1.6.2 Each child who tries out will be rated between 1 and 5 (with 5 being outstanding and 1 poor) by an independent evaluator who has no coaching connection to the league for which he/she is the evaluator in three areas: hitting, fielding and throwing. Running speed may also be assessed. A total score of 15 points is the highest rating.

Tryouts are not open to the public and shall be conducted only in the presence of those persons approved by the Vice Presidents of the League.

1.6.3 All candidates who are league age twelve (12) must be drafted to a Little League Major Division team. Exceptions can only be made by request of the parent(s) with written approval from the District Administrator, and only if approved at the local league level by the Board of Directors and the parent of the candidate.

In order to try to provide that each Majors Baseball team will be competitive from one season to the next, it is the policy of the McLean Little League to require every Major League team to draft at least one, but no more than two 10 year olds each year. Each Vice President of Baseball and his or her designee may modify this requirement in advance of the draft if for some reason there are not deemed to be enough qualified 10 year olds to allow for this requirement. To achieve this objective, the Independent Evaluator and League Vice President(s), will at the completion of tryouts, review the player evaluations for each 10 year old who participated in tryouts to determine whether that player is qualified to play on a Major League team.

To make a qualification determination, the reviewers must look to the scores received as well as other factors such as the ability to protect one's self in the event of an errant pitch, throw or hit. The reviewers must also consider the level at which the child would have the greatest opportunity for successful play with an overall positive experience. Upon completion of their review and prior to the draft, the Vice President/Player Agent and Independent Evaluator must prepare a list of all 10 year olds that, in their judgment are qualified be drafted by a Major League team.

In order to comply with the policy stated above, the Executive Committee will recommend the appropriate number of Majors teams depending on the number of qualified players, managers, and coaches available, or recommend to the Board some other procedure to implement the policy stated above.

In order to try to provide that each Majors Softball team will be competitive from one season to the next, it is the policy of McLean Little League to require every Major League softball team to have at least one but no more than three 9 and/or 10 year olds each year.—The Vice President of

Softball and/or his designee may modify this requirement in advance of the draft based upon the number of majors softball roster spots to be filled and the number of qualified 9 (if any), 10, 11 and 12 year olds eligible to be considered for such roster spots.

1.6.3.1 No still photos or video of any players may be taken during the tryouts.

1.6.4 From the list of all players trying out, the League VP/Player Agent, prior to the draft and after all requirements have been taken into consideration, will prepare a list of all players who have qualified as eligible candidates for the Major League draft.

1.6.6 It is recommended that players not on the list for the Major League draft be placed in the minor league. An exception would be made if the player's size poses a potential danger to younger players.

1.6.7 Except in extreme situations, all 11 and 12 year olds not drafted on a Majors team, will play at the AAA level. If an 11 or 12 year old is considered a safety factor by the Independent Evaluator and League Vice President, they will not be included on the list for the AAA draft.

1.6.8 Applicable Draft Options

Brothers/Sisters—If there are brothers, sisters, or brother/sister, including step brothers and sisters, in a draft, once the first sibling is drafted, the manager must immediately, prior to the next manager drafting, submit verbally to the League VP/Player Agent whether he/she wants an option on the remaining siblings(s). If the manager elects to exercise this option, the manager automatically takes the sibling on the manager's next turn. If the manager does not exercise the option, the sibling is available to be drafted by any team.

Brothers/Sisters Sibling Option—A manager may submit an option to the League VP/Player Agent on a draftee if the player candidate's brother or sister is already a member of the manager's team. This option must be exercised within the first three draft selections.

Sons and/or Daughters of Managers/coaches (Majors)—A manager/coach who has sons and/or daughters eligible for the draft who wishes to draft them must state so in writing to the League VP/Player Agent prior to the draft. If so stated, the parent-manager is required to exercise this option prior to the close of the specific draft round depending on league age of the sons and/or daughters as set forth in the Little League Operating Manual (Little League age 9-10: in or before round 5, Little League age 11: in or before round 4; and Little League age 12: in or before round 3). Parent-manager option takes priority over any other option. If the manager so chooses, the option on a son or daughter may be waived. In the event the parent becomes a manager in another league, the parent may not claim the son or daughter.

Sons and/or Daughters of Managers/coaches (AAA and AA). The son/daughter of the manager may be protected for purposes of the draft. Prior to the draft, the League VP/Player Agent will determine what round the player(s) shall be drafted. In addition, the League VP has the discretion to also allow the son/daughter of one or two coaches (AAA and AA) to be protected for the draft.

Majors: A returning coach through the manager may exercise an option in writing through the League VP/Player Agent provided: 1. the coach has had two or more years of concurrent service as a manager or coach of record in the league (at any level) and, 2. The coach is returning to the same Major League team this year. Both items 1 and 2 must apply in order to exercise an option.

Bonus Selections. Each Majors manager who has to draft eight or more players in order to fill out the team roster will be allowed one or more bonus selections as described below:

- a. Four or fewer returning players, bonus pick before 5th round.
- b. Three or fewer returning players, additional bonus pick before 4th round.
- c. Two or fewer returning players, additional bonus pick before 3rd round.
- d. One or fewer returning players, additional bonus pick before 2nd round.
- e. Zero returning players, additional bonus pick before 1st round.

If more than one manager meets this criterion, they will make bonus selections in an order identical to that being followed in the draft.

1.6.9 To ensure players are given the best opportunity to play, the League VP/Player Agents in consultation with the executive committee can mandate the number of 12 year olds that must be drafted to each Majors baseball and softball team. For 2018 only, consistent with the recommendation in Little League Regulation III(c), each Majors Baseball team roster shall include a minimum of eight and a maximum of ten 12 year olds.

At the draft the League VP/Player Agent in consultation with the executive committee has final authority concerning draft disputes including issues not spelled out in the last approved MLL Local Rules.

The League VP/Player Agent, in consultation with the Executive Committee, has final authority concerning draft disputes and replacement player issues, including issues not spelled out in the last approved MLL Local Rules. The VP shall have the sole responsibility and right to interpret any draft and replacement rules to ensure the intent that National and Local Rules are met.

1.6.10 Replacements

A. Replacements - Released Players.

When a rostered player is lost to a team during the playing season for any of the following reasons:

- (a) He/she moves to another city or state too distant to commute for practice and play.
- (b) He/she is injured and will not be able to return for the remainder of the season.
- (c) He/she has for personal reasons decided to terminate his/her association with the team.
- (d) Any other justifiable reason reviewed and approved by the Board of Directors.

The manager of the team losing a player shall within 24 hours notify the League Vice President. The League Vice President shall advise the President and the Board. If the release of a player is approved, the President will send a letter of release to the player and the parents stating that the player is released from the Major league team and the league for a justifiable reason.

The board recognizes that replacing a player on a Majors or AAA roster is often a disruption to teams in the leagues directly below. In addition, an empty roster spot can often mean more playing time for players of that team. However, when a player is lost to a team for a full season and granted a release, the manager must replace the player on the roster, unless the manager's roster, even with the loss of the released player, is 12 or more players..

Once it has been determined that a Majors or AAA team must choose a replacement player, the League VP/Player Agent will give the manager a list of the players that were on the draft list for their respective league (for Majors: and have not opted out of playing for a Majors team). If there are any 12 year olds in AAA who are on a waiting list for Majors, they must be taken first. In addition, Majors teams may not call up a Little League age 10 year-old or, in the case of softball, a LL 9 or 10 year old player to replace the released player: (i) if that would exceed the limit on 9 and 10 year olds for that team established in the draft; or (ii) to replace a 12-year old who was drafted when 12 years old; provided in each case that there is available for call up a qualified 11 or 12 year old.

Upon receipt of the list of players eligible for call up, the manager will have seven days to complete the replacement process. Replacements not finalized prior to the date that is 2 weeks prior to the end of the regular season are not allowed after this date.

B. Replacements - Non-Released Players

In cases where a player injury or illness or other circumstance of the kind specified in (A) above causes a prolonged but not anticipated to be permanent absence from the team, a manager may not add an additional player to the roster from the league directly below it. However, if: (i) prolonged absences are reasonably anticipated to cause a team to fall below 11 players for a period of two consecutive weeks or (ii) will result in that player's permanent absence from the team and the team would fall below 12 players, a replacement player must be called up, per the same rules as apply above for replacing a released player..

The team roster shall increase by the addition of the replacement player and the absent player shall remain a permanent member of the team unless eventually released. Replacements not finalized prior to the date that is 2 weeks prior to the end of the regular season are not allowed after this date.

When a manager learns that a player may miss at least two (2) consecutive weeks (14 days including Sundays) of the season because of injury, illness, etc., the manager must immediately notify the league Vice President (a broken bone or concussion shall require immediate notification, regardless of prognosis).

In addition, if a player misses two (2) consecutive games because of injury, illness, etc. and is not expected to play in the next scheduled game, the manager must notify the league Vice President.

