



LAGUNA HILLS LITTLE LEAGUE

Local Rules and Regulations

2009 Baseball Season

V1

## I. Zero Tolerance Policy

LHLL enforces a "Zero Tolerance" policy to eliminate unnecessary verbal or physical abuse by spectators of the many volunteer umpires, managers, coaches or any other persons associated with LHLL Baseball. Too often people forget the real reasons why they are on the field which is to support the league and encourage the children. We must promote fair play and good sportsmanship and teach our children how to play the game and to have fun while competing. It is our responsibility to teach them that there is more to the game than winning or losing. It is for these reasons that; LHLL has adopted and will enforce the Little League International "Zero Tolerance" policy. Our umpires are unpaid volunteers. They are doing the best they can to ensure our children's safety while upholding the spirit of the rules of Little League Baseball. LHLL Baseball will not tolerate comments or constant complaining about an umpire's call either during or after a game. These comments jeopardize our ability to attract and retain these volunteers, without whom the games could not continue. In those instances where parents, managers, players, or coaches cannot control their comments or behaviors, they will be forced to leave the game area and may lose the privilege of watching or coaching further games. Little League rules require that any player, manager, or coach ejected from a game is to sit out the next regularly scheduled game as well. For continual abuse and extreme situations, a lifetime ban may be enforced. Obviously, no one wants this situation to develop, but it has happened too often and will no longer be tolerated.

### Parent Behavior

All parents will sign a code of conduct. That code of conduct represents not only their own behavior, but the behavior of any spectator or participate they bring to a LHLL game/practice.

The "Zero Tolerance Policy" will be enforced at all LHLL games/practices/ceremonies; before, during and after. In addition to the standard Zero Tolerance position, the following elements shall also be implemented

"ANY" OR THE SLIGHTEST derogatory communication to an umpire or volunteer will result in immediate dismissal from the facility and carried out by a Board Member. The instigator may not participate/spectate at the next event as well. Failure to immediately depart or attendance during the following event will subject the event to suspension and ultimately dismissal from LHLL activities. As necessary, the player may be subject to dismissal as well. Consequences will be dictated by the BoD or sub-committee.

"ANY" OR THE SLIGHTEST derogatory communication to a "jr volunteer" (such as a child umpire) will result in immediate

dismissal from LHLL and carried out by a Board Member. Further action against the player will be taken if parent returns to LHLL activities. Consequences will be dictated by the BoD or sub-committee.

Nuisance or spiteful behavior to any of the volunteers, be it direct or indirect, will be escalated to the commissioner who in turn will escalate to the LHLL BoD for proper handling which may result in much as dismissal of the parent and player from the league or as little as a warning.

No alcohol or tobacco products will be present and/or available at any event where children are present. Furthermore, any adults in attendance demonstrating/exhibiting any effects or alcohol usage will be requested to leave by a league official. Failure to immediately depart will be subject the event to suspension and ultimately dismissal of their player from LHLL.

In the event an umpire chooses to issue a warning of forfeit for parent or player behavior, team consequences will be communicated and league official (Board Member) will be engaged in the determination of further action.

The dugout is considered "off limits" to parents for divisions AA through Juniors. Injuries are the exception. Once players are in the dugout, parents and family are to remain away from the dugout and not interacting through the fence.

**LHLL Baseball wants to encourage everyone to help ensure all our games from Tee-Ball to Juniors/Seniors are a positive experience for everyone, especially the children. Your support and cooperation in this matter is greatly appreciated.**

## **II. Draft Policy**

It is the Policy of LHLL to place players into divisions from the top down based on age and skills assessment. Only players deemed a safety hazard by the LHLL board will be moved to a lower division. In no case will a non safety hazard player be moved to a lower division merely to allow a younger player to move up.

### **A. Juniors Draft**

1. The draft will be conducted in accordance with Plan B of the Player Selection System in the Little League Operating Manual. Each team's drafting position will be determined on the night of the draft by pulling a number out of a hat. The player selections will then progress in a serpentine fashion. The draft will be made up of two separate player pools with all returning Juniors players occupying Pool "A" and new players moving up to Juniors occupying Pool "B". All Pool "A" players must be drafted before Pool "B" players are eligible to be selected. Managers are not allowed to pass on a draft choice.
  - a. Managers may not pre-select their coaches prior to the draft in order to reserve that coach's son/daughter for his team. If a manager wants a particular coach, then he must draft that coach's son/daughter as an unreserved normal draft pick or trade for that player the night of the draft.
2. When the "B" Pool draft begins, the draft order starts over (reverses) regardless of which team drafted last in the "A" Pool draft. All remaining draft slots will be filled with eligible league age 13 and 14 year olds. starts over from the "last pick out of the hat"
3. Team rosters will be "balanced" at the end of the 3<sup>rd</sup> round of the "B" Pool so that all teams will have an equal number of players. Once the balancing round is completed the serpentine draft will resume at round 4 with the last team in the B pool draft order. The balancing round will count as a draft round for the purposes of Manager son/daughter, and/or sibling selection. See 5 and 6 below.
4. Managers must draft their son/daughter by the 3rd round.
5. If a player has been selected that has a sibling(s) who is draft eligible, the Manager must draft the sibling in the next round of

the draft Pool that the sibling occupies. E.G. "A" Pool siblings must be drafted in the next round. The "B" Pool sibling of an "A" Pool selection must be drafted in the first round of the "B" Pool.

6. LHLL's policy is to keep league age eligible siblings together on the same team.
7. All trades must be completed on the night of the draft before leaving the meeting. All trades must be conducted through the Player Agent. Any trade must be a player for a player.
8. All unselected eligible players shall remain eligible for player call-ups (to the Juniors division) throughout the current season.

