

Vienna Little League (VLL)

2016 Local Rules

April 18, 2016

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Version 23.0 | April 18, 2016

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Introduction

These Vienna Little League (VLL) Administrative Procedures and Local Rules have been adopted to augment the 2016 Official Regulations and Playing Rules issued by Little League International (LLI) . These procedures and rules are the official local rules and apply to both leagues – American and National. These rules are effective beginning with the 2016 spring season and the 2016 Town Tournament.

Purpose of This Document

This document defines the Administrative Procedures and Local Rules for the VLL to augment the 2016 Official Regulations and Playing Rules issued by LLI rules.

Audience for This Document

The audience for this document is all managers, coaches, players, umpires and others who are members of or associated with the VLL.

The following terms are used in this document.

Table 1: Terms Used in This Document

| Term | Definition |
|--|--|
| Composite Bat Rules from Little League International (LLI) | Vienna Little League (VLL) follows the guidelines set forth by LLI. VLL players and families are advised to follow the guidelines set forth by LLI. Any questions not addressed here should be addressed to League Presidents, Level Directors, and your team's manager. |
| Curfew | This is the nighttime stoppage of play. The curfew at Yeonas Park is 10:05 pm. The curfew at Nottoway Park is 10:05pm. |
| Darkness | The decision whether it is too dark to continue play rests solely within the discretion of the game umpire or umpire crew. |
| Opening Day Games | All Majors games played, or originally scheduled to be played, on the official VLL Opening Day or the spring season start date(s) as defined and approved by the VLL Board of Directors. |
| Playoff/ Tournament Games | All extra games played to determine league champions, G. C. Yeonas Championship Tournament seeding (if needed) and tournament games. |
| Regular Season Games | All scheduled and rescheduled games, including suspended games. |
| Rescheduled Game | A game resulting from a "scheduled game" not played or completed. |
| Scheduled Game | A game listed on the official schedule distributed to all managers and posted on the www.vll.org web site. |

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

For Majors games, all Majors’ 12 player team roster vacancies must be filled within 14 days after the vacancy is “confirmed” in accordance with guidance in the LLI Operating Manual. The following local rules concerning player promotion apply:

- **Missing Games:** A Major Manager must notify the appropriate league Player Agent whenever a player misses three (3) consecutive games. The league’s Player Agent will then determine the reason for the player missing the games. If it is concluded the player will not play any more during the current season, the Player Agent will inform the applicable Major Manager of the options in “promoting” a replacement player. In the case of illness, Little League Rule III (d), note 2 states: “When a player misses more than seven (7) consecutive days of participation for an illness or injury, a physician or other accredited medical provider must give written permission for a return to full baseball activity.” This permission shall be given to both the manager and player agent.
- **Vacated Roster Spot:** The time the “vacated” player’s roster spot is officially declared vacated will be based on the date that the player first ceased playing games.
- **Filling Vacancies:** Major team vacancies must be filled if the vacancies occur during the first half of the season (e.g., before the 9th game played of a scheduled 18 game regular season). The replacement player is then a permanent member of the roster.
- **Retaining Vacancies:** Major team vacancies need not be filled if they occur during the second half of the season (e.g., after the 9th game of a scheduled 18 game regular season). Promoted players who fill vacancies during the second half of a season will become permanent members of the roster.
- **Required Vacancies:** Major team vacancies cannot be filled during the last 14 days of the regular scheduled season or afterwards (that is, until the next official draft).
- **Vacated Player Rights:** Once a player’s roster spot is declared “vacant” by the applicable league’s Player Agent, that specific player will not be able to return during

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- the current season to their Major's team, or any other team, even if the player recovers sufficiently to play again during the current season or post-season.
- **Solicited Trades:** The trade shall not be the result of a solicitation by Majors Managers, coaches, or interested parents of other Majors teams. Players can be restricted from playing for a team managed or coached by a person who has solicited said player. For example, a fall ball coach who had the player on his fall ball team and now the player wants to play for that managers regular season team. A player who announces to the applicable league's Player Agent his dissatisfaction with his Major league team by August 1st will be exempt from this rule. All trade decisions will be referred to the BoD.
 - **Promotion:** Players will be promoted to a Major team from any Minor league (i.e., American or National) team to fill the confirmed vacancies during the playing season. The promotion must be sanctioned by and registered with the Player Agent and League President of the acquiring Majors' team. Players being promoted must have been on the Player Agents' "common pool" list of eligible Major players at the time of the Major draft. Players refusing to be promoted prior to the Major draft, or refused to play Majors after the draft, shall not be promoted for the entire season. No Minor league team shall lose two (2) players to promotion before all Minor league teams have lost one (1) player.
 - **Injuries and Replacements on Majors teams:** In the event that an injured player must be replaced, the replacement player becomes a permanent member of the team, and the injured player may either be retained by his current team in exchange for a 3rd round pick the following season or may be returned to the draft, where he must be drafted by a Majors team of either league. The injured player remains as a member of the team the following season. Nothing in this rule shall be interpreted as contravening or superseding the limitation of two 10-year olds per team.
 - **Play Down Requests from Majors** Any 10-, 11-, or 12-year old who does not want to be considered for the Majors Draft must notify the Player Agent in writing (email is acceptable). Play down letters must be received by the Player Agent no later than 48 hours prior to the Majors draft. After the final Majors try out, the Player Agent may also confer with the parents of any player whom the League believes may be better served playing at a Level below their preference.
 - **Releasing a Player During the Off-Season:** In any contemplated release of a player, the manager **MUST** make the board of directors aware of the situation immediately. The player agent first determines (in writing from manager) why the manager wants to release the player, or why the parents want the player to be released. Playing ability cannot be a factor. The issue is then brought before the board of directors for a decision. No release is valid without the board approval. The player is then notified of the release in writing, in time to attend tryouts for the coming season.

Note: If a player submits a play-down letter, he is ineligible to be called up, post-draft, to Majors for that season.

Players who refuse a draft or to be called up to a Majors team:

- All registrants will be notified as part of the registration process that they may opt not to make themselves eligible for draft selection by submitting a letter saying to to the Player Agent by a designated date for approval by the BOD and perhaps by a D4 Administrator (in the case of play down 12s). (suggest that they get an automated reminder once their registration is complete--similar to the one that 'new members' get reminding them of the dates of NMM)
- Any player **drafted** into the Majors who refuses to play with the team that drafted him will be ineligible to play for any other VLL for one year--as dictated by LLI Regulation VII (b) which says that players who refuse to comply with the draft forfeit their eligibility for a year.
- A minor league player who **refuses permanent call up** to a higher division shall be ineligible for call up to any other team. (it does not seem practical to require him to leave his minor league team--as then we'd have to disrupt other teams in order to rebalance the rosters). This local rule is in consonance with LLI Rule VIII (b)

Disqualification (Ejection) of Managers, Coaches, Spectators, and Players

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

- **Umpire:** The game umpire shall report to the Umpire-in-Chief within 24 hours after the game the reason(s) for disqualification of a manager, coach, spectator, or player. The Umpire-in-Chief shall complete a written report and submit it to the appropriate League President as soon as practical after notification by the game umpire.
- **Disciplinary Committee:** When the affected League President(s) has been informed that a manager, coach, spectator, or player was disqualified from a game, they may require such person to appear before the VLL BoD Disciplinary Committee to explain his or her conduct. This Committee shall impose such penalty as deemed appropriate with approval and concurrence of the BoD. It is mandatory, under LLI Rule 4.07, that any manager, coach, or player ejected from a game must also be

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suspended from his or her team's next physically played game, and may not be in attendance at the game site of said game.