Once notification is received, the Vice President will review each situation. If a prolonged absence of the kind specified above is reasonably anticipated to cause a team to fall below 11 players for a period of two consecutive weeks, the manager will have seven days to choose a replacement player from the list of eligible call ups.

For the above situations, the first regular season game missed by the player will be considered the starting point for the period of absence and in all cases; the replacement process will be complete no later than fourteen (14) days after the first game missed by the player. Replacements not finalized prior to the date that is 2 weeks prior to the end of the regular season are not allowed after this date.

NOTE: Failure by the manager to notify the League VP/Player Agent of a player's continued absence will result in disciplinary action against the manager.

1.6.11 Removed and incorporated into 1.6.10

1.6.12 The League VP/Player Agent has the authority to place any player (including a player determined to be ineligible per section 1.6.2) on a higher level team if done solely for safety reasons and with the approval of the Board.

1.6.13 For the purpose of interpreting the "Duration of Title" requirement of the National Little League Rules, "duration of title" for the original draft team shall cease if a player does not play for that team in consecutive years.

1.6.14 If a player is either drafted onto a Major League team or during the course of the season is selected to fill a roster vacancy on a Major League team, and refuses the selection, such refusal shall result in forfeiture of eligibility in the Major League for the current season. Players who elect not to be in the Major League draft pool forfeit all eligibility in the Major League for the current season.

It is the policy of McLean Little League to ensure the integrity and fairness of the draft process. Attempts by parents to have their child drafted by a specific team, particularly at the Majors' level, are to be discouraged by any manager contacted regarding such proposition. If a parent is found to manipulate or attempt to manipulate the draft process, the Executive Committee may impose sanctions on the player to include forfeiture of his bid to be drafted in Majors.

1.6.15 The National Little League draft system "Plan A" will be used for Majors Baseball and Softball.

1.6.16 For AAA Softball and Baseball, AA Softball and Baseball each league will conduct a draft consisting of all players ages 9-12 (and any qualified 8 year olds who have indicated a desire to play AA who tried out and were not drafted by a Major League team. (The Vice President of Softball or designee may also determine AA teams, in consultation with managers, but without a formal draft.) (In exceptional circumstances in Softball [as determined in the discretion by the Vice President or designee], 8 year olds may be considered for AAA and 7 year olds may be considered for AA.)

Procedures for the AAA and AA draft

1. Determine randomly the order of the draft. In baseball, draft picks must alternate between American League and National League teams.

2. The draft will be conducted as a snake, therefore, each odd round will be done in the normal order of 1, 2, 3, 4, 5 etc. and the even rounds will be conducted in reverse order of 5, 4, 3, 2, and 1.
3. A manager can only be accompanied by approved coaches of record (there are no exceptions to this rule).
4. At the discretion of the relevant VP, a manager can protect the son/daughter of one or two coaches.
5. All options must be submitted in writing (via E-mail) to the League VP/Player Agent at least forty eight (48) hours prior to the draft. Exemptions to this time are subject to the approval of the League Vice President and then the Board of Directors.
6. Manager and coach's options will be assigned by the League Vice President based on the ranking of the independent evaluator of those players eligible for the draft.

1.7 All Stars

Being named an All-Star is an honor. All players chosen as All-Stars will be recognized by the League (yearbook, plaque, and at the Closing Ceremony) including those whose name might not appear on the Official Tournament Roster.

Composition of the Tournament Teams will be based on the eligibility and availability of the named All-Stars. All Chartered Little Leagues are eligible to participate in Tournament Play, but there is no obligation to do so. If there are not enough players who can commit to a post-season tournament team for the duration of tournament play, there will not be an All-Star team for that respective League for that summer.

1.7.1 All-Star Manager Selections and Responsibilities

Subject to final approval by the Board of Directors, for Majors Softball and Majors American and National League Baseball the regular season championship team managers will have first choice on whether they manage the Majors, 10-11 year-old, or the 9/10 team all-star team. For Majors baseball in seasons in which the Split Schedule (Top Four/Bottom Three) Format described in Rule 1.3.1 is utilized, standings for all-star manager selection will be determined after teams have completed their 13th game. The manager of the second place regular season team in each league will have the choice of which of the remaining teams he/she will manage. The manager of the third place regular season team in each league will have the choice of managing the remaining team (assuming all three teams are fielded). If one or more of these three managers is not available to manage an all-star team, the Board shall decide who will be the manager(s) of any unfilled teams. A manager's selection as an all-star manager is contingent on that manager's availability/commitment to running a rigorous all-star practice schedule (generally, a minimum of 5 or 6 practices/scrimmages a week) and all games, with exceptions considered on a case by case basis for health or other good cause.

Subject to final approval by the Board of Directors, in Senior softball the manager of the regular season championship team will have his/her choice of managing the Senior or Junior team. The manager of the second place regular season team will be offered the other team.

All-Star Managers are required to meet with the Executive Committee prior to the final selection of official rostered All-Star players. At this time, managers will be made aware of the League's expectations of the All-Star program and informed about officially releasing the names of the Tournament Team All-Stars. The managers will also advise the Executive Committee at this meeting who they would like to name as their two coaches for the All-Star team. The Board of Directors shall be the final approval authority for all All-Star coaches.

Managers are expected to enforce the League rules including the rules specified in Little League's official "Tournament Rules and Guidelines" handbook.

The manager must select his or her team coaches from his or her League's approved coach's list.

All All-Star coaches must be coaches of record approved by the Board of Directors in their respective leagues.

1.7.2 All-Star Player Selection and Responsibilities.

The Junior Softball, 10-11 year-old baseball and softball and 9-10 All-Star teams may be selected by the manager or through an invitational tryout selection held by the manager of the Tournament Team; provided that the Vice President(s) (or designees) may elect to adopt one or

more elements of the process for selecting the Majors' all-star team to the process for selecting the 9-10 and/or 10-11 teams.

Major League Baseball All-Star teams (up to 14 person rosters) are selected on the following basis:

(a) The first four players are selected by confidential balloting of league players. Where more than one player has an equal number of votes to qualify for the fourth position, then all of those players will be placed on the team.

(b) At a meeting with the league vice president, the managers of each respective league will then nominate 6 players for the team (including up to two players from their own team). That list of players (and any additional player deemed "overlooked" by the vice president) will then be voted on by the managers. Managers may vote for six players, including up to two of their own players. Vote trading is forbidden. The votes will be tabulated by the vice president and the top 6 vote getters will be placed on the all-star team. If there is a tie for the 6th highest vote getter, the managers will vote among those players for selection to the team (and may vote for their own player).

(c) The remaining two to four slots are filled at the discretion of the All-Star team manager.

Major League Softball All-Star teams (up to 14 person rosters) are selected on the following basis:

(a) The first five players are selected by confidential balloting of league players. Where more than one player has an equal number of votes to qualify for the fifth position, then all of those players will be placed on the team

(b) In joint consultation, the next seven (or six or five as a result of ties in the player balloting) players are selected by the managers of the respective leagues.

(c) The remaining two (2) slots [13th & 14th] are at the discretion of the All-Star team manager

For both baseball and softball, the League Vice President(s) will contact and verify the eligibility and availability of all players selected to be on the Tournament Team(s). If a player is ineligible (e.g. did not participate in 60% of the regular season games) or unavailable (e.g. injury, illness, or other commitments such as vacation or camps) to participate, the All-Star team manager has the discretion to choose a replacement player. A player is not eligible to participate if the player did not participate in at least 60% of the regular season games, unless the failure was the result of injury or illness, as documented by a physician's note that has been provided to the league that prohibited the player from playing.

To be an official rostered Tournament Team player, each player must meet the requirements of the Little League Eligibility Affidavit and be available to participate. If a player repeatedly misses practices or games, the All-Star team manager, subject to Executive Committee approval, may disqualify that player from the team.

Names of players selected for the All-Star teams will not be officially released until the McLean Little League Closing Ceremonies.

Players elected to an all-star team who are not able regularly to participate in practices or must miss games due to conflicts in their schedule may be replaced on the roster, but except in the case of voluntary withdrawal or all-star season ending injury or illness, or in unforeseen and exigent circumstances making it impractical to do so, any such replacement must be approved by the Rules, Protests and Standards of Conduct Committee.

The Major League team will be formed first and will take any and all players to field the strongest team possible. The 9-10 team will next be formed and they will take any and all players to field the strongest team possible. The 10-11 team, if fielded, will be formed next and may select any eligible players not otherwise on the Major's or 9-10 teams. Notwithstanding the foregoing, a player shall not be deemed ineligible for any All-Star team by reason of having declined a prior invitation to any of the other All-Star teams.

1.8 Little League Age

All references in these rules to a player's age, whether or not expressly stated, refer to the player's Little League age for the applicable season.

1.9 Protests.

In the regular season, game protests will only be considered at the AAA and majors levels.