## **B. Majors Draft**

1. The draft will be conducted in accordance with Plan B of the Player Selection System in the Little League Operating Manual. Each team's drafting position will be determined on the night of the draft by pulling a number out of a hat. The player selections will then progress in a serpentine fashion. The draft will be made up of two separate player pools with all returning Majors players occupying Pool "A" and new players moving up to Majors occupying Pool "B". All Pool "A" players must be drafted before Pool "B" players are eligible to be selected. Managers are not allowed to pass on a draft choice.
  - a. Managers may not pre-select their coaches prior to the draft in order to reserve that coach's son/daughter for his team. If a manager wants a particular coach, then he must draft that coach's son/daughter as an unreserved normal draft pick or trade for that player the night of the draft.
2. When the "B" Pool draft begins, the draft order starts over (reverses) regardless of which team drafted last in the "A" Pool draft. All remaining draft slots will be filled with eligible league age 10, 11 and 12 year olds. starts over from the "last pick out of the hat"
3. Team rosters will be "balanced" at the end of the 3<sup>rd</sup> round of the "B" Pool so that all teams will have an equal number of players. Once the balancing round is completed the serpentine draft will resume at round 4 with the last team in the B pool draft order. The balancing round will count as a draft round for the purposes of Manager son/daughter, and/or sibling selection. See 5 and 6 below.

4. At the draft, each team must have at least 4 pool A players. No team may draft or have on their team at any time during the season less than five (5) or more than eight (8) players of league age 12.
5. Managers must draft their son/daughter by the 3rd round if they are league age 12 (by the 2<sup>nd</sup> round if the player is league age 12 and was selected to the 11 year old All Star team), by the 4th round if they are league age 11 of the draft pool that they occupy. E.G. Managers must draft their 11 year old Pool "B" son/daughter by the 4<sup>th</sup> round of the "B" Pool draft. (Except as in number 6 below).
6. If a player has been selected that has a sibling(s) who is draft eligible, prior to the draft, the managers agree on the proper round for the second sibling to be picked if in Round B.
7. LHLL's policy is to keep league age eligible siblings together on the same team.
8. All league age 12 year old players who are not deemed a safety hazard will be drafted into Majors.
9. All trades must be completed on the night of the draft before leaving the meeting. All trades must be conducted through the Player Agent. Any trade must be a player for a player.
10. All unselected eligible players shall remain eligible for player call-ups (to the Majors division) throughout the current season.
11. Up to 2 league age 10 players may be drafted into Majors in Pool B, provided they are drafted in the first or second round/flight.
  - a. To be considered to play in majors, all 10 year old candidates must attend a special 10 year old evaluation. If the committee determines they should continue, they must also attend both Majors and AAA evals/tryouts
  - b. The 10 year old is eligible for either the 9/10 or 11 year old all-star team.
  - c. The purpose of allowing some small group of 10 year olds (2) to play up in majors is in the spirit of letting highly skilled players play with other players of equal skills. At the same time, it is important to have qualified managers of 10 year olds be able to manage a team in majors so long as their child is truly of a skill level aligned with majors. In

other words, there should be no method for a manager to request a majors team simply for the purpose of having their 10 year old play up if the player does not have those skills. Therefore, for any league age 10 year old that desires to be considered to play up in majors, they will be required to attend a special 10 year old evaluation within 2 weeks, prior to the normally scheduled league tryouts. No make-ups will be held. The workout will be conducted and evaluated by a committee assigned by the president, and will typically include at a minimum; the president, majors commissioner and player agent. As appropriate, a few majors level players will be included for the purpose of comparison and those will be selected by the committee/president. The format of the evaluation will be defined by the committee to be able to reach a conclusion about each 10 year old and if they should be considered for placement in majors and if they would likely be ranked to be in the first 2 rounds of draft B. The committee's decision will be final. Players that do not attend the 10 year old workout are not eligible for Majors. In the event that the committee agrees a 10 year old is a candidate for Majors, only then the parent may then be considered to manage a Majors team and select their own player during the draft. In this case, the player must be selected in the first 2 rounds of the B draft. In the event 2 managers with 10 year old players are selected, no other manager may select a 10 year old. In the event 1 manager with a 10 year is selected, then only one 10 year old may be drafted prior to that manager selecting their 10 year old player in the first 2 rounds of the B draft. In the case of a younger sibling condition, the requirement for placement in the first 2 rounds of Draft B has priority over item 6 above though the siblings are assured of playing on the same team.

12. Requests for player placement may be submitted but are not required to be accommodated.

### ***c. Minor AAA***

1. The draft will be conducted in a serpentine fashion with a team's drafting position pulled out of a hat on the night of the draft.
  - a. Managers may not pre-select their coaches prior to the draft in order to reserve that coach's son/daughter for his team. If a manager wants a particular coach, then he must draft that coach's son/daughter as an unreserved normal

draft pick or trade for that player the night of the draft.

2. Eligible players are all remaining players who were not drafted to the Majors division and those eligible players that will be league age 10. Also eligible are those 9 year olds that tried out.
3. If during the draft, the remaining number of league age 11 and 12 year olds equals the remaining number of slots to be filled, then league age 9 and 10 year olds will no longer be eligible to be drafted in AAA.
4. Managers must draft their son/daughter by the 3rd round if they are league age 10 or older and by the 4th round if they are league age 9.
5. Managers will decide, prior to the draft beginning, where draft eligible sibling(s) should be drafted (i.e., in what round) based on their relative ability. Once a manager selects a player with a sibling, then the sibling will immediately be recorded in the agreed to draft round for that team. The sibling is that teams pick for that round. If the Managers cannot agree on what round the sibling(s) should be drafted, the Commissioner will make the final decision. LHLL's policy is to keep league age eligible siblings together on the same team.
6. Only the league age 9 year olds that specifically request to play up and tryout will be considered for the AAA draft. If there are available openings after all eligible (non safety hazard) league age 10 year olds and older are selected, then league age 9 year olds can be drafted.
7. All trades must be completed on the night of the draft and before leaving the meeting. All trades must be conducted through the Player Agent. Any trade must be a player for a player.
8. Requests for player placement may be submitted but are not required to be accommodated.