- The Disciplinary Committee shall be composed of the following persons: the two (2) League President(s), the league Player Agent(s), and Umpire-in-Chief. Additionally: if the issue concerns a Majors League team, one (1) more Officer or Director (who is not a Majors Manager or umpire) as appointed by the Chairman of the Board; if the issue concerns a Minor League team, the affected Minor League Director (who is not a Minors Manager at the specified level, or umpire) as appointed by the Chairman of the Board. If a sitting member of the Disciplinary Committee is a manager or coach of a team involved in the cited issue, a suitable substitute must be appointed by the balance of the Committee members. The Disciplinary Committee is chaired by the Umpire-in-Chief. A manager cannot appeal the Disciplinary Committee's decision to the Board of Directors.

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

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

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

Number of Games for Each Level

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

Playing Time Limits

Playing time limits include time limit, regulation/called/suspended games, rescheduled game, major league, and minor league.

Time Limit

For the Majors, AAA, AA and A levels there is an 1 hour 50 minute “no new inning” time limit, as well as a 2-hour and 05-minute “drop-dead” time limit from the official SCHEDULED START TIME. The game umpires will be instructed to strictly observe and enforce these time limits. A new inning begins as soon as the third out is made in the bottom of the previous half-inning.

Also, when the game time limit or curfew is approaching and in the judgment of the game umpires there is only time for one (1) more batter, the next batter shall be declared “last batter.”

A batter is considered to be “at the plate” as soon as the previous batter’s turn has completed.

The plate umpire will notify both managers “This is the last batter.” Designation of the “last batter” is the sole judgment and discretion of the game umpires. No manager, coach or spectator shall declare “last batter;” however, a manager or coach may remind or notify the umpire to be aware of the approaching end-of-game time limit.

EXCEPTION (2016 - MAJORS ONLY) If the 2:05 drop-dead time limit is reached in a game which:

- Had a scheduled start time of 6:30 or earlier; *and*
- There is no game following; *and*
- Stopping of the game at the 2:05 time limit would result in the game being called and suspended due to the visiting team having scored to either tie or take the lead in an incomplete inning, thus necessitating a continuation of the game ; *then*
- Play will extend beyond the 2:05 time limit to complete the current incomplete inning only.

Regulation/Called/Suspended Games

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

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

A game is considered a regulation game if *either* of the following is true:

- 90 minutes of game time have been completed (time delays because of thunder/lightning do not count towards this requirement)
- 3-½ innings have been contested and the home team is in the lead.
- 4 innings have been completed.

The following are the scenarios where a game is suspended and must be continued:

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1. A game did not meet the requirements of a regulation game.
2. If the game is in the midst of an incomplete inning, the home team was in the lead at the end of the most recently completed inning, and the visiting team is now in the lead.
3. If the game is in the midst of an incomplete inning, the home team was in the lead at the end of the most recently completed inning, and the game is now tied.

Notes:

- Any runs that score prior to the moment that play is suspended count.
- When a game is continued it resumes from the exact point it was at when it was suspended.
- Pitchers who had already been in and then removed from the game cannot pitch again.
- Pitchers of record may continue to pitch in the continuation game provided they are eligible based on the number of pitches thrown in their most recent appearance and have observed the required days of rest for that appearance. If such pitchers are eligible and continue to pitch in the continuation, their pitch count is reset to zero.
- All other in game rules continue in the continuation game.
- The resumed game will be played to its normal completion (6 innings), with the clock being reset to 00:00.
- MAJORS ONLY: If the score is tied after six complete innings, play shall continue as set forth in LLI Rule 4.10(b).
- MINOR LEAGUES: If the game is tied at the end of six (6) innings it will be considered an official game and each team will be awarded a tie game.

Tie

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

Lead

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

Rescheduled Game

If a game is “called” and therefore “suspended” in an incomplete inning, the game will be made up the following Sunday at a time assigned by the League Scheduler as described above, and

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the game will be resumed at the point of suspension. If playing on the following Sunday violates the compression rules, it will be made up on the first day assigned by League Scheduler in where the compression rules are not violated.

The resumed game will be played to its normal completion (6 innings), with the clock being reset to 00:00.

- **MAJORS:** If the score is tied after six complete innings, play shall continue as set forth in LLI Rule 4.10(b).
- **MINORS:** If the game is tied at the end of six (6) innings it will be considered an official game and each team will be awarded a tie game.

If a “suspended” game is not resumed and completed at the assigned time, the League Director will record a loss for both teams.

Major League

Opening Day

There will be no time limits for Opening Day games. All Opening Day games will play a full six (6) innings, unless stopped by darkness, curfew or conceded by the “slaughter rule.” Start times for subsequent games will be adjusted by the plate umpire for such subsequent games in the event of a late finishing game.

Official Game

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

Minor League

Opening Day

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

Official Game

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

Rescheduling Procedures

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

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

Games Requiring Rescheduling

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

If a game has to be made up:

1. The makeup game *will* be scheduled for the following Sunday, if the rescheduled game will not violate the VLL Playing Compression Rules.
2. Game times/locations will be set by the League Scheduler.
3. A game that was cancelled on Monday, Tuesday, Wednesday, and Thursday will be made up the upcoming Sunday. A game that was cancelled on a Friday will be made up the following Sunday, etc.
4. If the compression rule is in effect, the game *will* be rescheduled on the first available weekday.
5. If the makeup game is postponed, the game will be rescheduled on the first available weekday.

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6. If a game can be made up prior to that Sunday, it will be rescheduled for the suggested open date.

If Option 1 is not feasible:

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

Order

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

Opening Day

Opening Day games requiring rescheduling will be rescheduled for the first available Sunday, to include the day following Opening Day.

Limits / Week

No team will be required to play:

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

Exception [LLI Regulation VII (d)]: Majors teams may play one (1) doubleheader in a calendar week.

Suspended games are considered as a “game” even if they last for only one (1) out.

Sunday Rescheduled Games

Sunday rescheduled games include rescheduled time limits and Sunday start times.

Rescheduled Time Limits

Majors rescheduled games are subject to regular season time limits but will continue until there is an “official” game in terms of number of innings played and a winner can be determined.

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

Sunday Start Times

In the event a Sunday game is unable to start at the scheduled start time, the umpire for the next succeeding game shall determine an adjusted start time for the following game and will notify both of the affected managers.

PROTESTED GAMES

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

Protest Committee

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

Minor League

There will be *no* protests for Minor League games *except* for pitching and catching eligibility rules violations. No other protests will be considered.

Miscellaneous Game Procedures

The following are miscellaneous game procedures.

- **Moving Games:** On a case-by-case basis, and with the unanimous agreement of the 1) game plate umpire, 2) Home Team manager, 3) Visiting Team manager, and 4) designated adult Game Coordinator (if applicable), a game started on Field “A” may be relocated to Field “B” for a specific reason if such relocation does not conflict with any other previously scheduled event on Field “B.” The Home Team manager shall notify the VLL Scheduler, via email, of such a game relocation within a “reasonable” period of pre- or post-game time as appropriate.
- **Infield Practice:** Pre-game infield practice shall be completed five (5) minutes before the scheduled start time of the game. Each team will split the available time for infield practice equally. If no time is available before five (5) minutes before game start time, then no infield practice will be allowed.
- **Conceding Games:** For both Major and Minor Leagues – If after four (4) innings [three (3) and one-half innings if the Home team is ahead], with a team leading by 10 runs or more, the manager of the team that is behind *may* concede the victory to the opponent, at that manager’s discretion.
- **On-Deck Batters:** In all Little League Baseball divisions for ages 12 and under there is no “on-deck” position. (Rule 1.08) “Players, except those headed to, from or in the batter’s box, shall not have a bat in their hands.”
- **Batting Weights:** Little League International rules prohibits the use of warm-up donut ring style batting weights – no exceptions.
- **Helmets:** Tee Ball, Rookie, Minor “A - AAA” and Majors batters, base runners, and “player” base coaches shall wear helmets. Caged helmets will be made available to players through their team manager as requested.