2.0 RULES APPLYING TO THE BASEBALL PROGRAM

2.1 Rules Applying to Major League Baseball

2.1.1 The rule book for Little League Baseball as published by Little League, Inc. for Major League baseball will govern all play.

2.1.1 Majors baseball will have a mercy rule. A team trailing by 10 runs after five innings (after 4.5 innings if the trailing team is the visitor) shall concede the game. For clarity, both teams will bat at least four times in a game. Note: MLL has NOT adopted the optional 15-run/3-inning mercy rule as permitted by the 2018 amendments to Little League Official Playing Rule 4.10(e)

2.1.2 Per LL National Rules: Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. For the purpose of this rule, "six defensive outs" is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while six outs are made; "bat at least one (1) time" is defined as: A player enters the batter's box with no count and completes that time at bat by being put out, called out by an umpire or by reaching base safely.

To help ensure compliance with the mandatory play requirement, our league has added the following requirements: any player inserted into a game either as a starter or as a substitute must play at least six (6) consecutive defensive outs and get one (1) at bat before being removed from the lineup. All players present at the start of a game must have been inserted into the lineup no later than the beginning of the 4th inning.

Managers are reminded that the mandatory play rule applies even in games that are shorter than 6 innings. If any player does not receive the minimum play in any game, that player's manager must report that violation (completing form for such reporting that is attached to these rules) within 24 hours to the chairperson of the rules committee and shall also report the existence of such violation at the plate conference for that manager's next game. The player who did not meet the mandatory play rule requirement shall start the next game and play six consecutive outs and one at bat along with what he/she missed in the previous game before being replaced. In addition, managers are warned that additional sanction as to the manager may be imposed consistent with the guidelines of the LL National Rules. Managers are further warned that, in addition to the sanctions specified under the National Rules relative even to unintentional violations of the mandatory play rule, additional sanctions will be considered in the case of any violation which is determined to have been intentional, including any failure to report a violation, With regard to whether additional sanction will be imposed for intentional violations, consideration as to past violations, in the same or prior years, may be taken into account."

In addition, over the course of each season, every player will be given the opportunity to appear in the starting lineup for at least 50% of the games at which the player is present at the start. At the conclusion of each season, any manager who has violated this rule will be subject to a one-game suspension to be served during the team's first City Series game. Exceptions will be made if a player misses the final game(s) of the season and would have met the rule if the player had started the final game(s) missed.

2.1.3 No slash bunt hits. In the interest of defensive player safety, a batter who is squared to bunt during the pitcher's motion must either bunt or take the pitch. He may not attempt a slash bunt hit or full swing. If, in the umpire's judgment, the batter has attempted a slash bunt hit, the batter shall be called out. The ball is dead and no runners may advance.

2.1.4 Deleted.

2.1.5 Little League Official Playing Rule 6.02(c), requiring a batter to keep one foot in the batter's box throughout the at bat, shall be in effect.

2.1.6 Consistent with Little League Official Playing Rule 7.08, which applies in full, any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. For clarity, there is no requirement that a runner slide so long as he attempts to get around the fielder. In application of this rule with respect to plays at home plate, any attempt to

jump over the catcher is not an attempt to get around the catcher and therefore a runner who attempts to jump over the catcher shall be called out.

2.2 Rules Applying to Minor League Baseball-AAA Level

2.2.1 The rule book for Minor League Play as published by Little League, Inc. will govern all play except as noted below.

2.2.2 The batting lineup will include all players who shall bat in rotation. Players shall continue to bat even when not playing in the field. Late arriving players will be placed at the bottom of the lineup. Managers must exchange lineups, including first and last name and jersey number of each player present at the beginning of the game and the position of each starter. Managers must be prepared to begin play at the designated starting time of the game without regard to the time the field became available to their teams, and expedite play at all times.

2.2.3 During the first five innings of a game, an offensive half inning will end when three outs are made or when five runs have scored. A team can score more than five runs only if they are the result of a home run hit over the fence. In the sixth inning, there is no run limit; therefore, an offensive half inning will end when three outs have been recorded.

2.2.4 It is the intent of the League that each player is given every reasonable opportunity to participate in each game. Therefore, unless they become sick or injured, every player on a team roster will participate in each game. No player will sit out consecutive innings. No player will sit out more than one inning until all players have sat out one inning. Exception will be made for any starting pitcher as long as that pitcher continues pitching; however, if any teammate has sat out more than one inning at the time the starting pitcher is removed from the mound, the starting pitcher must then sit out an inning before returning to the field.

In addition, every player shall play the infield for at least one inning per game.

Managers should advise the League Vice President of apparent failures to comply with this rule. Failure to comply with this rule may result in disciplinary action by the Board of Directors against any manager or coach consistent with Regulation IV (i) of the Little League rule book.

2.2.5 For the Spring and Fall Season the "Mercy Rule" is in effect. If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. For clarity, this rule also applies after five (5) innings, or four and one-half innings if the home team is ahead. Note: MLL has NOT adopted the optional 15-run/3-inning mercy rule as permitted by the 2018 amendments to Little League Official Playing Rule 4.10(e).

2.2.6 Twelve year olds cannot pitch at the AAA Level.

2.2.7 AAA games may be played with only 8 players, but the 9th batting position will be an automatic out unless and until a 9th player shows up.

2.2.8 In instances when the offensive team's catcher for their next defensive inning is on base and there are two outs or four runs have been scored, the offensive team may insert a "courtesy" runner to run for the catcher. This runner will be the player who made the most recent out of the inning, or, if no outs have been recorded, the player who scored the most recent run.

2.2.9 No slash bunt hits. In the interest of defensive player safety, a batter who is squared to bunt during the pitcher's motion must either bunt or take the pitch. He may not attempt a slash bunt hit or full swing. If, in the umpire's judgment, the batter has attempted a slash bunt hit, the batter shall be called out. The ball is dead and no runners may advance.

2.2.10 Little League Official Playing Rule 6.02(c), requiring a batter to keep one foot in the batter's box throughout the at bat, shall be in effect.

2.2.11 Consistent with Little League Official Playing Rule 7.08, which applies in full, any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. For clarity, there is no requirement that a runner slide so long as he attempts to get

around the fielder. In application of this rule with respect to plays at home plate, any attempt to jump over the catcher is not an attempt to get around the catcher and therefore a runner who attempts to jump over the catcher shall be called out.

2.2.12

- a. Pitching Regulations for the AAA Program are per the Little League National Rules.
- b. The Home Team scorekeeper or another game official is the official pitch count recorder. After each half inning, the Home Team pitch counter will confer with the Visiting Team scorekeeper to ensure they are in agreement with the number of pitches thrown by the pitcher(s) in the previous half inning. Any differences in the number of pitches thrown by a pitcher(s) must be resolved before the start of the next half inning.
At the conclusion of the game, the Home Team manager will report the pitch counts for both teams to the League VPs in a manner to be directed by the League VPs, who will periodically make pitch count information for each team available to all managers. NOTE: Warm-up pitches are not included in the pitch count.
- c. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitcher for the game, as noted in Regulation VI(c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI(c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when the pitcher is no longer eligible.
- d. Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.
- e. A player may not pitch in more than one game in a day.

NOTES:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

2.3 Rules Applying to Minor League Baseball—AA Level

2.3.1 The rule book for Minor League Play as published by Little League, Inc. will govern all play except as noted below.

2.3.2 Managers must be prepared to begin play at the designated starting time of the game without regard to the time the field became available to their teams, and expedite play at all times.

2.3.3

- a. Pitching Regulations for the AA Program are per the Little League National Rules.
- b. The Home Team scorekeeper or another game official is the official pitch count recorder. After each half inning, the Home Team pitch counter will confer with the Visiting Team scorekeeper to ensure they are in agreement with the number of pitches thrown by the pitcher(s) in the previous half inning. Any differences in the number of pitches thrown by a pitcher(s) must be resolved before the start of the next half inning.
At the conclusion of the game, the Home Team manager will report the pitch counts for both teams to the League VPs in a manner to be directed by the League VPs, who will periodically make pitch count information for each team available to all managers. NOTE: Warm-up pitches are not included in the pitch count.
- c. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitcher for the game, as noted in Regulation VI(c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI(c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when the pitcher is no longer eligible.

- d. In the City Series only, violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.
- e. A player may not pitch in more than one game in a day.