#### **D. *Minor AA***

1. The draft will be conducted in a serpentine fashion with a team's drafting position pulled out of a hat on the night of the draft.
  - a. Managers may not pre-select their coaches prior to the

draft in order to reserve that coach's son/daughter for his team. If a manager wants a particular coach, then he must draft that coach's son/daughter as an unreserved normal draft pick or trade for that player the night of the draft.

2. Players will be grouped into draft rounds based on their cumulative tryout scores (highest to lowest) as recorded by all of the AA Managers on tryout day. Each Manager will "blindly" select one (1) name from each draft round hat. This will make up their roster of 12 players. The objective is that each team have equal team tryout scores so all teams in theory are equal.
3. Managers do not have the ability to pick specific players. After all teams have been selected using the "blind" draft, trading will be allowed but must be completed the night of the draft. All trades must be a player for a player, and of similar (within approximately the same skill grouping, +/- 2 flights, unless specifically approved by commissioner for an extenuating circumstance) tryout scores. This method assures some level of parity within the AA division.
4. Those league age 9 and 10-year-old players that tried out for AAA and were not drafted will be selected in the AA draft based on their tryout score.
5. Only the league age 7 and 8 year olds that specifically request to play up and tryout will be considered for the AA draft. League age 7 and 8 year olds will only be drafted if all eligible league age 9 year olds and older will be accommodated during the draft rounds.
6. Any player deemed a safety risk by the player agent and commissioner will not be included in the AA draft.
7. Requests for player placement may be submitted but are not required to be accommodated.

#### **E. *Minor A and Tee-Ball***

1. No draft or tryouts. Players will be grouped according to parent request first, then by geographical regions, and finally at random.

### **III. Games, Playing Rules, and Player Participation Requirements**

#### **A. Juniors**

1. Tournament of Champions
  - a. There will be two (2) teams that represent LHLL at the Tournament of Champions (TOC). They will be selected as follows:
    - i. Best record during the regular season.
    - ii. The winning team from a year-end, intra-league tournament will get the second and final seed. If the regular season league champion wins the tournament, the second place team in the intra-league tournament will get the final TOC bid.

#### **B. Majors**

1. Regular season play will consist of approximately 15-20 regular season games. If the district decides ALL teams go to TOC, then 20 games will be the target. If LHLL will have its own end of season tourney, then 15 will be the target, and if sufficient room in the schedule exists, 20 will be considered, provided there is enough room for make up games. There will also be approximately four (4) preseason practice games. Pitchers will be limited to two (2) innings and all other pitching regulations as defined by the Little League Green Book.
2. All players are required to play Four (4) defensive innings in a six (6) inning game. All players must play at least two (2) of the four (4) minimum defensive innings prior to the completion of the 4th inning. The third defensive inning must be played prior to the end of the 5th inning. For games shorter than 5 innings, two (2) defensive innings are acceptable. Additionally, all players are required to play at least three (3) consecutive defensive outs (1 inning) in an "infield" position. Infield positions include: pitcher, catcher, 1st base, 2nd base, 3rd base, and shortstop. Minimum play for players can be reduced to 2 innings per game at the approval of the Majors Commissioner for players who chronically miss team practices.
  - a. Rule 4.04 (Little League Green Book) will be in effect for

the entire regular season.

- 3.** All Green Book pitching rules will apply including pitch counts and limits for rest requirements based on Option 1 in the green book.
- 4.** Infractions by a Manager of the minimum play requirements will result in the following:
  - a.** 1st offense = Penalty to be determined by the LHLL BOD based on the specifics of the infraction. The specific penalty imposed could range from a written warning to a 1 game suspension and removal from consideration for post season coaching or managing positions.
  - b.** 2nd offense = Mandatory 1 game suspension and removal from consideration for post season coaching or managing positions.
  - c.** 3rd offense = 3 game suspension and possible loss of team.

**6.** Tournament Play

- a.** Regular Season Rules will be used.
- b.** Provided there is a District level “2 team” TOC, there will be an end of season LHLL Tournament. The end of the year intra-league tournament may be a double or single elimination format for all teams, as determined by the BoD. Tournament rules will be in accordance with appendix T of the Little League Baseball playing rules (green book) with the exception of minimum play which will be (3) three innings and (1) one inning on the infield. In the event there is an “ALL TEAM” district TOC, then the LHLL tourney may be eliminated, as determined by the BoD.
- c.** All teams are eligible. Tournament seeding will be based on the final Regular Season League Standings. Any ties in the League standings must be resolved prior to the Tournament commencing.
- d.** Ties in the standings will be resolved using the following method.
  - I.** Tie for First Place requires a one game playoff.

- II. Ties for Second place and lower will be resolved by;
    - 1. Head to Head record (not including practice games). A mini season comparison if and between two or more teams that are tied.
    - 2. Runs for (that opponent) vs. runs against (that opponent). For tie breaker purposes, a maximum run differential of 10 runs per game will be used.
    - 3. Runs for vs. runs against for the entire Regular Season against all opponents as recorded from the actual game scores.
  - III. Tournament trophies will be awarded to the First and Second place teams. The intra-league tournament schedule will be prepared by the Majors Commissioner or scheduler using the approved Tournament brackets in section IX on page 23 and approved by the Board of Directors prior to publishing.
- e. There will be two (2) teams that represent LHLL at the Tournament of Champions (TOC). They will be selected as follows:
- I. First place during the regular season.
  - II. The winning team from the year-end, intra-league tournament will get the second and final seed. If the regular season league champion wins the tournament, the second place team in the intra-league tournament will get the final TOC bid.
- f. Regular season trophies will be awarded to the First and Second place finishers. In the event of a tie for second place each team will receive Second place trophies. All other players will receive a participation trophy.