Field Decorum

The following are field decorum rules.

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

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- Tobacco/Alcohol Use: Per LLI Regulation XIV(e), the use of tobacco and alcoholic beverages in any form is prohibited on the playing field, benches, dugouts and surrounding vicinity. Coaches may not “leave” the field to smoke and return to the game.
- Game Balls: Home team supplies the game umpire with two (2) approved, new game balls. The Visiting team supplies the game umpire with one (1) approved, new game ball.
- Stopping/Canceling Games: At Yeonas Park, during rain or wet conditions, the Officer of the Day decides if a game may begin. Once underway, game decisions belong to the game umpires.
- Non-Yeonas Games: For those games not played at Yeonas Park, pre-game decisions belong to both managers by mutual agreement. After the game begins, decisions belong to the game umpires.

Player Participation Rules

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

Participation Requirements (Major League Rule)

LLI Regulation IV(i) is amended as follows:

- Must Play: All players must play at least 9 defensive outs and bat at least once.
- Starter: Any player that does not play 9 defensive outs and bat at least once in a game , *must* start in their team’s next physically played game, and must play 9 defensive outs and bat at least once before being removed in that game.”

Continuous Batting Order (Major League Rule)

Vienna Little League does not use a continuous batting order in the Major League.

Pitching Eligibility

Pitching eligibility for all pitchers shall be governed by LLI Regulation VI.

Catching Eligibility

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

Playing Field

Per LLI Regulation XIV (b): Uniformed players, news photographers, managers, coaches and umpires only shall be permitted within the confines of the playing field just prior to and during games. Batboys and/or batgirls are not permitted. Except for the batter, base-runners, and base coaches at first and third bases, all players shall be on their benches in their dugouts or in the bullpen when the team is at bat. When the team is on defense, all reserve players shall be on their benches or in the bullpen. Managers, coaches and players are not allowed to sit in the spectator areas during a game.

Umpiring

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

Summary

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

(d) If no adult umpire is available for a game, and non-adult umpires are used exclusively for that game, the local Little League Visiting Team must designate an adult as Game Coordinator to perform the duties as prescribed below, or the game cannot be played. The Game Coordinator must not be a manager or coach of either team in the game, and cannot be assigned as Game Coordinator for more than one game at a time. The Game Coordinator's duties shall be:

1. To be included in the pre-game meeting as noted in Rule 4.01.
2. To remain at the game at all times, including between half-innings, in a position to see all actions on the field and in close proximity to the field (not in any enclosure). If, for some reason, the Game Coordinator is not present or is unable to perform his/her duties for any reason, the game must be suspended until the Game Coordinator returns, or until a new adult Game Coordinator is present and assumes the duties of Game Coordinator for the remainder of the game.
3. To oversee the conduct of all players, managers, coaches and umpires in the game.

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4. To have the authority to disqualify any player, coach, manager, or substitute for objecting to the decisions of an umpire, for unsportsmanlike conduct or language, or for any of the reasons enumerated in these Playing Rules, and to eject such disqualified person from the playing field. If the Game Coordinator disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
5. To have the sole ability to judge as to whether and when play shall be suspended during a game because of inclement weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Said Game Coordinator shall not call the game until at least thirty minutes after play was suspended. The Game Coordinator may continue suspension as long as there is any chance to resume play. (This supersedes Rule 3.10.)

Majors, AAA, and AA

The League will make every effort to schedule two (2) umpires – plate and bases.

Single A

The League will not schedule umpires for this division. The Offense base coaches shall umpire the bases.

Umpire “No Show”

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

Majors Note

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

Special Points of Emphasis for 2016

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

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

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

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

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

6.05 - A batter is out when -

(b) *Little League (Majors)*

(1) A third strike is legally caught by the catcher (2) A third strike is not caught by the catcher when first base is occupied before two are out. Minor League and Tee Ball: A third strike is caught or not caught by the catcher. LLI Summary and Implementation: For the Major Baseball Division, players may advance on a third strike that is not caught in flight by the catcher.

Minor League-Specific Playing Rules

The following are rules for *all* Minor League Divisions.

Pitcher Warm-up

Per LLI Rule 1.17: – “The catcher must be a rostered player only and must be wearing a proper catcher’s mask and mitt during warm-ups.”

Per LLI Regulation XIV (f): “Managers and coaches shall not warm up pitchers.”

Safety

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

Time Between Innings

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

Batting

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

Fielding

- All players eligible to play in the game must play at least every other inning in the field.
- No player shall sit out two (2) consecutive innings.
- No player shall sit out two (2) times until all players have sat out once.

Pitching Eligibility

Pitching eligibility for all pitchers shall be governed by LLI Regulation VI. See sections below for additional AAA and AA specific house rules.

12 year old players may *not* pitch in the Minor Leagues as per LLI Regulation VI(j).

Catching Eligibility

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

Ineligible Players

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

Majors Team Formation Rules for 2016

Majors level teams are drafted and formed in accordance with all Little League International governing body rules.

Vienna Little League-specific rule: All Majors level teams will have the same number of 12-year old players +/- one. This applies to all Majors teams in the American League and National League in VLL.

Major League uniforms for both the American and National Leagues must be numbered between 1 – 49, excluding number 42.

Minors Draft and Team Formation Rules for 2016 – ALL Minors Levels

The following minors draft and team formation rules for 2016 apply to *all* Minors levels.

- AAA and AA teams are formed by draft and thus cannot take into account special requests for teammates, particular managers, or carpooling. Draft order is determined by draw from a hat and proceeds in a snake fashion (first to last, then last to first, repeating until all rosters are filled).
- Minor League uniforms (all levels Tee Ball – AAA) must be numbered between 1 – 15.
- The Manager's child is a protected pick and is slotted in the 5th Round. If the Manager has a 2nd child, the 2nd child will be taken in the 6th round regardless of age. If the manager had a 3rd child, the 3rd will be taken in the 7th round regardless of age.
- If a Manager pre-selects an Assistant Coach, the Assistant Coach's child will be slotted in the first round. Managers who do not pre-select a coach will receive a 1st round pick. If the Assistant Coach has a 2nd league-eligible child, the 2nd child will be taken in the 3rd round. If the Assistant Coach has a 3rd league-eligible child, the 3rd child will be taken in the 4th round.
- If a child is drafted who has a sibling who is of league age, i.e., a 10-year old or older in AAA and a 9 year old or older in AA, the sibling is protected through two rounds, i.e., if sibling "A" selected in Round 2, then must be taken Sibling "B" by the end of the 4th round. If the sibling is not of league age, i.e., a 9-year old trying out for AAA or an 8-year old trying out for AA, the manager is not obligated to draft the sibling.
- All 9 year olds must try out to be eligible to be drafted to AAA. There are a limited number of slots for 9 year olds to play in AAA, and if a 9-year old tries out and requests AAA, there is no guarantee the child will play AAA.
- VLL does not recommend 8 year olds play AAA. If parents request their 8-year to be eligible for AAA, the parents needs to get pre-approval from the Minor League Director and from the Board of Directors in order to be placed in the AAA draft. The 8-year old must attend a tryout and must be drafted by the end of the 3rd round to play AAA. If the child is not drafted by the end of the 3rd Round, the child will no longer be available in the AAA Draft and will be placed in the AA Draft.
- All 8 year olds must try out to be eligible to be drafted to AA. There are a limited number of slots for 8-year olds to play in AA and if an 8-year old tries out and requests AA, there is no guarantee the child will play AA.
- VLL does not recommend 7-year olds play AA. If parents request their 7-year to be eligible for AA, the parents need to get pre-approval from the Minor League Director and from the Board of Directors. The 7-year old then must attend tryouts and must be drafted by the end of the 3rd round to play AA. If the child is not drafted by the

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end of the 3rd Round, the child will no longer be available in the AA Draft and will be placed on a Single A team.