NOTES:

- 1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
 - 2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
- 2.3.4 Adults may coach base runners from the coaching boxes at first and third base. One defensive coach is allowed on the field and must be positioned on the outfield grass so as not to interfere with normal play.
- 2.3.5 The batting lineup will include all players who shall bat in rotation. Players shall continue to bat even when not playing in the field.
- 2.3.6 Play ends when the player positioned as the pitcher has control of the ball on the mound area. Base runners are entitled to a base if they are over half way to that base from the previous base when the pitcher gains control of the ball. Play remains live as a result of any actions by the pitcher other than an effort to gain control of the ball and stop play (i.e., throwing for put out, etc.).
- 2.3.7 Base stealing and leading off the bases is not permitted.
- 2.3.8 An offensive half inning will end when three outs are made or when five runs have scored. A team can score more than five runs only if they are the result of a home run hit over the fence.
- 2.3.9 The defensive team fields ten players with the tenth player positioned in the outfield.
- 2.3.10 Every player shall play at least one inning per game in the infield. No player shall play the same position for more than 2 innings per game, with the exception of the catcher position which a player may play for a maximum of 3 innings per game. All players on a team are generally expected to play equal amounts of time in each game. No player will sit out consecutive innings. No player will sit out more than one inning until all players have sat out one inning. Exception will be made for any starting pitcher as long as that pitcher continues pitching; however, if any teammate has sat out more than one inning at the time the starting pitcher is removed from the mound, the starting pitcher must then sit out an inning before returning to the field
- 2.3.11 The infield fly rule will not be enforced.
- 2.3.12 Bunting is permitted. However, in the interest of defensive player safety, a batter who is squared to bunt during the pitcher's motion must either bunt or take the pitch. He may not attempt a slash bunt hit or full swing. If, in the umpire's judgment, the batter has attempted a slash bunt hit, the batter shall be called out. The ball is dead and no runners may advance.
- 2.3.13 In an attempt to speed up play at the AA Baseball level, the following local rules are to be followed:
- a. Manager must exchange lineups, including first and last name and jersey number of each player present at the beginning of the game. Managers must be prepared to begin play at the designated starting time of the game without regard to the time the field became available to their team, and expedite play at all times.
 - b. When the offensive team's catcher for the next defensive inning is on base and there are two outs or four runs have been scored, the offensive team must insert a substitute runner for the catcher (other than this situation, there are no substitute runners allowed. This runner will be the player who made the most recent out of the inning, or, if no outs have been recorded, the player who scored the most recent

- run. The manager or his designated coach is responsible to assist the catcher getting into his equipment as soon as possible.
- c. During the regular season and City Series, there will be no walks. If the batter has a count of three balls and the pitcher throws ball four to the batter, the batter will remain at the plate. The pitcher will assume the position behind the pitching rubber and the manager or coach of the offensive team will continue pitching to the batter, from the pitching rubber. The batter will either hit the ball or strike out (by swinging or called strikes). Pitches thrown by the manager/coach do not count against the pitcher's pitch count limit.
 - d. Batters hit by a kid-thrown pitch must be awarded first base; batters hit by a coach-thrown pitch will remain at-bat until they either strike out or put the ball in play.

2.3.15 AA games may be played with only 8 players, but the 9th batting position will be an automatic out unless and until a 9th player shows up.

2.3.16 Little League Official Playing Rule 6.02(c), requiring a batter to keep one foot in the batter's box throughout the at bat, shall be in effect.

2.3.17 Consistent with Little League Official Playing Rule 7.08, which applies in full, any runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. For clarity, there is no requirement that a runner slide so long as he attempts to get around the fielder. In application of this rule with respect to plays at home plate, any attempt to jump over the catcher is not an attempt to get around the catcher and therefore a runner who attempts to jump over the catcher shall be called out.

2.4 Rules Applying to Single "A"

2.4.1 The rule book for Minor League Play as published by Little League, Inc. for this level of play will govern all play except as noted below.

2.4.2 Pitching: Managers and coaches shall practice pitching with their players from the start of the season.

2.4.2.1 Until a date determined by the applicable Vice President, managers (or designated adult representatives) of the team at bat will use the pitching machine or coach pitch. The pitching machine or coach will be set up from the regulation baseball rubber (35 ft.). All batters will be given a maximum of seven pitches in which to either strike out swinging (up to a maximum of 7 times), or hit the ball. A pitch which hits the batter is a dead ball and is not considered a pitch. No walks will be awarded.

2.4.2.2 Beginning on a date determined by the applicable Vice President, teams will utilize the pitching machine or coach pitch according to the rule above for the FIRST TWO innings of the game, with strike outs defined as THREE strikes, looking or swinging. Note that the half inning will end when three outs are made or when five runs have scored, thus it is possible that all players may not hit off the machine in a given game. The remainder of the game shall be pitched by player pitchers ("kid-pitch"). NO walks will be awarded. When a kid-pitcher throws ball four to the batter, the batter will remain at the plate. The pitcher will assume the position behind and slightly to the side of the pitching rubber and the manager or coach of the batting team will continue pitching to their batter. The batter will continue with the present number of strikes (0, 1, or 2) and with the manager/coach pitching, the batter will either hit the ball or strike out. Pitches thrown by the manager/coach do not count against the pitcher's pitch count limit. If a batter is hit by a pitch, the batter will not be awarded first base.

2.4.3 (not used)

2.4.4 League umpires will not be assigned by the League to games played at this level of play. Each team must provide one adult volunteer who shall serve as umpire for each game. Volunteer adult umpires shall alternate their positions in the field and behind the plate, with the batting team's volunteer being in the field as generally they will be either operating the pitching machine or assisting player-pitchers after ball 4. If acceptable to both teams, the same coach may remain in the

field. Volunteers behind the plate will not have protective equipment and thus should position themselves at the backstop with a fielding glove.—It is to be understood by all managers and coaches (and reinforced to spectator parents) that this is a “hitting game”. As such, while players are pitching, the strike zone shall be expanded to generally be between the knees and at or below the front shoulder, and the diameter of the ball beyond both the inside and outside edges of the plate. The field umpire has the call on kid-pitched balls and strikes and shall remain cognizant of fair and developmental play to both the pitcher and the batter.

2.4.5 Adults may coach base runners from the coaching boxes at first and third base. One defensive coach is allowed on the field and must be positioned on the outfield grass so as not to interfere with normal play.

Base running rules are designed to encourage defensive players to attempt throws to the proper bases: Runners may not advance to second base if the ball is overthrown at first base, but may advance to second base on a ball hit to the outfield. Runners may advance to third base on overthrows to second base (since there should be outfielders backing up the play). Runners may not advance to home on an overthrow to third base.

2.4.6 The batting lineup will include all players who shall bat in rotation. Players shall continue to bat even when not playing in the field. The Board of Directors recommends that in order for all players to bat about the same number of times during the regular season the manager adopt the following procedure. For the first game of the year, the manager puts the players in a permanent (season long) batting rotation. If in the first game the player batting in the eighth position makes the final out of the game, for the second game, the players would bat in the same rotational order, except the player that was in the ninth position in the first game is now the leadoff hitter for the second game and the player who made the final out in the first game is batting last. This will allow all players the opportunity to leadoff a game or bat “clean up” in a game rather than always batting near the bottom of the batting order. If a player misses a game just slide everyone else up a position in the batting order for that game, but in the next game, the player that missed the game will be back in his normal spot in the rotational order.

2.4.7 Play ends when the player positioned as the pitcher has control of the ball on the mound area. Base runners are entitled to a base if they are over half way to that base from the previous base when the pitcher gains control of the ball. Play remains live as a result of any actions by the pitcher other than an effort to gain control of the ball and stop play (i.e., throwing for put out, etc.).

2.4.8 Base-stealing and leading off the bases is not permitted.

2.4.9 An offensive half inning will end when three outs are made or when five runs have scored. A team can score more than five runs only if they are the result of a home run hit over the fence.

2.4.10 The defensive team shall play six players in the infield and no more than four outfielders. The remainder of the players will sit on the bench while on defense and a Coach will work with the players on the bench to understand the game. No player may sit a second inning until all players have sat one inning. .

2.4.11 Every player shall play at least two (2) innings per game in the infield, with the exception of the catcher's position (catcher can play more than two innings).

2.4.12 The infield fly rule will not be enforced.

2.4.13 There shall be no bunting.

2.4.14 During regular season play, no standings for competitive purposes will be kept, however score will be kept by the home team. The purpose of scorekeeping at this level is to encourage good sportsmanship for both the winning and losing team.

2.4.15 Games at the “A” level will not be made-up due to inclement weather. However, individual managers may elect to reschedule a cancelled game if they agree to play during one of their practice times.

2.4.16 In an attempt to speed up play at the Single A Baseball level, the Board of Directors is instituting the following local rules:

- a. Manager must exchange lineups including name and jersey number of each player present at the beginning of the game. Managers must be prepared to begin play at the designated starting time of the game without regard to the time the field became available to their team, and expedite play at all times.
- b. When the offensive team's catcher for the next defensive inning is on base and there are two outs or four runs have been scored, the offensive team must insert a substitute runner for the catcher (other than this situation, there are no substitute runners allowed). This runner will be the player who made the most recent out of the inning, or, if no outs have been recorded, the player who scored the most recent run. The manager or his designated coach is responsible to assist the catcher getting into his equipment as soon as possible.

2.5 Rules Applying to Transition Baseball

2.5.1 The rule book for Minor League Play as published by Little League, Inc. for this level of play will govern all play except as noted below.