An umpire point system may be applied by Chief Umpire and used for qualification to play in post-season.

## **B. *Minor AAA***

1. Regular season play will consist of approximately 14 games. There will be approximately four (4) pre-season practice games. Pitchers, during the preseason, will be limited to a maximum of 2 innings per game and all other pitching regulations as defined by the Little League Green Book.
2. All players are required to play Four (4) defensive innings in a six (6) inning game. All players must play at least two (2) of the four (4) minimum defensive innings prior to the completion of the 4th inning. The third defensive inning must be played prior to the end of the 5th inning. For games shorter than 5 innings, two (2) defensive innings are acceptable. Additionally, all players are required to play at least three (3) consecutive defensive outs (1 inning) in an "infield" position. Infield positions include: pitcher, catcher, 1st base, 2nd base, 3rd base, and shortstop. Minimum play for players can be reduced to 2 innings per game at the approval of the AAA Division Commissioner for players who chronically miss team practices.
  - a. Rule 4.04 will be in effect for the entire regular season and local post-season tournament. Teams will follow a continuous batting order that includes all players on the team roster in attendance. Free defensive substitution applies. If a player arrives late to a game they will be added to the end of the batting order.
3. Infractions by the Manager of the minimum play requirements will result in the following:
  - a. 1st offense = Penalty to be determined by the LHLL BOD based on the specifics of the infraction. The specific penalty imposed could range from a written warning to a 1 game suspension and removal from consideration for post season coaching or managing positions.
  - b. 2nd offense = Mandatory 1 game suspension and removal from consideration for post season coaching or managing positions.
  - c. 3rd offense = 3 game suspension and possible loss of team.
4. All Green Book pitching rules will apply including pitch counts and limits for rest requirements based on Option 1 in the green book.
5. At any LHLL field without lights, the umpire shall call the game on account of darkness at the official sunset time. The official sunset

time will be posted on the LHLL.org website. It is the responsibility of the managers and the umpire in charge to know the official sunset time. The umpire in charge will note the sunset time along with the start time of the game.

No new inning will start after 2hr 15min if a game follows within 1 hour.

Example: a noon game is still going after 2hr 15min and there is a schedule game at 3pm. No new inning may start.

Example: a noon game is still going after 2hr 15min and there is a schedule game at 4pm. A new inning may start.

## 6. Tournament Play

- a. Regular season rules will be used for tournament play.
- b. The end of the year intra-league tournament will be a single or double elimination format (determined by the commissioner) Tournament rules will be in accordance with rule 4.04 of the Little League Green Book with the exception of minimum play which will be (3) three innings and (1) one inning on the infield.
- c. All teams are eligible. Tournament seeding will be based on the final Regular Season League Standings. Any ties in the League standings must be resolved prior to the Tournament commencing.
  - I. Ties in the standings will be resolved using the following method.
    - I. Tie for First Place requires a one game playoff.
    - II. Ties for Second place and lower will be resolved by;
      1. Head to Head record (not including practice games). A mini season comparison if, and between two or more teams that are tied.
      2. Runs for (that opponent) vs. runs against (that opponent). For tie breaker purposes, a maximum run differential of 10 runs per game will be used.
      3. Runs for vs. runs against for the entire Regular Season against all opponents as recorded from the actual game scores.

- d. Tournament trophies will be awarded to the First and Second place teams. The intra-league tournament schedule will be prepared by the AAA Commissioner or scheduler using the approved Little League Tournament brackets and approved by the Board of Directors prior to publishing.
  - e. There will be two (2) teams that represent LHLL at the Tournament of Champions (TOC). They will be selected as follows:
    - I. First place during the regular season.
    - II. The winning team from the year-end, intra-league tournament will get the second and final seed. If the regular season league champion wins the tournament, the second place team in the intra-league tournament will get the final TOC bid.
7. Regular season trophies will be awarded to the First and Second place finishers. In the event of a tie for second each team will receive Second place trophies. All other players will receive a participation trophy.

Though generally discouraged, one intentional walk per player per game will be permitted.

An umpire point system may be applied by Chief Umpire and used for qualification to play in post-season.

#### **D. *Minor AA***

1. This is an instructional division. The teaching of proper baseball fundamentals is paramount for the future development of these young players. Even though a score is kept and standings are maintained, Managers and Coaches must never put winning ahead of sportsmanship and individual player development.
2. Regular season play will consist of approximately 14 games. There will be approximately 2 pre-season practice games. Pitchers during the pre-season will be limited to a maximum of 2 innings per game.
3. All Little League Green Book pitching rules also apply including pitch counts and limits for rest requirements based on Option 1 in

the green book.

4. At any LHLL field without lights, the umpire shall call the game on account of darkness at the official sunset time. The official sunset time will be posted on the LHLL.org website. It is the responsibility of the managers and the umpire in charge to know the official sunset time. The umpire in charge will note the sunset time along with the start time of the game.

No new inning will start after 2hr 15min if a game follows within 1 hour.

Example: a noon game is still going after 2hr 15min and there is a schedule game at 3pm. No new inning may start.

Example: a noon game is still going after 2hr 15min and there is a schedule game at 4pm. A new inning may start.