B. AAA/AA Call Up Rules

1. If an AAA or AA team has fewer than 10 players available, the affected team may temporarily call up one (1) or more additional players from the next lower level, such that the AAA or AA team will have 10 players. Any such additional players will be required to meet the minimum play requirements for the game and will be placed at the end of the batting order, may not pitch, and may not practice with the team.
2. If an 8-year old is not drafted in the first three rounds of the AAA draft, the 8-year old is not eligible to be a permanent call up in AAA.
3. If a 7-year old is not drafted in the first three rounds of the AA draft, the 7-year old is not eligible to be a permanent call up in AA.
4. All children in AA regardless of age are eligible to be a temporary call-up in AAA.
5. All children in Single A regardless of age are eligible to be a temporary call-up in AA.
6. All children of managers in the minor leagues are considered to be protected from permanent call up as if they had submitted play-down letters.
7. The temporary call-up procedure for AAA and AA is as follows.
 - a. The league director and player agents will establish a list of players eligible to be called up. The list of players will be randomly placed in an order.
 - b. When team needs a call-up, the manager will call the league director to request a player. The league director will inform the manager of the 1st player on the list who is eligible to play. If the player at the top of the list is unavailable, the team will get the next player on the list. Once the player plays in the game, that player will go to the bottom of the list.

AAA-Specific Playing Rules

The following are AAA-specific playing rules.

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

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

- Run Limits Continued: In the 6th inning only, the run limit will be removed, and all runs scored before three (3) outs are recorded will be counted.
- INFIELD FLY is in effect in AAA.
- STEALS are permitted at any time and permitted on passed balls.
- STEALING HOME is allowed.
- PERMITTED NUMBER OF INNINGS TO BE PITCHED IN AAA, no player shall pitch in more than four (4) innings in a single game. This is in addition to the pitch count limits as mandated by LLI Regulation VI, pitch count limitations. It should be noted that delivering one pitch in any part of an inning will count as one inning.
- Pitching Distance: The VLL pitching distance will be 46 feet for AAA.
- Batting Order is Continuous.
- Player Rotation. No player may sit two times until all players have sat once in the field. An inning is considered three consecutive outs.
- Field Positions. A player only has to play in the field. There is no minimum time a player must play in the infield.

AA-Specific Playing Rules

The following are AA-specific playing rules.

- INFIELD FLY is not applicable in AA.
- STEALS are permitted in AA when the catcher a) catches a pitch delivered by the pitcher or b) blocks the ball in front of him within 90 degrees on either side and the ball is within an arm's length as determined by the umpire.
- No player shall sit out two (2) times until all players have sat out once.
- No player shall sit out two (2) consecutive innings.
- STEALING HOME is *not* allowed in AA unless a play is attempted against the runner on 3rd base. The runner on 3rd base may not run when an attempt is made on another base runner in the field (i.e., runners on first and third. Runner on first steals second and catcher attempts to throw him out). This restriction allows catchers to gain experience throwing out base runners. An overthrow from the catcher to the pitcher is *not* a "Play attempted against the runner on 3rd base."
- PERMITTED NUMBER OF INNINGS TO BE PITCHED IN AA, no player shall pitch in more than four (4) innings in a single game. This is in addition to the pitch count limits as mandated by LLI Regulation VI, pitch count limitations. It should be noted that delivering one pitch in any part of an inning will count as one inning.
- Outfielders: Four (4) outfielders are permitted for AA. The outfielders must be positioned "4 across" and no closer than 15 feet to the back edge of the infield dirt.
- Batting Order: The batting order is continuous.
- Strike Zone: The strike zone for "AA" will include top of shoulder to "bottom of the knees" with the benefit of the doubt being extended to the pitcher on all close calls, particularly those involving the inside and outside corners.
- Pitching Distance: The VLL pitching distance will be 46 feet for AA
- Walks: A player will be given a "base on balls" when the pitcher delivers "ball four".
- Run Scoring Limits: In the first four innings of play in AA there will be a maximum of four runs scored. Once the fourth run has scored the team's at bat will be over. Innings five and six, five runs are allowed.
- For every combined three (3) innings of game play in the outfield and/or on the bench, a player must get one (1) inning of game play at an infield position. Infield positions are defined as 1B, 2B, 3B, SS, Pitcher and Catcher. For example, if Player A plays the 2nd inning in RF, the 3rd inning in LF, the 4th inning on the bench, in the 5th inning this player must play one (1) inning in the infield before playing in the OF again.

Single A-Specific Playing Rules

The following are Single A-specific playing rules.

- Adult Pitcher: The games shall be played in accordance with the official Minor League Rules of Little League Baseball except an adult shall deliver the ball from the mound to the batter. The manager of the team at bat shall designate the adult pitcher. The Adult Pitcher shall *not* coach the base runner(s) and/or the batter. This includes the batter-runner after a fair ball is hit. However, the Adult Pitcher may, from the pitcher's mound, position the batter in the batter's box. No defensive coaches are allowed in the outfield at the Single A level.
- Base Coaches: A coach may not touch (i.e., push, pull, stop, etc.) or otherwise assist runners during live play. The adult base coaches may also serve as umpires for foul/fair calls and plays at their bases (discuss this before the game with each manager).
- No player shall sit out two (2) times until all players have sat out once.
- No player shall sit out two (2) consecutive innings.
- All players must play at least half the innings of each game in the infield. Infield positions are defined as 1B, 2B, 3B, SS, Pitcher & Catcher
- A maximum of four (4) runs per half inning is allowed in innings 1 – 4, 5 runs per inning in innings 5 and 6 only.
- Once the maximum run limit is scored, the half inning is over and the game will proceed as if the third out was accomplished.
- Adult Behind Catcher: To help keep the game moving, position an adult (“Catcher Assist”) behind the catcher, standing near the backstop to retrieve pitches which are missed by the catcher. This person should not take a position immediately behind the catcher. This adult should not coach the players during a live ball and should not interfere with a live ball situation.
- Youth Pitcher-Player: The defensive team shall station a player (pitcher) in a safe position to either side, or to the rear, of the adult pitcher and within five (5) feet from the front of the pitching rubber on the pitching mound. The pitcher-player may not be in front of the rubber. This player will make all defensive plays ordinarily made by the (adult) pitcher. The pitcher-player cannot leave this area until the ball reaches the batter. It is encouraged that the player pitcher be rotated each inning.
- Adult Pitching Position: The adult pitcher *must* pitch overhand and should pitch from the “rubber” or within approximately five (5) feet from the front of the pitching rubber on the pitching mound.
- Adult Pitcher in the way: If a batted ball hits the adult pitcher, it shall be a dead ball. The batter shall be credited with a single and shall proceed to 1st base without liability to be put out. All base runners shall advance one (1) base without liability to

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be put out. The adult pitcher will make every effort to avoid being hit by the batted ball.