2.5.2 Umpires will not be assigned by the League to games played at this level of play. Each team must provide one adult volunteer who shall serve as umpire for each game. Volunteer adult umpires shall alternate their positions in the field and behind the plate each inning.

2.5.3 Pitching Rules for the Transition Program are as follows:

Managers will use the pitching machine (balls should be fed into the pitching machine by the manager or designated adult representative of the team at bat). The pitching machine will be set up from the regulation minor softball rubber (35 ft.). All batters will be given a maximum of seven pitches, except if the batter fouls the seventh pitch, the batter receives another pitch until hit into fair territory, swung and missed, or taken without a swing. A pitch which hits the batter is a dead ball and is not considered a pitch. No walks will be awarded. No strikes will be called, but three swinging strikes and the batter is out. After the first at bat if the batter struck out or was called out on 7 pitches, the manager (or designated adult representative of the team at bat) may elect to front-toss to the batter for other at bats, either at the beginning of the at bat or during its course, for up to a total of no more than seven pitches, regardless of the number of swinging strikes. It is the responsibility of both Managers to enforce this rule in order to keep the game moving.

2.5.4 Adults may coach base runners from the coaching boxes at first and third base. One defensive coach is allowed on the field and must be positioned on the outfield grass so as not to interfere with normal play.

2.5.5 The batting lineup will include all players who shall bat in rotation. Players shall continue to bat even when not playing in the field. The Board of Directors recommends that in order for all players to bat about the same number of times during the regular season the manager adopt the following procedure. For the first game of the year, the manager puts the players in a permanent (season long) batting rotation. If in the first game the player batting in the eighth position makes the final out of the game, for the second game, the players would bat in the same rotational order, except the player that was in the ninth position in the first game is now the leadoff hitter for the second game and the player who made the final out in the first game is batting last. This will allow all players the opportunity to leadoff a game or bat "clean up" in a game rather than always batting near the bottom of the batting order. If a player misses a game just slide everyone else up a position in the batting order for that game, but in the next game, the player that missed the game will be back in his normal spot in the rotational order

2.5.6 Play ends when the player positioned as the pitcher has control of the ball on the mound area. Base runners are entitled to a base if they are over half way to that base from the previous base when the pitcher gains control of the ball. Play remains live as a result of any actions by the pitcher other than an effort to gain control of the ball and stop play (i.e., throwing for put out, etc.).

2.5.7 Base running rules are designed to encourage defensive players to attempt throws to the proper bases: Base-stealing and leading off the bases is not permitted. Managers are encouraged to

advance runners one base on an infield hit and up to two bases on a ball hit to the outfield. Runners may not advance to second base if the ball is overthrown at first base. Runners may advance to third base on overthrows to second base (since there should be outfielders backing up the play). Runners may not advance home on overthrows to third base.

2.5.8 An offensive half inning will end when three outs are made or when five runs have scored. A team can score more than five runs only if they are the result of a home run hit over the fence.

2.5.9 The defensive team fields all players, unless they are injured, with only six in the infield and the remainder positioned on the edge of the outfield grass.

2.5.10 Every player shall play at least two (2) innings per game in the infield, with the exception of the catcher's position (catcher can play more than two innings).

2.5.11 The infield fly rule will not be enforced.

2.5.12 There shall be no bunting.

2.5.13 The use of catchers is optional (by individual team/inning) at this level. If a catcher is employed, so as not to slow the game down, if the catcher is not ready, the inning should start without a catcher, and then allow the catcher to join the play when equipped.

2.5.14 During regular season play, no standings for competitive purposes will be kept.

2.5.15 Games at the Transition level will not be made-up due to inclement weather. However, individual managers may elect to reschedule a cancelled game if they agree to play during one of their practice times.

3.0 RULES APPLYING TO THE SOFTBALL PROGRAM

3.1 Rules Applying to Senior League Softball

[Note, at this time, the League anticipates that senior team(s) will need to play some or all of their games against teams from other leagues. As such, the rules set forth below, as in place when the League last played intra-League seniors games, may be adjusted by the Vice President of Softball to harmonize them with the rules and scheduling policies of the other leagues.].Regardless of other rules, the rules set forth for Majors Softball play regarding face masks and face guards for batters, pitchers, and players playing third base shall apply.

3.1.1 The rule book for Senior Softball as published by Little League, Inc. for Senior League Softball will govern all play except as noted below. NOTE: In a game using optic yellow softballs, the use of a white bat is permitted. A WHITE BAT MUST NOT BE USED IN ANY GAME INVOLVING A BALL OTHER THAN AN OPTIC YELLOW SOFTBALL.

3.1.2 It is the intent of the Board of Directors of the League that each player is given every reasonable opportunity to participate in each game and that any player committed to their team (i.e. regularly attends practices and games) should expect to play at least half of the innings played by the team over the course of the regular season. The batting lineup will include all players who shall bat in rotation. Players shall continue to bat even when not playing in the field. Late arriving players will be placed at the bottom of the lineup. No player will sit out consecutive innings in the field.

3.1.3 Pitching shall be consistent with the rules established in the Senior League Rules, except where modified by the local rules as noted below.

3.1.4 After a game is considered to be a complete game under Little League rules, the manager of a team, which is behind by at least ten (10) runs, may end that game at any point by so informing the umpire.

3.1.5 No player can pitch more than fourteen (14) innings per week, nor more than seven (7) innings per day.

3.1.6 If a team has eight or more players at the start of the game, the game should begin and proceed until completion based on time or number of innings played. If a team has less than eight (8) players at the scheduled start of the game, there will be a grace period of 15 minutes to wait for an eighth player to arrive prior to having to forfeit. Once the eighth player arrives, the game should begin immediately. Any new players arriving after the game has started will be inserted at the end of the lineup in the order of arrival. No team having at least one half of their roster present shall be required to forfeit during the high school softball season.

The standard number of players to be placed on defense is nine (9).

If a game is called because of darkness, regardless of the amount of time which has been played, the rules regarding it being a complete game are identical to those discussed in the Senior League Softball rulebook for complete games. 18 year olds may participate in the Senior League Softball program, provided that the selected individuals meet all the necessary eligibility requirements. However, it should be noted that 17 and 18 year olds will have no opportunity to compete in Little League All-Stars following the spring season. They may compete in 18U tournaments involving other leagues.

3.1.7 The Senior League Softball season will consist primarily of a series of Saturday doubleheaders commencing with the start of the MLL season. Single games can be scheduled during the week, but will take place mainly on non-MLL fields. Doubleheaders will have time limits of: 1 hour and 30 minutes (no new inning) and 1 hour 45 minutes (drop dead). Single games, when scheduled, will have time limits of 1 hour 45 minutes (no new inning) and 2 hours (drop dead). The teams will remain in the same dugouts for both games and will sit in the dugout based on home/visitor in the first game. All intra-league games played will count towards the regular season standings and City Series pairings. In an attempt to get seven innings in per game, a pitcher will receive 5 warm ups the first inning, 3 every inning thereafter. A new pitcher will receive 5 warm ups.

3.1.8 City Series Rules

- a. No pitcher can throw more than 9 innings per day and per week.
- b. City Series games will not be doubleheaders. There will be 1 game played between two teams with time limits of: 2 hours (no new inning) and 2 hours and 20 minutes (drop dead) from the scheduled start time of the game.
- c. All other City Series rules are the same as the regular season rules.

3.1.9 Little League Official Playing Rule 6.02(c), requiring a batter to keep one foot in the batter's box throughout the at bat, shall be in effect.

3.2 Rules Applying to Major League Softball

3.2.1 The rule book for Little League Softball as published by Little League, Inc. for Major League Softball will govern all play except as noted below.

3.2.2 It is the intent of the League that each player be given every reasonable opportunity to participate in each game. Therefore, unless they become sick or injured, every player on a team roster will participate in each game. No player will sit out consecutive innings. In order to insure that the intent of this rule is followed, the Vice President of the League will periodically inspect game rosters. Managers should advise the league Vice President of apparent failures to comply with this rule. Failure to comply with this rule may result in disciplinary action by the Board of Directors against any manager or coach consistent with Regulation IV (i) of the Little League rule book.

3.2.3 The batting lineup will include all players who shall bat in rotation. Players shall continue to bat even when not playing in the field. Late arriving players will be placed at the bottom of the lineup.

3.2.4 No more than 12 innings per week can be pitched by 12-year-olds regardless of the number of 12-year-old pitchers. If more than one 12 year old pitcher pitches in the same inning, a 12-year old pitched inning counts for each 12 year old so pitching in that inning. No player can pitch more

than six innings per week. Per LL rules, a single pitch in an inning counts as an inning pitched for this purpose. If a team plays more than 18 innings during a week as noted in 3.2.7 below, then the maximum number of innings that all the 12 year olds on any one team can pitch during the week will increase to 18 innings; provided, prior to the formation of teams for the season the League Vice President of designee may reduce to more than 12 the number of innings per week (see shaded numbers) required to increase the number of innings a twelve-year old may pitch in one week (which would then be effective starting with the 13th inning of defensive play). If weekly limits are increased, every pitcher (regardless of age) will receive an additional 3 innings of pitching eligibility for that particular week.