5. All players are required to play four (4) defensive innings in a six (6) - inning game. All players must play at least Three (3) of the four (4) defensive innings prior to the completion of the 4th inning. The fourth defensive inning must be played prior to the end of the 6th inning. Players may never sit out back to back innings. Minimum play can be reduced to 2 innings per game at the approval of the AA Division Commissioner for players who chronically miss team practices.
6. All players are required to play at least six (6) defensive outs (2) innings in an "infield" position by the end of the 5<sup>th</sup> defensive inning. Infield positions include: pitcher, catcher, 1st base, 2nd base, 3rd base, and shortstop.
7. Infractions by the Manager of the minimum play requirements will result in the following:
  - a. 1st offense = Penalty to be determined by the LHLL BOD based on the specifics of the infraction. The specific penalty imposed could range from a written warning to a 1 game suspension and removal from consideration for post season coaching or managing positions.
  - b. 2nd offense = Mandatory 1 game suspension and removal from consideration for post season coaching or managing positions.
  - c. 3rd offense = 3 game suspension and possible loss of team.

8. An inning shall consist of three (3) outs or a team batting their entire lineup. At no time during the year will a team bat more than one time through their batting order except as in 9 below.
9. If a team has more players than their opponent, then the team with the fewer players will have some players bat a second time in an inning to equal out the batting rosters. Both teams bat an equal number of players. Roster rotation may not change to accommodate this balancing. (NOTE: I had this as DELETE SECTION... did we think it was a dup from greenbook?)

9. Runners may not advance beyond the base that they are approaching once the pitcher is in possession of the ball and (any part of their body) is physically on the dirt of the pitching mound (they do not have to be on the pitching rubber) unless the pitcher makes a play on that runner.

a. To encourage the skills of making plays at the bases, an attempted tag play (not a force out) at 2nd, 3rd or home will stop play. An attempted tag play in this situation is defined as the act of a fielder receiving a thrown ball at 2nd, 3rd or home to retire the runner. All runners shall not advance beyond the base they were on, or approaching if on the attempted tag play the thrown ball is not caught, or in the umpires judgment an inaccurate throw was made, or the runner was safe.

b. Should any tag play result in an out, the ball is still live and in play. In the case of a run-down or "pickle", the first throw made represents the attempted tag should the play not result in an out. As an example, if a runner was caught in a run-down between 1st and 2nd, and another runner was approaching 3rd when it began, if the pickle resulted in an errant throw the lead runner will take only 3rd.

In the event a catcher assigned to catch is not capable of defending the umpire, the umpire, for concern for their own safety, may require the manager to provide a catcher that is capable of catching/blocking the ball.

#### **10. Stealing**

- a. Stealing will be allowed only in the second half of the season on any ball not caught by the catcher. Balls caught in the dirt are considered a caught ball.
- b. No coach is allowed behind the catcher in the second half of the season as per Little League regulations

- c. Players are allowed to steal second or third base but they are not allowed to steal on an errant throw to the pitcher.

#### 11. Tournament Play:

- a. Regular season rules will be used for tournament play.
- b. The end of year intra-league tournament will be a single or double elimination format (determined by the commissioner) for all teams per Little League recommendations.
- c. All teams are eligible. Tournament seeding will be based on the final Regular Season League Standings. Any ties in the League standings must be resolved prior to the Tournament commencing.
- d. Ties in the standings will be resolved using the following method.
  - i. Tie for First Place requires a one game playoff.
  - ii. Ties for Second place and lower will be resolved by;
    - 1. Head to Head record (not including practice games). A mini season comparison if and between two or more teams that are tied.
    - 2. Runs for (that opponent) vs. runs against (that opponent). For tie breaker purposes, a maximum run differential of 10 runs per game will be used.
    - 3. Runs for vs. runs against for the entire Regular Season against all opponents as recorded from the actual game scores.
- e. Tournament trophies will be awarded to the First and Second place teams. The intra-league tournament schedule will be prepared by the AA Commissioner or scheduler using the approved Tournament brackets as per Little League regulations and approved by the Board of Directors prior to publishing.
- f. Tournament rules will be the same as during the regular season with the following exceptions.

- g.** Tournament trophies will be awarded to first and second place teams.

- 12.** Regular season trophies will be awarded to the First and Second place finishers. In the event of a tie for Second place, each team will receive Second place trophies. All other players will receive a participation trophy.

Though generally discouraged, one intentional walk per team per game will be permitted.

An umpire point system may be applied by Chief Umpire and used for qualification to play in post-season.

## **E. *Minor A***

Minor A is an instructional division. As an instructional division the primary goal is to instruct the players on the fundamentals of the game, teach them the value of teamwork, and have fun. This division provides training to these younger players and places less emphasis on the competitive aspects of the game. Additionally, the league seeks to preserve an environment that encourages maximum player participation at the Minor "A" level.

- 1.** Regular season play will consist of approximately 15 games with approximately four (4) pre-season games.
- 2.** One (1) defensive coach is allowed on the field during the regular season games to assist in coaching and instructing their players but must stay behind his outfielders. No Coaches other than the pitcher will be allowed on the infield during the regular season. No more than two (2) defensive coaches can occupy the field at one time during the pre-season.
- 3.** Since Minor A ball is an instructional league, no score will be kept.
- 4.** Every player must play at least one (1) inning in the "infield" in a three (3) inning game; two (2) innings of play in a four (4) inning game. Players may not play the same position more than two (2) innings per game.

## 5. Playing Rules

- a. This is a Coach Pitch league. A Manager or Coach will pitch to his or her own team. Managers or coaches should pitch from one knee and approximately 30-35 feet from the batter. If the player fails to hit the ball after six (6) pitches, not counting foul balls, the ball will be placed on a tee.
- b. No more than six (6) players may occupy positions in the infield (including the catcher) with all remaining players positioned in the outfield. The Pitcher must be positioned on the mound and not as a close Shortstop.
- c. The batting order shall consist of every player who shows up for any part of the game. In the event a player arrives after the game has started, the player shall be placed at the bottom of the batting order.
- d. Teams will bat through the entire lineup, or until three (3) "putouts" are made by the opposing team in the field. Strikeouts do not count as "putouts". In the event three (3) "putouts" are made, the batting order in the next inning begins with the next scheduled batter. If the entire order bats, the last batter is to be announced by the Manager. The last batter may advance until "putout" or the pitcher has possession of the ball at the mound.
- e. A ball is dead and Base runners may not advance when:
  - I. The ball is thrown to the player/pitcher at the mound or the coach/pitcher.
  - II. The ball fails to travel at least 15 feet when hit. The ball is dead and is not considered a "strike", rather it is ruled a foul ball. It counts as a "pitch" and adds to the total of pitches to the batter.
    - 1. NOTE: If a batted ball hits the coach/pitcher or the ball bucket it is live and in play.