- Returning Ball: After each pitch, the catcher shall return the ball directly to the adult pitcher or the defensive player (youth pitcher-player), who shall hand the ball to the adult pitcher. If this practice becomes too time consuming, it is highly encouraged that catchers place the balls in a bucket behind the catcher, or the adult catcher helper does the same.
- Batter Hit by Pitch: Due to the use of an adult pitcher, no batter will be awarded 1st base because he was hit by a pitched ball.
- Base On Balls: An intentional walk is not permitted. No batter will be awarded a-base-on-balls.
- Striking Out: When the batter has taken five (5) swings at a pitched ball and the last swing is not a foul ball, the batter will be declared out. When the batter makes no attempt to swing at a strike after three (3) called strikes, the batter will be given a “warning.” After two (2) additional called strikes, the batter will be called out on strikes.
- Bunting: Bunting is not allowed.
- Stealing: Stealing is not allowed.
- Defensive players:
 - Teams may field up to 10 defensive players of which no more than six (6) may be infielders (counting the youth pitcher-player and catcher as infielders). The fourth outfielder may be positioned anywhere 10 feet on the outfield side of an imaginary line between 1st & 2nd and 2nd & 3rd. This player may cover second base and make plays there.
 - Advancement: There will be *no* advancing on an overthrown ball.
 - Team Formation: The Single “A” League Director has the sole discretion to place players on teams as deemed appropriate, aiming for a balance amongst teams. Neighborhoods and schools will be kept in mind to assist with carpooling.
- Game Stats:
 - Runs for each inning will be tallied as to conform to the max runs per inning rule but no standings will be published for Single “A.”
 - Instead of a Town Tournament at the Single A level a competitive skills “field day” will be scheduled including all Single “A” teams and players. The league will provide recognition awards for all participants.
- (iv) A player may play only one (1) inning at *either* Pitcher or First Base (*not* both) until all players have played one (1) inning at either the position of Pitcher or First Base. Thus, if the team has 12 or more players at a game, no player will play a second inning at either position [two (2) positions X six (6) innings = 12 players]. If your team has fewer than 12 players, a player may play a second inning at either the

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position of Pitcher or First Base *after* all other players have played an inning in either of the two (2) positions. If the game ends before ALL players have played an inning at either the position of Pitcher or First Base (e.g., your team has 13 players; or, your game ends after the 5th inning due to the time limit), the players who did not play an inning at either the position of Pitcher or First Base *must* be the first players to play in those positions in your next game. [For example, your team has 12 players at a game. The game reaches the time limit after the 5th inning, before Tommy or Billy has had a chance to play at either the position of Pitcher or First Base. Tommy and Billy *must* start at the positions of Pitcher and/or First Base in the next game.]

Rookie League-Specific Playing Rules

The following are Rookie League-specific playing rules.

- Team Formation: Teams are formed by neighborhood and by special requests (carpooling, same school, same Tee Ball team). Rookie Managers can assist the Rookie Director by helping to form their own roster: if they have a group of boys from a particular neighborhood or school, submit their names to the Director (when requested), indicating a preference to have them all play together. Best attempts will be made to honor all requests made from managers and parents, but based on volunteers, logistics and the number of players and teams some requests may not be able to be met. The director will complete and finalize rosters based on registration information following the formation and finalization of Single A teams.
- Each game is 1 hour and 15 minutes. When a game is scheduled after the current game, the teams must be off the field after 1 hour and 25 minutes.
- There are no winners or losers. Score is not kept or discussed.
- The league does not supply umpires. Adults will umpire the game.
- The league is coach pitch/batting tee level.
- The adult pitcher is to pitch from the front edge of the pitching circle on the dirt. Coaches may choose to pitch from one knee.
- If the coach or the bucket of balls is hit by the batter, the play is dead and the batter is credited with a single.
- There are no walks or hit by pitch.
- Bunting is not allowed.
- The rule is five swings and then have the player hit off the tee.
- Use a continuous batting order.
- All players will bat once each inning.

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- Players may go to second base if their hit is clearly a double past the outfielders. This does not include an error where the ball rolls through everyone's legs. Should clearly be a well hit ball that deserves a double. *No more than a double.*
- There are no extra bases on overthrows.
- The last player to hit in the inning will get to run around the bases for a home run. *The defensive team will not attempt to get the batter out after he rounds first base.*
- You are encouraged to change the batting order each inning, so a different player gets to hit last each inning. If you do not change the line up from inning to inning, change it from game to game.
- If the defensive team makes three outs; the offensive team will clear the bases and continue to hit through the lineup.
- Each team will field seven infielders in the infield. There will be the standard infield: Pitcher, Catcher, 1st base, 2nd Base, 3rd Base, and Shortstop. In addition, you will have an extra infielder who plays on the other side of the pitcher's mound from the player-pitcher (the extra infielder is *not* to stand on 2nd base).
- The pitcher player will stand next to or behind the adult pitcher.
- Infielders will not stand more than four steps on the infield grass.
- Each team will field a minimum of 4 outfielders and at your discretion can field a fifth outfielder. Teams with 12 or 13 can have a child sit out if they choose *or* can have the extra players in the outfield.
- Outfielders must be on the grass of the outfield, not in the infield.
- If a player sits out or plays the outfield, the player must play the next inning in the infield.
- No player may play the outfield and/or sit out for two consecutive innings.
- Each player must play either pitcher or 1st base before another player can do so a second time.
- Stealing is not allowed.
- Each team when batting will have a 1st & 3rd base coach. A coach may not touch (i.e., push, pull, stop, etc.) runners during a live game. Base coaches will also serve as umpires.
- Each team will supply a coach behind the catcher to retrieve the baseballs.

Tee Ball Additional Playing Rules

The following are Tee Ball additional playing rules.

- Rehearse these rules during practices and scrimmages.

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- Each rule is applicable to every game.
- Players become confused if rules change and/or are applied unfairly.
- Each game lasts one hour, please be courteous and vacate the field at the end of the hour for waiting teams.
- Home team occupies 3B 'dugout'; visiting team occupies 1B 'dugout'.
- Every player bats each inning (batting order can change every inning or stay the same).
- No batter may have a bat in hand unless at home plate under coach supervision.
- Every player is in a fielding position for each defensive inning.
- All players must play at least one (1) inning in the infield. Infield positions are defined as 1B, 2B, 3B, SS, Pitcher & Catcher.
- Players ruled out on the bases will remain at that base to continue as a base runner.
- Last batter will be announced by the manager prior to the at-bat of each half inning, "LAST BATTER."
- A play can be made on the batter or base runner(s).
- When the play is ruled over, "RUN THE BASES!" will be declared by the manager of the team at-bat and all base runners will run around the bases to home plate.
- No defensive plays can be made on the base runners and the fielders will leave the base paths to avoid contact.
- No runner will advance to the next base as a result of an overthrown ball (helps to encourage attempted throws and plays).
- No more than 6 infielders in the normal infield positions, outfielders must be positioned no closer than five feet into the outfield grass.
- Post-game high-5's will be closely supervised for good sportsmanship.
- T-ball games are scheduled to last one hour with no set number of innings (you will note that Saturday games are back-to-back each hour from 9am-4pm at the start of the hour -- the previous game should finish and teams should vacate the field just before the end of the hour, please be courteous).
- Home teams (in all levels of VLL) occupy the 3B 'dugout' and visiting teams occupy the 1B 'dugout'. Perhaps easier to remember that 3B is closest to home and 1B is farthest from home -- and thus 'visiting'.
- Players league age 4 and 5 are eligible only for Tee Ball and the Tee Ball Director has the discretion to accept 4 year olds into VLL in accordance with LLI Participation Rules. Exception: Participants of league age 6 are permitted to advance to Minor League Coach Pitch (i.e., Rookie) after participation in Tee Ball for one (1) year.