Per LL rules, a week starts on Sunday and runs through the following Saturday. There are no rest requirements (i.e., restrictions as to consecutive days pitched). Prior to any game, the managers of the teams shall advise each other as to the number of innings already pitched by his or her pitchers (by pitcher) during the week, provided that a failure to do so, unless and until requested by the other manager, shall not be subject to sanction. If and at such time that a violation of the maximum inning per week rule is determined to have occurred, a pitcher who is pitching in excess of the innings permitted shall be removed from the game, but there shall be no other sanction or adjustment as to the results of the game to that point; provided that a violation of the pitching limit rules, if determined to be intentional, shall make the manager subject to disciplinary action.

3.2.5 Except as provided in Section 1.3.3, the 10-run rule as documented in the National Little League Rule Book will not be implemented.

3.2.6 If a team has eight or more players at the start of the game, the game should begin and proceed until completion based on time or number of innings played. If a team has less than eight (8) players at the scheduled start of the game, there will be a grace period of 15 minutes to wait for an eighth player to arrive prior to having to forfeit. Once the eighth player arrives, the game should begin immediately. If at any time after the game is started, a team has fewer than 8 players available, that team must forfeit.

3.2.7 If a team plays more than 18 innings during a week, then the number of maximum innings that can be pitched by any pitcher will be increased by 3 innings for each additional game beyond the 18th inning for the week. For example, if a team plays 19 innings during a week, then each of their pitchers may pitch a maximum of 9 innings for that week.

Prior to the formation of teams for the season the League Vice President of designee may reduce to more than 12 the number of innings per week (see shaded numbers) required to increase the number of innings any pitcher may pitch in one week (which would then be effective starting with the 13th inning of defensive play) provided further that such change would not apply to levels below majors softball.

3.2.8 All players must wear helmets with face masks when batting, running the bases or coaching from either the first or third base coach's box. Pitchers are required to wear face guards. Players playing third base are also required to wear face guards.

3.2.9 Little League Official Playing Rule 6.02(c), requiring a batter to keep one foot in the batter's box throughout the at bat, shall be in effect.

3.3 Rules Applying to AAA Softball

3.3.1 The rule book for Little League Softball as published by Little League, Inc. for Major League Softball will govern all play except as noted below.

3.3.2 It is the intent of the League that each player be given every reasonable opportunity to participate in each game. Therefore, unless they become sick or injured, every player on a team roster will participate in each game. No player will sit out consecutive innings. No player will sit out more than two innings until all players have sat out at least one inning. In order to insure that the intent of this rule is followed, the Vice President of the League will periodically inspect game rosters. Managers should advise the league Vice President of apparent failures to comply with this rule. Failure to comply with this rule may result in disciplinary action by the Board of Directors against any manager or coach consistent with Regulation IV (i) of the Little League rule book.

3.3.2.5 A complete game is one in which three complete innings has been played. If the visitors have completed three at bats and the home team has not yet completed their third at bat, but the home team is winning when the game is stopped due to time or weather, the game will be considered official.

3.3.3 The batting lineup will include all players who shall bat in rotation. Players shall continue to bat even when not playing in the field. Late arriving players will be placed at the bottom of the lineup.

3.3.4 Twelve (12) year olds are not permitted to pitch at this level. While the pitching machine is being used. No player may pitch more than half of the number of scheduled innings per week allowed for kid pitching. Therefore, if a team has 2 games scheduled for the week and the first two innings of each game is scheduled for machine pitch, no pitcher may pitch more than 4 innings in that week; provided that, if a game goes beyond 6 innings, for every two additional innings (or applicable portion thereof, e.g., if a game goes fewer than 2 extra innings), a player shall be allowed to pitch one additional inning. Once all games are kid pitched, the rules on innings pitched that apply in Majors softball shall apply. Per LL rules, a single pitch in an inning counts as an inning pitched for this purpose. Per LL rules, a week starts on Sunday and runs through the following Saturday. There are no rest requirements (i.e., restrictions as to consecutive days pitched). Prior to any game, the managers of the teams shall advise each other as to the number of innings already pitched by his or her pitchers (by pitcher) during the week, provided that a failure to do so, unless and until requested by the other manager, shall not be subject to sanction. If and at such time that a violation of the maximum inning per week rule is determined to have occurred, a pitcher who is pitching in excess of the innings permitted shall be removed from the game, but there shall be no other sanction or adjustment as to the results of the game to that point; provided that a violation of the pitching limit rules, if determined to be intentional, shall make the manager subject to disciplinary action.

3.3.5 Except as [provided in Section 1.3.3, the 10-run rule as documented in the National Little League Rule Book will not be implemented.

3.3.6 Games should begin and proceed until completion based on time or number of innings played regardless of the number of players present. If a team has less than six (6) players at the scheduled start of the game, there will be a grace period of 15 minutes for a sixth player to arrive prior to having to forfeit. Even if a team is required to forfeit due to a lack of players, the game will be conducted as a practice scrimmage and should continue until completion.

3.3.7 (Not used)

3.3.8 An offensive half inning will end when three outs are made or when five runs have scored. A team can score more than five runs only if they are the result of a home run hit over the fence. The Vice President of Softball and/or his/her designee may reduce the run limits for the innings pitched by kids if deemed necessary to improve the quality of play.

3.3.9 A runner at first base may not steal second base and also may not advance if a throw from the catcher attempting to pick off a runner at first base results in an error. The stealing of third base and home plate is permitted. Runners at second and third base may advance on a throw down from the catcher attempting to pick off a runner at any base. When stealing all runners may only advance one base per attempted steal. Delay stealing is not permitted. Once the catcher has released the ball back to the pitcher, a runner may not attempt to steal. If the runner is already in the process of stealing the base when the throw is made back to the pitcher, the runner may continue to advance to the next base. Should a player attempt to delay steal, they will return to their original base without penalty. There is no "halfway" rule with respect to base running (at this or upper levels). In addition, there is no limit to the number of bases a runner may advance on an overthrow with the exception of the stealing rules above.

3.3.10 The defensive team field's ten players with the tenth player positioned in the outfield. All outfielders must be positioned in the outfield grass.

3.3.11 The pitching distance is 35 feet.

3.3.12 City Series rules are the same as the rules used at the conclusion of the regular season. All time limits are in effect, with the exception of the Championship Game which will be played until completion unless weather shortens a game that has played the required innings (3) to be official.

3.3.13 In instances when the offensive team's catcher for their next defensive inning is on base and there are two outs or four runs have been scored, the offensive team may insert a "courtesy" runner to run for the catcher. This runner will be the player who made the most recent out of the inning, or, if no outs have been recorded, the player who scored the most recent run.

3.3.14 The Vice President or designee will publish the pitching rules for AAA softball prior to the beginning of the season, which may provide for modifications during the season.

3.3.15 All games played during the regular season will count towards the regular standings and the City Series pairings. City Series games will follow the same rules as used at the conclusion of the regular season; however, in all cases all City Series games will be entirely kid pitch.

3.3.16 All players must wear helmets with face masks when batting, running the bases or coaching from either the first or third base coaches box. Pitchers (including those playing pitcher when a pitching machine is in use) are required to wear face guards.

3.3.17 When using the pitching machine, the pitch should come to the batter at a rate of speed such that the pitch is "flat". The pitch should not "loop" in to the batter with an arc.

3.3.18 The infield fly rule is NOT in effect.

3.3.19 Each player present for the entire game shall play at least one (1) defensive inning in the infield.

3.3.20 Little League Official Playing Rule 6.02(c), requiring a batter to keep one foot in the batter's box throughout the at bat, shall be in effect.

3.4 Rules Applying to Minor League Softball—AA Level

3.4.1 The rule book for Minor League Play as published by Little League, Inc. will govern all play except as noted below.

3.4.2 The batting lineup will include all players who shall bat in rotation. Players shall continue to bat even when not playing in the field. Late arriving players will be placed at the bottom of the lineup.

3.4.3 An offensive half inning will end when three outs are made or when five runs have scored. A team can score more than five runs only if they are the result of a home run hit over the fence. The Vice President of Softball and/or his/her designee may reduce the run limits for the innings pitched by kids if deemed necessary to improve the quality of play.

3.4.4 It is the intent of the League that each player be given every reasonable opportunity to participate in each game. Therefore, unless they become sick or injured, every player on a team roster will participate in each game. No player will sit out consecutive innings. Except as provided in rule 3.4.9, no player shall play the same position for more than 2 innings per game in a game that lasts no more than 9 innings. Note, if a player plays the position of pitcher in a machine-pitched inning and pitches in another inning, this counts as twice at the same position. In order to insure that the intent of this rule is followed, the Vice President of the league will periodically inspect game rosters. Managers should advise the league Vice President of apparent failures to comply with this rule. Failure to comply with this rule may result in disciplinary action by the Board of Directors against any manager or coach consistent with Regulation IV (i) of the Little League rule book.