2. Bunts are not allowed in the first half of the season.
  3. Sliding is permitted.
  4. Outfielders may not occupy a base for purpose of making a force out.
- f. No advancing bases on an overthrow outside the foul lines. Base runners may advance on overthrows if the overthrow is within the foul lines (i.e., in the field of play) at their own risk.
  - g. The games are 'self-umpired'. There will be no third party umpires assigned to the games. The 1st and 3rd base Coaches serve as umpires at their respective bases. The Manager/Coach pitching shall make the call at 2nd base and in the outfield.
  - h. No game or part thereof can be protested.
  - i. No stealing and no advancing on a passed ball or a wild pitch.
  - j. Players are allowed to pitch beginning in the second-half on the season. The pitcher will be given a maximum of three pitches at which point a Manager/Coach will pitch a maximum of three pitches before the batter is to hit off of a tee. Each Pitcher will only be allowed to pitch one inning per game. All current Little League Green Book pitching regulations apply.
6. There is no year-end tournament.
  7. All players will receive a participation trophy.

## **F. Tee Ball**

Tee-Ball is an introductory division. As an instructional division the primary goal is to instruct the players on the fundamentals of the game, teach them the value of teamwork, and have a lot of fun. This division provides training to these younger players and places less emphasis on the competitive aspects of the game.

1. Regular season play will consist of approximately 18 games. Coaches of the defensive team are allowed on the field (primarily in the outfield) to assist in coaching and instructing their players.
2. Since Tee-Ball is an instructional league, no score will be kept.
3. Every player must have at least two (2) innings of play in the "infield" in a four (4) inning game. Players may not play the same position more than two (2) innings per game.
4. No new inning shall begin after one hour and thirty minutes (1 1/2 hours) has elapsed from the scheduled starting time of the game.
5. Playing Rules:
  - a. All defensive players shall occupy the field with the extra players in the outfield. No player shall sit the bench.
  - b. The batting order shall consist of every player who shows up for any part of the game. In the event a player arrives after the game has started, the player shall be placed at the last spot of the batting order.
  - c. A ball is dead when:
    - I. It is thrown to the pitcher at the mound. Base runners may not advance.
    - II. The ball fails to travel outside the 12 foot 'dead ball ring' when hit. This is considered a foul ball.
  - d. Sliding is permitted.
  - e. Outfielders may not occupy a base for purposes of making a force out. Infielders must make that play.
  - f. At the beginning of the season, no advancing bases on an overthrow. As the season progresses and skills improve, it is at the Commissioner's discretion to allow for extra bases on overthrows. The Commissioner will meet with the Managers and set guidelines for such allowances, if any.

- g.** At the beginning of the season, teams will bat through the entire lineup, regardless of how many "putouts" there may be. As the season progresses and skills improve, it is at the Commissioner's discretion to allow for three (3) "putouts" to end an inning, similar to Minor A baseball. The Commissioner will meet with the Managers and all agree on the change. If accepted, the rules will be similar to Minor A rules.
- h.** There will be no third party umpires assigned to the games. The 1st and 3rd base coaches serve as umpires at their respective bases. The Manager/Coach in the field shall make the call at 2nd base and in the outfield.
- i.** No game or part thereof can be protested.
- j.** All players will receive a participation trophy.

## IV. Player Call-Up Policy

From time to time, a vacancy occurs during the course of the season at the higher divisions, which requires the Board of Directors, per Little League Baseball's rules and regulations, to fill the vacancy. In general, the vacancy is filled from the next lower division, i.e., vacancy at Majors would require the position to be filled by an AAA player etc.

If there is a vacancy at the Majors division, there will be a 'trickle down effect' pulling a player from Minor AAA to fill the Majors spot, pulling a Minor AA player to fill the Minor AAA position, and a Minor A player to fill the Minor AA position. No player will be called up from Tee-Ball.

LHLL maintains a "choice approach" for players to move up during the season when called upon. The following guidelines will be used for such occasions:

1. Once a player has made him or herself available for a higher division draft, that Player will remain eligible to be called up to that higher division throughout the entire season up to the cut-off date, which is 2 weeks prior to the end of the last regular season game. Additionally, Players who are on a waiting list to play in LHLL will be included in the eligible call up list if they are draft eligible for that division.
2. A lower division team can only have one player called up to a higher division until all teams at that lower division have had a player move up. This will eliminate one team having multiple players called up before other teams within their division have at least one player called up regardless of the higher division Manager's priority list. In the event a player drafted in the top 4 flights leaves the league that will also count as a call up and that team remains ineligible to have a player pulled until all teams have had a player called up.
3. The Player Agent shall maintain a list of all players eligible for call up to each Division. The call up list will be available at the start of the season. The Player Agent is also responsible for updating the list throughout the season and distributing an updated list to the Managers as necessary. The call up list for each division will be prioritized in the following manner:
  - a. Eligible players that tried out for a division but were not selected during the initial draft.



the player becomes ineligible to be called up for the remainder of that season.