A player may play only one (1) inning at *either* Pitcher or First Base (*not* both) until all players have played one (1) inning at either the position of Pitcher or First Base. Thus, if

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

Fall Ball Specific Purpose and Playing Rules

Fall ball is an opportunity where children might play VLL for the first time, repeat at a level, or possibly play up at the level they aspire to for the following Spring. But a player's Fall Ball experience has no bearing on his Spring placement. Players can participate in VLL from age 4 through age 12; in those 9 years, we can offer them 6 levels of play, so players should anticipate repeating four times during their years with us.

Goal Statement

Vienna Little League's Fall Baseball Program is designed to

- Provide additional playing opportunities to any interested players in the league regardless of ability
- Recruit new players, volunteers, and sponsors to the Little League program
- Provide an additional opportunity for players to transition to the next level to help retain more players
- Provide additional training and development opportunities for all players in the league

Responsibilities for Fall Ball

The Fall Ball Director will oversee the Majors; the Minor League Directors, AAA, AA, and A, will administer their leagues, finding Managers (in conjunction with the League Presidents), monitoring registration to ensure that we only register as many players as we have coaches for and waitlisting the rest, and overseeing team formation and drafts for their leagues.

Majors

Majors will have 8 teams, formed by pairing the 16 spring teams.

- Team Formation: The FB Director will identify the Managers (in conjunction with the League Presidents) and names of paired teams.*

*In event that a paired team has too few returning players, the FB Director will require that previously paired teams re-combine. E.g. If Paired Team A is formed by joining the Twins, with 6 returning players, and the Yankees, with 6 returning players, and Paired Team B has only 2 returning players from the Dodgers and 3 from the Pirates, then the Fall Director will ask the Twins to pair with the Dodgers and the Yankees to pair with the Pirates so that teams are more likely to be competitive by virtue of their having roughly the same number of returning players on the roster. (No Paired Team will be separated by the FB Director twice until all Paired Teams have been separated once.)

In the event that a pair of teams has no returning Majors Manager, the the FB Director will recommend a Rising Manager who will be assigned to a team with no fewer than 6-7 returning players.

- Remaining roster spots will be filled through a draft where all 10-11-12YOs are eligible but none are guaranteed a post in the majors (Limit 2 rising 10YO/team?)
- Minimum Play: Max 2 innings pitching; max 3 innings catching; 1 inning in IF
- Tournament: Blind draw single elimination; the League Scheduler will identify the single weekend that VLL will host this tournament.

AAA & AA

- Team Formation: Returning Managers may retain 4 players from their Spring team and have 1 coach's option. They may not freeze players who were not on their spring team. The remaining 7 players are drafted. Rising (or New) Managers (eg. AA Spring Manager taking a AAA Fall Team) may choose 4 players from a single, orphaned Spring team; that Rising Manager's child will become the Coach's pick. Thus all teams will start with 5 players, 4 of whom were drafted by a spring manager.
- Remaining roster spots will be filled through draft. In AAA, all 12-11-& 10YOs desiring to play must be drafted; in AA, all 9 & 8YO desiring to play must be drafted.
- Minimum Play: Max 2 innings pitching; max 3 innings catching; 1 inning in IF
- Tournament: Blind draw single elimination tournament.

Single A

- Team Formation: Teams formed by Managers and the A Director at their discretion.

Alumni Day

- Purpose: To provide alumni with an opportunity to remain connected to Yeonas Park and Vienna Little League; to provide current players with skills competition and a chance to socialize.
- Our hope is that by hosting an Alumni Day annually, we will extend the 8-year relationship that many members of our community have established with VLL while their children played in the league. We hope that the event will help to produce more volunteers, donors, and advocates for VLL.

Tiebreaker

In the event of a tie in fall ball tournament play, additional innings will begin with the batting team starting with runners on first and third. This is done to shorten the game length and make it end faster. With runners on first and third, there's a much greater chance of the batting team scoring. The fielding team is given a chance to bat again as well. The managers are allowed to start the tie breaker at any spot in their respective batting order, but must maintain the order once play begins.

Determining the Regular Season League Champions and League Runner-Up

The team within each league having the best winning percentage based on overall regular season games played will be considered the League Champion of that league. The team with the second best winning percentage will be considered league runner-up. In a case of a tie in standings, 1st tie breaker will be head-to-head record. The 2nd tie breaker will be overall intra-league record and 3rd tie breaker will be the overall record of the teams defeated by each of the teams involved in the tiebreaker.

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

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Champion, Team B will be the League Runner-Up on the basis of having a better cumulative record than Team C.]

VLL Town Tournament

This section describes the VLL Town Tournament, also known as the “Yeonas Spring Classic.”

Format

All Town Tournaments will be single-elimination and played under regular season rules.

Tournament Committees

The following sections describe tournament committees for Majors and Minors.

Majors

The Majors Level Town Tournament Committee will consist of the two (2) League Presidents.

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

Minors

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

Town Tournament Team Selection

The following sections describe Town tournament team selection.

Majors

Vienna Little League intends to hold an eight (8) team post-season tournament for the Majors level. For the 2016 AAA and AA levels, all teams may be eligible for the Town Tournament following the conclusion of the Spring 2016 regular season. Circumstances (bad weather, etc.) could force the league to cancel the tournament entirely or shorten the tournament by reducing the number of teams that qualify. If that occurs, teams will be notified accordingly, as possible.

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

Majors Teams

Majors is currently divided into 2 leagues of 8 teams each– American League and the National League. The eight teams in Majors that will qualify for the Town Tournament will be:

- The American League Champion
- The National League Champion
- The American League Runner-Up
- The National League Runner-Up
- The four remaining “wild card” teams with the highest winning percentage based on all regular season games played, regardless of league affiliation. i.e., the four wild card teams could all be from one of the two leagues, or they could be split.

Standings and Tiebreakers

The rules for standings and tiebreakers are listed as follows.

- The team within each league having the best winning percentage based on all regular season games played will be the League Champion of that league.
- Please note that tie games do affect a team’s winning percentage and count as ½ point in the team’s overall percentage
- The team within each league having the second best winning percentage based on all regular season games played will be the league runner-up.
- The four remaining teams – regardless of their league affiliation – with the highest winning percentages based on all regular season games played will occupy the remaining four tournament spots.
- In case of two-way ties for any of the eight tournament spots:
 - 1st tie breaker will be head-to-head record.
 - 2nd tie breaker will be overall intra-league (American or National) winning percentage based on all regular season league games played.
 - 3rd tie breaker will be the overall winning percentage of the teams defeated by each of the teams involved in the tiebreaker.
 - 4th tie breaker will be a coin flip.
- In the case of a three (3) (or more) way ties for any of the eight tournament spots:
 - The head-to-head record tie breaker will be based on each team’s cumulative record against the other teams involved in the tie breaker.