3.4.5 The defensive team field's ten players with the tenth player positioned in the outfield. All outfielders must be positioned in the outfield grass.

3.4.6 The stealing of second and third base is not permitted. The stealing of home plate is permitted. Delayed stealing is not permitted. Once the catcher has released the ball back to the

pitcher, a runner may not attempt to steal. If the runner is already in the process of stealing the base when the throw is made back to the pitcher, the runner may continue to advance to the next base. Should a player attempt to delay steal, they will return to their original without penalty. There is no "halfway" rule with respect to base running. Runners may advance only one base on an overthrow. Stealing (of home) is permitted off of player or machine pitch, but not off of coach pitch.

3.4.7 The Vice President or designee will publish the pitching rules for AA softball prior to the beginning of the season, which may provide for modification during the season.

3.4.8 In instances when the offensive team's catcher for their next defensive inning is on base and there are two outs or four runs have been scored, the offensive team may insert a "courtesy" runner to run for the catcher. This runner will be the player who made the most recent out of the inning, or, if no outs have been recorded, the player who scored the most recent run.

3.4.9 No player shall pitch more than one (1) inning in a game that has three (3) innings pitched by the pitching machine; provided that if a game goes beyond 6 innings, for each 3 innings thereafter (or applicable portion thereof, e.g., if a game goes fewer than 3 extra innings, a player may pitch one additional inning. If there are two (2) or fewer innings of machine pitching, then the rules on innings pitched that apply in AAA softball shall apply. There are no rest requirements. To the extent that players may be permitted to pitch another inning after the 6th inning by virtue of this rule or by application of the AAA rules, that player shall not be prohibited from doing so by virtue of the limitation on the number of innings any player may play the same position.

3.4.10 Both teams are required to maintain a scorebook documenting participation and results for each game. If there is a disagreement about the outcome of a game which cannot be resolved between the managers, the scorebook of the home team will be considered to be the official record of the game.

3.4.11 A complete game is one in which three complete innings has been played. If the visitors have completed three at bats and the home team has not yet completed their third at bat, but the home team is winning when the game is stopped due to time or weather, the game will be considered official.

3.4.12 Games should begin and proceed until completion based on time or number of innings played regardless of the number of players present. In the City Series if a team has less than six (6) players at the scheduled start of the game, there will be a grace period of 15 minutes for a sixth player to arrive prior to having to forfeit. Even if a team is required to forfeit due to a lack of players, the game will be conducted as a practice scrimmage and should continue until completion. During the regular season, games should begin on time regardless of the number of players in attendance for either team.

3.4.13 The 10-run rule as documented in the National Little League Rule Book will not be implemented. Thus all games are expected to be played to completion or through their time limits whichever occurs first.

3.4.14 Each player present for the entire game shall play at least one (1) defensive inning in the infield, which must occur during a machine pitched inning in games involving three or more machine-pitched innings.

3.4.15 During regular season play, no standings for competitive purposes will be kept.

3.4.16 City Series games will follow the same rules as used at the conclusion of the regular season [with the exception of rules specifically stated as applicable to the regular season].

3.4.17 All players must wear helmets with face masks when batting, running the bases or coaching from either the first or third base coaches box. Pitchers (including those playing pitcher when a pitching machine is in use) are required to wear face guards.

3.4.18 When using the pitching machine, the pitch should come to the batter at a rate of speed such that the pitch is "flat". The pitch should not "loop" in to the batter with an arc.

3.4.19 During the regular season, there will be no walks. If the batter is thrown four (4) balls by the player pitcher, the batter will remain at the plate. The pitcher will assume the position behind the pitching rubber and the manager or coach of the offensive team will continue pitching to the batter. The batter will retain the number of strikes they had from the player pitcher and with the manager/coach pitching will either hit the ball into fair territory or strike out. The Vice President of Softball and/or his/her designee may determine to apply this rule in this paragraph above in the City Series. Strikes will be called, but bases will not be awarded for walks or hit batters by machine or coach pitch. If a batter is hit by a player pitcher, the batter will be awarded first base, unless the batter's manager elects to have the batter's at bat continued. While our practice in the regular season is for kids not to take bases when hit by kid pitch (and this is still an option in the City Series), the practice in City Series AA games is generally for kids to take a base when hit by kid pitch.

3.4.20 The infield fly rule is not in effect.

3.4.21 During the regular season, umpires may not be assigned by the League to games played at this level of play. In such event, the team at bat shall provide umpires for the half inning. Managers and bases coaches may serve this function. While players are pitching, the strike zone shall be expanded to generally be between the knees and at or below the front shoulder, and the diameter of the ball beyond both the inside and outside edges of the plate. The umpire behind the pitcher has the call on kid-pitched balls and strikes and shall remain cognizant of fair and developmental play to both the pitcher and the batter.

3.4.22 Little League Official Playing Rule 6.02(c), requiring a batter to keep one foot in the batter's box throughout the at bat, shall be in effect.

3.5 Rules Applying to Transitional Softball

3.5.1 The rule book for Minor League Play as published by Little League, Inc. will govern all play except as noted below.

3.5.2 Umpires WILL NOT be assigned by the League to games played at this level of play. The team at bat shall provide umpires for the half inning. Managers and bases coaches may serve this function.

3.5.3 Pitching Rules for the Transition Softball Program are as follows:

Managers will use the pitching machine (balls should be fed into the pitching machine by the manager or designated adult representative of the team at bat). The pitching machine will be set up from the regulation minor softball rubber (35 ft.). All batters will be given a maximum of seven pitches, except if the batter fouls the seventh pitch, the batter receives another pitch until hit into fair territory, swung and missed, or taken without a swing. A pitch which hits the batter is a dead ball and is not considered a pitch. No walks will be awarded. No strikes will be called, but three swinging strikes and the batter is out; provided that if the batter struck out earlier in the game (or was called out on 7 pitches), the manager (or designated adult representative of the team at bat) may elect to soft-toss to the batter for other at bats, either at the beginning of the at bat or during its course, for up to a total of seven pitches, regardless of the number of swinging strikes.

3.5.4 Adults may coach base runners from the coaching boxes at first and third base. One defensive coach is allowed on the field and must be positioned on the outfield grass so as not to interfere with normal play.

3.5.5 The batting lineup will include all players who shall bat in rotation. Late arriving players will be placed at the bottom of the lineup.

3.5.6 Play ends when the player, positioned as the pitcher, has control of the ball on the mound area.

3.5.7 Base-stealing and leading off the bases is not permitted.

3.5.8 An offensive half inning will end when three outs are made or when five runs have scored. A team can score more than five runs only if they are the result of a home run hit over the fence.

3.5.9 The defensive team fields all players unless injured, with only six in the infield (two (2) pitchers and no catcher) and the remainder positioned in the outfield on the grass. The infielders should be positioned no closer to the batter than the thirty-five foot pitcher's plate. Outfielders must be positioned on the outfield grass.

3.5.10 Every player shall play at least two (2) innings per game in the infield. No player shall play the same position for more than one (1) inning per game. All players on a team are generally expected to play equal amounts of time in each game.

3.5.11 The infield fly rule will not be enforced.

3.5.12 There shall be no bunting.

3.5.13 During regular season play, no standings for competitive purposes will be kept.

3.5.14 It is the goal of the league to maximize the participation at this level. As a result, there is no minimum number of players that must be present in order to begin play. If the two teams have numbers of clear disparity, the managers may elect to "share" players to assure maximum participation for all involved.

3.5.15 The use of catchers is optional (by individual team/inning) at this level. If a catcher is employed, so as not to slow the game down, if the catcher is not ready, the inning should start without a catcher, and then allow the catcher to join the play when equipped.

3.5.16 All players must wear helmets with face masks when batting or running the bases. It is recommended but not required for pitchers to wear face guards.

4.0 RULES APPLYING TO ROOKIE (6 year old) PROGRAM

4.1 The rule book for Minor League and Tee-Ball as published by Little League, Inc. except as noted below.

4.2 Umpires WILL NOT be assigned by the League to games played at this level of play. The defensive coaches will umpire the bases and the offensive batting coach will umpire home plate. Disputes on the field shall be resolved by team managers without interference from others. If a dispute cannot be resolved, the play in question shall be replayed.

4.3 Two (2) games will be played simultaneously on each field. In the outfield, throw-down bases will be used and will be approximately 40 feet apart (20 paces). The games during the first half of the season are played with a coach throwing front toss 15 feet from the batters. During the front toss phase, a Tee is available and will be used after 5 pitches to keep the game active and give developing hitters confidence in making good contact at bat. Offensively, there will be six batters. After 25 minutes, the teams will switch venues between the infield game and the outfield game, so that every child has the opportunity to play on the baseball diamond.