9. In the unlikely event that no player is found to move up to the next division from the pool of players given to the Manager needing a player, the Player Agent will contact the division's Commissioner where a player must come from (i.e., vacancy at Major, therefore, a player must come from AAA) and inform him or her that the lowest place team must provide a player to be moved to the higher division. The Commissioner will then contact the Manager of the lowest place team to inform him or her that a player will be selected by the Player Agent to move up to the higher division. Should there be an eligible player (one that tried out for Majors and was not drafted) on that team, that player will be selected and forced to move up. The Player Agent will contact the player's parents to inform them of the change. In this event, it would be a forced move and only used as a last resort to comply with Little League Baseball's rules and regulations to maintain a roster of 12 players.

Note: It is the intent of LHLL to maintain a “choice approach” for players to move up during the season when called upon. However, if efforts fail and no players choose to move up due to situational changes during the season, then the Player Agent will be forced to pull a player(s) to comply with minimum roster requirements of Little League Baseball.

## V. Rainout and Make-Up Games

If there are specific Little League divisional rules covering make-up games of any kind, then those divisional rules take precedence over this general policy. If there are no specific rules governing make-up games, then the games will be continued, replayed, or made up per this section's rules. The Commissioner of the affected division will reschedule all required make-up games. If needed, the Player Agent can also assist.

1. The make-up games will be rescheduled on the first 'field' available date, and must be played within 14 days of the first available field date.
2. A rescheduled game, which is due to the inability of a team to field nine (9) players for a game due to school, religious functions, illness, or injuries, must be rescheduled by the Commissioner or Player Agent on the first available date, and when possible, no later than Sunday of the following week. Notification of a team's inability to field nine (9) players due to circumstances stated herein must be given to the division's Commissioner 72 hours prior to the originally scheduled game time. Teams are required to play a scheduled game if they can field 9 players regardless of which players are missing.
3. If a team cannot field enough players to play a rescheduled game, that team will be subject to forfeiture.
4. The determination of whether a game is to be postponed due to rain shall be determined on a day-by-day basis for weekday games. Saturday games will be AM and PM block postponements. If the AM games (both games) are postponed the PM (two games) games later in the day shall not automatically be postponed unless it is clearly a full day of rain. This is to accommodate the paid umpire notification requirements.

## **VI. All-Star Teams**

LHLL will field three All-Star Teams; A Majors team, an eleven year old team, and a ten and under team. Each team will have thirteen players. The All-Star teams will be selected by popular vote of the players, managers, and coaches in the respective division. All votes will have equal value.

### **1. *Minimum Play***

Minimum player participation for each division will be as follows:

- a. Juniors – As per current Little League Green book regulations.
- b. 12 Year Old Team – 2 defensive innings. Batting requirements will be as per current Little League Green book regulations.
- c. 11 Year old team – 2 defensive innings minimum, 3 if possible. Batting requirements will be as per current Little League Green book regulations.
- d. 10 and under team – 2 defensive innings minimum, 3 if possible. Batting requirements will be as per current Little League Green book regulations.

### **2. *Manager Selection***

- a. The All-Star manager selection committee is defined by the president and will be based upon the Manager selection committee for each respective division with possible additions/deletions deemed appropriate by the president.
- b. First consideration will be given to managers of a regular season team in that division. All Managers/Coaches of the division may be considered.

### **3. *Majors All Star Player Selection***

- a. All league age ten, eleven and twelve year old Majors players are eligible for selection to the Majors All-Star team. There will be two ballots, one containing league age twelve players and one

containing league age ten and eleven players. The Majors players, managers, and two coaches per team will vote for ten players from teams on each ballot (players/managers/coaches may vote for up to 3 players from their respective teams). The votes will be recorded on a ballot produced and administered by the Majors Commissioner and the Player Agent (assuming the Player Agent and Commissioner does not have a family member or relative in that division, In that case, another BoD member without a family/relative conflict in the division will help conduct the vote). The vote should take place during the last week of the regular season. All adult ballots will be signed. Anonymous adult ballots will not be counted. No make up voting will be permitted. Questionable ballots are subject to review and possible discard as dictated by president or commissioner.

- b. The Commissioner shall collect all the ballots and place them into a sealed envelope until the day of the All-Star selection meeting. They shall be stored at the president's direction. The Commissioner and Player Agent (and third board member without a child in majors if the player agent has a child in majors) will count the votes and will be overseen by the President.

The team will be comprised of the top eight vote recipients as selected by the cumulative vote of the players, managers, and coaches. Three positions will be selected by the Majors managers in a secondary vote conducted by the Majors Commissioner. "Eligible candidates" will be those players presented at the meeting. That manager's vote will also vote for 2 eleven year olds for consideration by the All Star Manager. In the event that two players are in a vote tie for the eighth position (in the initial vote) then both players will be awarded All-Star positions and the Majors managers will vote to fill only 2 positions. The final two positions will be selected by the All Star Manager from the pool of "Eligible Candidates". This will complete the 12 year old Majors All-Star roster of thirteen players. The president, with input from commissioner, has final authority of all-star team selection.

Managers must be present for all star selection meeting, no proxies.

#### **4. *11 Year-old Player Selection***

- a. All league age ten and eleven year olds playing in the Majors division are eligible for selection to the eleven year old All-Star team. The Majors players (including the 12 year olds), managers, and two coaches per team will vote for ten 11 year

old players from teams on their ballot (players/managers/coaches can vote for up to 3 players on their respective teams). Their cumulative vote totals will select the first seven players to the team. The votes will be recorded on a ten/eleven year old only ballot produced and administered by the Majors Commissioner. Ten and eleven year olds will be treated as the same. The vote should take place during the last week of the regular season. No make up voting will be permitted.

The Commissioner shall collect all the ballots and place them into a sealed envelope until the day of the All-Star selection meeting. They shall be stored at the president's direction. The Commissioner and Player Agent (and third board member without an eligible child in majors if the player agent has an eligible child in majors) will count the votes and will be overseen by the President.