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- o If two (2) of the three (3) (or more) teams have the same cumulative record and that record is better than the record of the third (or more) teams, the remaining team(s) are eliminated, and the two (2) teams continue through the further tie breakers.
- o If the three (3) (or more) way tie in the standings is for the League Championship, once a League Champion has been determined by a specific tiebreaker procedure, the League Runner-Up will be determined by the same procedure, and, if necessary, proceed to the further tie breakers.

Example: Team A splits with Team B, and sweeps Team C, for a 3-1 cumulative record. Teams B and C split with each other giving Team B a 2-2 cumulative record, and Team C a 1-3 cumulative record. Team A wins the head-to-head tie breaker. If this procedure results in Team A being the League Champion, Team B will be the League Runner-Up on the basis of having a better cumulative record than Team C.

Seeding

The rules for seeding are listed as follows.

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

Minors

All AA and AAA teams may make the Town Tournament. As noted above, circumstances (bad weather, etc.) could force the league to cancel the tournament entirely or shorten the tournament by reducing the number of teams that qualify. If that occurs, teams will be notified accordingly, as soon as possible.

- AAA (if 14 teams in 2016): 1st place teams from each league get a first round bye while the remaining 12 teams will play each other in single elimination. All rounds will

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be single elimination until a town champion is decided. Seedings will be determined by the steering committee.

- AA: 1st place teams from each league get a first round bye while the remaining teams will play each other in single elimination. All rounds will be single elimination until a town champion is decided. Seedings will be determined by the steering committee.

The Directors of the Minors leagues will announce the seedings immediately upon the completion of the regular season.

Protest

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

Forfeiture of Game

No Town Tournament game may be forfeited or a team disqualified without the authorization of the applicable Tournament Committee. Violations which may result in forfeiture or disqualification must be reported immediately to the applicable Tournament Director who may consult with the applicable Tournament Committee.

Rest Day

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

Additional Players

The following are rules regarding additional players.

Majors

A Majors teams may borrow a ten year old player from another Majors team in the same league if the team has fewer than nine (9) rostered team members available to play.

Minors

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

Home Team

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

Pitching Rules

All regular season pitching eligibility rules apply at the beginning of, and at all times during, the Tournament. (i.e., no “reloading the gun” after regular season play). Pitch counts from the player’s last appearance *do* carry over into the Town Tournament. Remember, these rules are for the player’s health and arm care and not about re-starting the season for the Tournament.

Weekly Limits

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

Time Limits

(i) All Majors games will be played for a full 6 innings. There will be no time limits at the Majors level. A 2-½ hour time limit for Minors level games will be enforced. Any games which are stopped and not completed due to inclement weather, diminishing daylight, town curfew, following games, etc. will constitute a “suspended” game. The pitcher of record will be allowed to continue to the extent of their eligibility under LLI Regulation VI. Pitchers previously removed from the game may not re-enter as pitchers in the continuation of the suspended game.

Suspended Games

Any game with one (1) full inning completed then stopped will be declared “suspended.” Pitches thrown by any pitcher will be counted and considered in determining the subsequent

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eligibility of such pitcher. If the game fails to go one (1) complete inning, it will be restarted from the beginning. Pitches thrown by any pitcher will be disregarded, and the eligibility of all pitchers will be determined as if the stopped game never was started.

Run Limits

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

All-Stars

The following are rules regarding All-Stars.

Selection of Managers and Coaches of Record

The following are rules regarding selection of managers and coaches of record.

Team Setup

Any team, regardless of the number of players on the affidavit or at the game site, is permitted to have one (1) manager and up to two (2) coaches (provided such a manager and coaches are eligible). The All Star manager will nominate his selections for coaches, but the coaches must still be approved by the respective League President(s).

All Star uniforms for both the American and National Leagues will be numbered 1 -15.

Managers

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

Coaches of Record

A “coach of record” is defined as the coach on the official roster (affidavit) sent to Williamsport and is in the dugout during the tournament games. Coaches of record for the 11/12 all-star

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team must be a Majors manager or coach of record from the same League. For the 9/10 and 10/11 year old All-Star teams, managers and coaches of record may also be managers and/or coaches from the AAA level from the same League. All of the All-Star managers and coaches of record are subject to the respective League President approval, and then BoD final approval.

Selection of Players

Majors Eligibility

All players League Age 11 or 12 who have participated at the Majors level in at least three-quarters of their team's regular season games are eligible for the 11/12 All-Star team.

Once selected for All Star Tournament Play, a player shall fully participate in and remain committed to the Little League team they are selected for. In consonance with Little League Regulation IV (a), Note 2, participation in any other conflicting sporting activity could hamper the manager's ability to conduct the affairs of their team and adversely impact the team's other players. Missing occasional practices due to injury or family emergency should be discussed with the Manager who will duly inform the Player Agent and the League President.

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

10/11 & 9/10 All-Stars

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

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

Tournament Team Practice

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

9-10 & 10-11 Year Old Divisions

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

Guidelines for Disciplinary/Protest Committee

The following are guidelines for the disciplinary/protest committee.

Tobacco Use in Playing Field Vicinity/Dugout/Practice

- First Offense – Ejection from game (if during game), Suspension from next game.
- Second Offense – Suspension for remainder of season.

Alcohol & Drug Use – At Any Fields and Dugout Used by VLL (During Youth Activities)

- First Offense – Suspension for remainder of season.

Ejection of Manager/Coaches/Spectators

- First Offense – Mandatory Suspension for next game per Rule 4.07.
- Second Offense – Suspension for next 2 games and appearance before the BoD.

Player Participation Rule

Note: *Protestable* Offense

- First Offense – Suspension for next game and game may be forfeited.
- Second Offense – Suspension for remainder of season.

Pitching Eligibility – Section VI

Note: *Protestable* Offense. If deliberate, game can be forfeited by vote of Disciplinary Committee

- First Offense – Suspension for next game.
- Second Offense – Suspension for remainder of season.

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

Disciplinary actions will be handled by the Board of Directors.

Pitch Count Tracking/Reporting (Regular Season/Town Tournament)

The following are guidelines for pitch count tracking.

1. Pitch count limits, required days of rest, all other requirements involving pitcher eligibility, and Managers' responsibilities with respect thereto, and penalties for violations are to be in accordance with Regulation VI of the 2016 LLI Rules.
2. The Home Team shall designate an individual each game to be the Official Pitch Count Recorder (OPCR). The pitch count as kept by the OPCR is the official pitch count for the game.
3. The OPCR shall record each pitcher's name and the number of pitches thrown by each pitcher on a copy of the Vienna Little League-Baseball Game Pitch Log. Alternate means of tracking number of pitches (clicker/counters, scoreboard-type devices) may be used if available and agreed upon by the Managers of the teams playing. The OPCR must provide the current pitch count when requested by either Manager or an Umpire. The OPCR should inform the umpire when a pitcher has reached their maximum number of pitches per game, however, the Manager is ultimately responsible for knowing when a pitcher must be removed.
4. Pitches to be counted are only those pitches delivered to a batter. Warm-up pitches before entry into the game and in between innings are not to be counted. Pitches fouled off with two (2) strikes on a batter ARE to be counted as pitches.
5. Prior to leaving the game site, each Manager is responsible for entering his team's pitching information for that game on a copy of the Vienna Little League-Baseball Pitcher Eligibility Tracking Form. Each manager is required to sign the designated box in each row containing pitching information, and is required to obtain the signature of the opposing Manager in each such row. The information contained in the column headed, "Eligible to pitch again on (date)" is advisory in nature, and, in the event of a dispute over eligibility in a subsequent game, the information entered in the columns, "Date of Game" and "Pitch Count," will be controlling in determining eligibility for each pitcher.
6. Each Manager must maintain all copies of the Vienna Little League-Baseball Pitcher Eligibility Tracking Forms relating to his team in a single folder/file/binder. These forms must be made available to the opposing Manager prior to the start of each game. In addition, the forms must be made available to the game umpires on request, and, upon reasonable notice, to League Officials.
7. The appropriate League Official(s) for each level of play (Majors, AAA, AA) may implement additional pitch count reporting systems as deemed necessary or desirable.