4.3.1 During the second half of the season the pitching machine will be introduced on the baseball diamond. Front toss will continue to be played in the field set up in the outfield. The pitching machine will be set up so the yellow foam softball can be used. A Tee will still be available and will be used after 5 pitches to keep the game active and give developing hitters confidence in making good contact at bat.

4.4 Defensively, six players will play the field with players positioned at pitcher's mound (two (2) players here), 1st, 2nd, 3rd, SS. Offensively, there will be 6 batters. Please make SAFETY your #1 priority!

4.5 The ball must carry the mark "Little League Tee Ball" or meet Little League specifications and standards for a regulation ball (e.g., Void Safe Ball). "Hard" balls are NOT PERMITTED.

4.6 The bat must carry the mark "Little League Tee Ball" or meet Little League specifications and standards for a regulation bat.

4.7 Two defensive coaches are permitted on the field. Three offensive coaches are permitted, one at home plate, and one each at first and third base. Coaches may instruct the players but may not touch a live ball.

4.8 The batting lineup will include all players who will bat in rotation. Players will continue to bat in rotation until all players have batted twice in each inning.

4.9 An offensive half inning will end when all the players on the offensive side have batted twice time, regardless of the number of outs made. Coaches shall continue to reinforce the concept that three outs will end the inning next season in Transition Baseball or Softball, and all older leagues.

4.10 Outs are made just as in regular baseball: fly ball caught by defensive player or a force out at any base. Players are discouraged from "running home with the ball"! The Coach behind the plate is asked to play the catchers position for the purpose of a defensive out. Runners will need to return to their dugout if they are called out.

4.11 Games at the Rookie level are not required to be made-up due to inclement weather. Whenever possible the league will attempt to reschedule these games; however, this is dependent on field availability. Individual managers may elect to reschedule a cancelled game if they agree to play during one of their practice times.

5.0 RULES APPLYING TO THE TEE-BALL (5 year old) PROGRAM

5.1 The rule book for Minor League and Tee-Ball as published by Little League, Inc. except as noted below.

5.2 Umpires WILL NOT be assigned by the League to games played at this level of play. The defensive coaches will umpire the bases and the offensive batting coach will umpire home plate. Disputes on the field shall be resolved by team managers without interference from others. If a dispute cannot be resolved, the play in question shall be replayed.

5.3 Players will hit off the tee the entire season. The tee shall be positioned in front of home plate at waist level of the batter (in order to develop a proper swing, down and through the ball).

5.4 Defensively, six players will play the field with players positioned at pitcher's mound, 1st, 2nd, 3rd, SS and between 1st & 2nd. Offensively, there will be six batters. The remaining players, from each team, will be allowed to practice in the outfield or play a Tee-Ball game with throw-down bases, with the proper adult supervision.

Please make SAFETY your #1 priority! After 25 minutes, the teams will switch, so every child has the opportunity to play in the infield.

5.5 The ball must carry the mark "Little League Tee Ball" or meet Little League specifications and standards for a regulation ball (e.g., Void Safe Ball). "Hard" balls are NOT PERMITTED.

5.6 The bat must carry the mark "Little League Tee Ball" or meet Little League specifications and standards for a regulation bat.

5.7 Two defensive coaches are permitted on the field. Three offensive coaches are permitted, one at home plate, and one each at first and third base. Coaches may instruct the players but may not touch a live ball.

5.8 The batting lineup will include all players who will bat in rotation. Players will continue to bat in rotation until all players have batted once in each inning.

5.9 An offensive half inning will end when all the players on the offensive side have batted two times.

5.10 Outs are made just as in regular baseball: fly ball caught by defensive player or a force out at any base. Players are discouraged from "running home with the ball"! The Coach behind the plate is asked to play the catchers position for the purpose of a defensive out.

5.11 Games at the T-Ball level will not be made-up due to inclement weather. However, individual managers may elect to reschedule a cancelled game if they agree to play during one of their practice times.

2018 CITY SERIES TOURNAMENT RULES

1.0 GENERAL RULES APPLYING TO ALL PROGRAMS

1.1 Conduct of Program Participants and Spectators.

The purpose of Little League is to assist youth in developing citizenship, discipline, teamwork and physical wellbeing, with proper guidance and exemplary leadership. The City Series Tournament is a means to these objectives and all participants have a responsibility to keep this perspective. The actions of players, managers, coaches and spectators must be above reproach.

1.2

1.3 Home Team. For each game, the team listed first in the Tournament schedule is the home team and will occupy the first base dugout.

1.3 Pitching Rules. All pitching rules applicable to the regular season. The pitch count rules are in effect and rest requirements are not forgiven at the start of or for purposes of the Tournament. (In softball, innings pitched during the regular season will not be considered relative to number of innings per week requirements, and the determination of what constitutes a "week" maybe adjusted by the Vice President of Softball or designee prior to the beginning of the regular season.)

1.4 Mandatory Play. In a game that lasts at least 6 innings or 5 1/2 innings with the home team ahead, if a player on a team does not get that player's mandatory play time, that player's team shall forfeit the game.

1.5 Time Limits. The "drop dead" rules shall not apply during City Series games. Once an inning has started, the game shall not end until that inning has been completed. If a game is not considered a regulation game under Little League rules, the League President or a designee shall determine the time and location for completion of the suspended game. A resumed non-regulation game shall only be continued until it becomes a regulation game. If a game is a regulation game but is a TIE game (see also Rule 1.8), it shall be continued upon resumption until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning.

Managers must be prepared to exchange line-ups and begin play at the designated starting time of the game without regard to the time the field became available to their team, and expedite play at all times.

All championship games will have no time limits and will be played to conclusion under the national playing rules.

1.6 Inclement Weather. All games cancelled because of inclement weather or poor field conditions will be rescheduled by the League President or a designee. Once a game begins, the umpire-in-chief of the game, in consultation with the league's Chief Umpire or a designee, is responsible for determining whether play is to continue in case of inclement weather or poor field conditions. A game called because of inclement weather or poor field conditions is a complete game if it is a regulation game under Little League National Rules, except as provided in City Series Rules 1.11.

In the event that a game called because of inclement weather or poor field conditions is not a regulation game under Little League national rules, the League President or a designee shall determine the time and location for completion of the suspended game. The game will be resumed from the point of interruption and played to a conclusion under Little League national rules or until the expiration or new time limits (see Tournament Rule 1.5), whichever occurs first.

1.7 Reversion Rule. The reversion rule [Playing Rule 4.11(d) EXCEPTION] will be in effect for the Tournament. In certain situations where a game is halted during an uncompleted inning due to weather, this can mean that the score will be rolled back to the last complete inning.

1.8 Curfew. The regular season curfew of 9:45 pm (9:00 pm, Sundays) remains in effect for the Tournament. All persons shall be clear of the fields by 9:40 pm and the lights shall be shut off no later than 9:45 pm (8:55 pm and 9:00 pm Sundays).

1.9 Protests. Judgment decisions of the umpire are final and shall not be objected to by any manager, coach or player. All protests of a rule interpretation shall be made immediately to the umpire. Protests must be made and resolved before the next pitch or play. Protests not made before an intervening pitch or play shall not be considered.

Protests made due to use of an ineligible player or pitcher may be considered only if made to the umpire before the final out of the game. Such protests must be lodged immediately upon recognition of the violation and failure to do so may, in the discretion of the protest official, result in the protest being disallowed with the only penalty being the removal of the player in question. Use of an ineligible player or pitcher may, however, subject the offending manager to sanctions by the League. The respective managers at the plate meeting prior to the game shall discuss eligible players and pitchers.

The League's Chief Umpire or an Assistant Chief Umpire will be available during all games to serve as the final authority to rule on all protests. Where practicable, one or more Board members who are not managers or coaches, or other disinterested individuals, may be called upon, in the discretion of the ruling official, to assist in the evaluation of the protest.

1.10 Umpires. Umpires will be assigned to all games by the League's Chief Umpire.

Participants in programs not provided umpires during the regular season (AA baseball) should note that the umpires will enforce all local, tournament and national rules with special emphasis on those relating to player safety.

If needed, AA baseball teams shall provide one umpire each to assist an umpire assigned by the League. An umpire assigned by the League will ask for such assistance, if needed or desired, prior to the start of the game.

For purposes of tournament games in those programs not provided umpires during the regular season, the League's Chief Umpire and Assistant Chief Umpires shall be considered as if assigned to umpire these games with authority to enter the playing field at any time to enforce any playing rule or Board policy and/or prescribed penalties.

1.11 Majors Baseball and Softball – All games will be played to at least the 6th inning. Games cannot be shortened due to weather or time limits. In the event that a game is called because of inclement weather, poor field conditions or game curfew, the League President or a designee shall determine the time and location for completion of the suspended game, which may include another field or the same field on the same day. The game will be resumed from the point of interruption and played to its conclusion.

1.12 In Majors and AAA Baseball, the Mercy rules in effect for each level for the regular season shall also apply during the City Series.