The team will be comprised of the top seven vote recipients as selected by the cumulative vote of the players, managers, and coaches. Four positions will be selected by the Majors managers in a secondary vote conducted by the Majors Commissioner. "Eligible candidates" will be those players presented at the meeting. In the event that two players are in a vote tie for the eighth position (in the initial vote) then both players will be awarded All-Star positions and the Majors managers will vote to fill only 3 positions. The final 2 positions will be selected by the All Star Manager from the pool of "Eligible Candidates". This will complete the Majors 11 year old All-Star roster of thirteen players. The president, with input from commissioner, has final authority of all-star team selection.

All adult ballots will be signed. Anonymous adult ballots will not be counted. No make up voting will be permitted. Questionable ballots are subject to review and possible discard as dictated by president or commissioner.

Managers must be present for all star selection meeting, no proxies.

## **5. 10 and under All-Star Player Selection**

All league age Nine and Ten year old AAA and Ten year old Majors players are eligible for selection to the 9-10 All-Star team but only 10 year olds appear on the ballot. The AAA 9-10 year

old players. AAA managers and two AAA coaches per team will vote for ten players from their ballots (managers/coaches/players may vote for up to 3 players on their respective teams). Six (6) players will be selected from the combined players and Managers/Coaches vote. The next five (5) players will be selected by the Managers in a separate vote. . "Eligible candidates" will be those players presented at the meeting. That manager's vote will also vote for 2 nine year olds for consideration by the All Star Manager. In the event that two players are in a vote tie for the sixth position (in the initial vote) then both players will be awarded All-Star positions and the AAA managers will vote to fill only 4 positions. The final 2 positions will be selected by the All Star Manager from the pool of "Eligible Candidates" including the 2 nine year olds. This will complete the 9/10 year old All-Star roster of thirteen players

- a. The votes will be recorded on a ballot produced and administered by the AAA Commissioner and the Player Agent (assuming the Player Agent and Commissioner does not have a family member or relative in that division, In that case, another BoD member without a family/relative conflict in the division will help conduct the vote). The vote should take place during the last week of the regular season. The vote should take place during the last week of the regular season. No make up voting will be permitted.
- b. The Commissioner shall collect all the ballots and place them into a sealed envelope until the day of the All-Star selection meeting They shall be stored at the president's direction. The Commissioner and Player Agent (and third board member without a child in AAA if the player agent has a child in AAA) will count the votes and will be overseen by the President. This will complete the 9-10 All-Star roster of thirteen players.

All adult ballots will be signed. Anonymous adult ballots will not be counted. No make up voting will be permitted. Questionable ballots are subject to review and possible discard as dictated by president or commissioner.

Managers must be present for all star selection meeting, no proxies.

## **VII. Safety, Discipline, Scholarships and Field Duties**

- A.** Managers must have Medical Release Forms at the field or other practice facility at all times. This rule applies to games and practices. Violations of this rule will result in the following:
1. 1st offense = official warning from the Board of Directors
  2. 2nd offense = 1 game suspension
  3. 3rd offense = 3 game suspension and possible loss of team
- B.** Bats are to be swung only at the plate. There is no “on deck” position or circle. Players may not touch or hold a bat while in the dugout. Managers and Coaches should monitor this very closely. Suggest having a team parent in the dugout to assist in this matter for Tee-Ball and Minor A.
- C.** Players, siblings of players, young spectators, etc., must be kept off the backstops, sheds, or any structure of the like. Parents will be asked by the Managers or Board Members to assist with their children if the problem persists.
- D.** Managers and Coaches are responsible for keeping the field and dugouts clean from litter and debris. Pick up after your games. Additionally, teams are required to properly follow the League field care guidelines during all practices and games. At a minimum, fields must be dragged, watered, tarps put out and bases put away after every game and practice. Additional field care guidelines may be incorporated during the season. Teams that do not comply with this requirement will be subject to disciplinary action by the LHLL BOD. Penalties may include suspension from participation in the end of season tournament.
- E.** Managers or Coaches from Majors, Minor AAA, and Minor AA will be required to umpire three (3) regular season games and one (1) pre-season game. It will be the Manager's responsibility to provide the names, including themselves, to the Chief of Umpires who will meet this requirement per team.

With respect to AA and AAA pre-season games, the Home team Manager is responsible for providing the plate umpire and the Visiting team Manager is responsible for providing the base umpire. A qualified list of umpires is available from the Chief of Umpires.

All equipment is to be kept in the dugout and not around the playing area.

Any family requesting a scholarship must submit a written request to the Player Agent prior to the draft. Scholarships are to be reviewed by a Scholarship Committee comprised of the League President, Player Agent and Treasurer and any other BoD members the President deems necessary for the committee. Any family requesting a scholarship must be in good standing from the previous years accounting records. The Scholarship Committee shall decide what if any fees will still be required to pay to be able to play, and a schedule for such fees will be assigned to the family.

If a family fails to adhere to that schedule the situation will be reviewed by the BoD. If a family is granted a full scholarship, that family will be assigned additional volunteerism in the form of pre-season field set-up/maintenance, picture day or closing day activities. If that family fails to comply with that schedule, their status and situation will be reviewed by the BoD.

#### X. Payment and Refunds

Players may not receive their uniforms until BoD has approved their payment status. Players may not play without uniforms.

Refunds for non-injuries will be provided and subject to provisions as follows:

Prior to Draft: Full refund as check or electronic credit.

After Draft and Before first practice game: 50% refund as check or electronic credit.

After first practice game: no refund

Refunds for injuries with official medical release will be provided and subject to the provisions as follows:

Prior to uniform distribution: 100% refund as check or electronic credit.

After uniform distribution: 50% refund as check or electronic credit.

**These 2009 LHLL local rules will be considered the final set of 2009 local rules with the only exception being consideration for safety.**