Administrative Local Rules

The following are administrative local rules.

1. Teams must draft at least one (1) 10-year old player to be active on any Majors League roster during the year.
2. No Majors team shall draft more than two (2) 10-year olds in each year's draft.
3. Players of league-age 9 are *not* eligible to play Majors.
4. Players league-age eight (8) *are* required to attend try-outs in order to be considered for the AA level draft.
5. Assistant Coach of Record Majors League protected draft pick shall be used before the end of the 3rd round of the Majors draft. To qualify for this pick, the player must meet all the criteria listed: The parent has served as an active official coach of record for the majors league team using the coach of record pick for a minimum of two consecutive seasons, the parent has a child on the team all years as the official coach of record and there is no gap between older sibling and younger sibling on the team. For example, an official coach of record has a 12-year old who will graduate from VLL at the end of the current Spring season and has a 9-year old who will play the immediately following season on the same Majors team, that team may exercise the "Coach of Record protected pick" to draft the younger sibling, but the player must come up in the following year as a 10-year old.

VLL Officer of the Day (OOD) Instructions (Weekends Only)

The following are VLL Officer of the Day instructions (for weekends only).

1. Be at Yeonas 30 minutes before 1st game.
2. Key ring in snack bar (provides access to every lock at Yeonas; if emergency vehicle needs to enter Crabtree or Rhodes unlock the metal bar that prohibits vehicles from passing)
3. Open bathrooms and check supplies (extra bathroom supplies in snack bar storeroom)
4. Open 6 dugouts, 3 press boxes, 2 supply rooms at Rhodes & Nance (rakes, shovels, lime & lining equipment).
5. Open mail room (combo 1359).
6. If bad weather, your decision about playing (if lightning or thunder automatic 20-minute waiting period before game may start, everyone must go to cars until play or postpone).
7. After game starts, umpires have responsibility to determine whether games should be postponed, delayed, or continued.

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8. Turn on field lights after 5:45 game at Crabtree (Crabtree lights - right wall of Control Panel Room; Rhodes lights - control box on pole next to trash container outside snack bar - combo 1359).
9. No pets, no smoking, no riding bicycles, no riding skateboards, no using inline skates at Yeonas.
10. Stop unsafe practices.
11. Place tarps over pitching machines / lock batting cages when not being used.
12. If unsportsmanlike conduct occurs toward umpires, help calm spectators.
13. If a manager or coach acts in manner detrimental to VLL: get offender's name, team and level, when/where took place & email report to Bill Cervenak.
14. Call Vienna Police if situation turns ugly (e.g., if parent or coach ejected from the game and refuses to leave or if any situation arises needing assistance from police; prepare to identify yourself and to describe the situation when the police arrive)
15. After games, ensure fields properly raked (both teams responsible for raking field).
16. Remind teams to clean trash from dugouts.
17. Check all 6 dugouts, 3 press boxes, 4 batting cages, and 2 tool sheds are locked.
18. Turn off scoreboards (control panels Crabtree & Rhodes in press boxes; Nance has circuit breaker box under press box on back wall of tool room)
19. Turn off lights & fans in bathrooms and lock doors.
20. Cover pitching machines, lock batting cages.
21. Turn off field lights on Crabtree & Rhodes.
22. Wait for snack bar operators to leave park before leaving yourself.
23. If snack bar already closed, drop OOD key ring on snack bar floor by pushing keys between shutter & customer counter.
24. Report damage, problems, suggestions or comments to Bill Cervenak.

VLL Gameday & Safety Procedures

The following are VLL gameday and safety procedures.

1. *Visiting* team has 1st base dugout, batting cage until 40 minutes before game and infield practice from 25 until 15 minutes before game (10 total minutes).
2. *Home* team has 3rd base dugout, batting cage 40 minutes until 15 minutes before game (25 total minutes) and infield practice 15 until 5 minutes before game (10 total minutes).
3. Warm-up players' arms before games in outfield not infield.
4. Umpire meeting 5 minutes before game with both managers at home plate.

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5. Home team provides 2 new game balls; visiting team provides 1 new game ball.
6. When opening batting cages, secure the lock to the fence to prevent loss or theft.
7. No player may feed batting practice balls to pitching machines.
8. Keep players away from netted entryways in batting cages.
9. No player may swing bat outside batting cages – in other areas only under direct adult supervision.
10. When finished with batting cage, place cover over pitching machine and lock batting cage.
11. Both teams responsible for lining batter's box and 1st and 3rd base lines as needed.
12. During game no more than 3 adults in dugout; nobody but coaches and players in dugout during game.
13. Only players can warm-up pitchers in bullpen or at home plate; players warming up pitchers must wear protective cup, face mask and use catcher's mitt.
14. 90 seconds expected time from 3rd out until completion of warm-up pitches to start the next half inning.
15. Base coaches cannot take positions until pitcher completes warm-ups.
16. During game players may only swing bat when actually at bat; keep bats and balls out of dugouts.
17. Players should remain in dugout, not separate fenced areas.
18. After game, ensure that dugouts are clean (also remove sunflower seeds).
19. Both teams responsible for raking field (do not rake foul lines, broom the areas around batter's/catcher's boxes & mound – sweep dirt into depressions, drag infield if time).
20. Unclaimed items to lost & found / reported to officer of the day if weekend.
21. Both teams responsible for turning off scoreboard, locking press box and locking both gates to field.
22. At Crabtree & Rhodes, both teams responsible for turning off field lights.
23. At Nance, both teams responsible for locking batting cages.
24. At Rhodes, both teams responsible for locking bathrooms and the mailroom.
25. At Black, both teams responsible for turning off scoreboard & locking controller in its box and turning off field lights.
26. Treat Yeonas Park better than your own home and yard.
27. No soft toss or batting tee drills unless hitting into infield/outfield or into portable screen.
28. No player should dig holes with cleats.

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29. Do not pitch batting practice from grassy areas in front of mounds to reduce wear on grass.
30. Safety is #1 priority: pick-up loose equipment, do not swing bats where not allowed, base runners wear helmets.
31. Bad weather – VLL makes decisions by 3:30pm; weather decisions belong to Buildings & Grounds Director 'til 4pm & with plate umpire when arrives at field.
32. Field closings info: 1) check website announcements 2) red flag at Yeonas - fields closed 4) Nottoway Park games: <http://partakes.fairfaxcounty.gov/parks/fieldstatus.asp>.
33. With lightning or thunder, stop game/practice immediately, players clear dugout, go to an automobile. No exceptions. Be prepared by reminding players of these procedures. Additionally, the snack bar will close immediately when lightning or thunder are present.
34. No pets (dogs, cats, etc.) permitted at Yeonas and school grounds, not even when on leash. Only exception is service dogs.