

East Fullerton L.L. and West Fullerton L.L.



Orange County, CA
District 56

2012 Interleague
Local Rules

2012 Rule Changes (Refer to the LL Green Book)

Rule 1.10 in the Baseball and Challenger Division Rule Books has been amended to read:

The bat must be a baseball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of material and color tested and proved acceptable to Little League standards.

Little League (Majors) and below: it shall not be more than thirty-three (33) inches in length nor more than two and one-quarter (2¼) inches in diameter. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less.

EXCEPTION: For the 2011-2012 Little League (Majors) and below, for regular season play and Tournament, composite bats are prohibited unless approved by Little League International. A list of approved and licensed composite bats can be found on the Little League website at www.littleleague.org.

Junior League: it shall not be more than 34 inches in length; nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. All composite bats shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color.

Senior/Big League: it shall not be more than 36 inches in length, nor more than 2 5/8 inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces). All bats not made of a single piece of wood shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. Aluminum and composite bats shall be marked as to their material makeup being aluminum or composite. This marking shall be silkscreen or other permanent certification mark, a minimum of one-half-inch on each side and located on the barrel of the bat in any contrasting color.

In all divisions, wood bats may be taped or fitted with a sleeve for a distance not exceeding sixteen (16) inches (18 inches for Junior/Senior/Big League baseball) from the small end. A non-wood bat must have a grip of cork, tape or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited.

NOTE 1: Junior/Senior/Big League: The 2¼ inch in diameter bat is not allowed in any division.

NOTE 2: The traditional batting donut is not permissible.

NOTE 3: The bat may carry the mark "Little League Tee Ball."

NOTE 4: Non-wood bats may develop dents from time to time. Bats that cannot pass through the approved Little League bat ring for the appropriate division must be removed from play. The 2¼ inch bat ring must be used for bats in the Tee Ball, Minor League and Little League Baseball divisions. The 2 5/8 inch bat ring must be used for bats in the Junior, Senior and Big League divisions of baseball.

Note 5: An illegal bat must be removed. Any bat that has been altered shall be removed from play. Penalty – See Rule – 6.06(d).

Rule 6.06(d) in the Baseball Rule Book has been amended to read:

A batter is out for illegal action when -

(d) The batter enters the batter's box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter's box.

Note: If the infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat:

1) The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.

2) For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.

3) For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.

Summary and Implementation: For the 2012 season, this imposes penalties for the use of an illegal bat in a game.

Rule 6.05(b) in the Baseball Rule Book has been amended to read:

6.05 - A batter is out when -

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

(1) a third strike is legally caught by the catcher;

(2) a third strike is not caught by the catcher when first base is occupied before two are out. Minor League and Tee Ball: A third strike is caught or not caught by the catcher. Option: A local league may elect to apply the Minor League and Tee Ball rule for the Little League (Major Division) for the regular season.

LOCAL RULES (all divisions)

(Unless otherwise stated within the following local rules pages,
all Little League Green Book Rules are to be followed)

1. Mercy Rule: The Mercy Rule is applied the moment one team scores 10 or more runs than the opposing team and the number of innings played constitutes a complete game. The game is officially over and the score is final. If the time limit for the game has not been reached, players may continue to play out the game as long as both managers agree, however, the score does not change and play is considered non-competitive. Should each manager decide to play out the game, the umpire shall be required to stay and work the game until the game has completed its allotted innings or the time limit has expired / darkness. Pitch counts of the pitchers playing the continued game SHALL count toward eligibility for the next games played.
2. Tied, suspended and rainout games will be made up prior to the next regularly scheduled game between the same two opponents. Game times for other teams may be changed to accommodate these make-up games. The Division Commissioner (with assistance from the scheduler) is responsible for the rescheduling of games in their respective division and the coordination with the other divisions when other games are scheduled on the same field. The upper-most division shall always get scheduling priority when it comes to playing rescheduled games. If there is not a regularly scheduled game between the two teams, the tied, suspended or make-up game must be played within 10 days.
3. Coach Positions: Unless specified otherwise in the division rules below, coaches must remain in the playing area. Players may not be coached from outside the playing area.
4. Both team scorekeepers shall exchange complete lineup sheets before the game begins. The Home team book is the official book for all record keeping. The pitch count records shall be maintained by the Home book. For all disputes, the Home book takes precedence. Scores and pitch counts shall be verified by both managers upon the completion of the game and reported within 24 hours by both team's official scorer or manager. Reporting shall be via email at eastfullerton@gmail.com for posting on the ELL web site. It is IMPERATIVE that pitch counts and scores are reported – our website tools allow families / coaches / opponents to view each pitcher's eligibility for upcoming games.
5. In games using the "continuous batting order" rule, if the last batter draws a walk and the ball is controlled by a defensive player, the ball is dead and the runner advances to first. Any run forced in counts. If a passed ball occurs on ball four, the ball is live and runners may advance at their own peril.
6. All Adults having regular contact with players must submit a volunteer application and a back ground will be conducted. This includes adults participating in practices and as team chaperones.
7. The home team shall occupy the third base dugout.
8. In all divisions – with two outs, the offensive team may pinch-run for a runner who will be catcher in the next half-inning. The pinch-runner must be the offensive player responsible for the second out of that inning. This rule may be used throughout the game.
9. Manager and coaches must remain in the dugout or in the area adjacent to the entrance of the dugout and never closer to home plate than the ENTRANCE to the dugout. The only exceptions to this will be the base coach, between innings, when time has been called, or when observing in the bullpen. Coaches cannot coach from outside the playing area.

MAJOR DIVISION LOCAL RULES

1. No more than 3 adults will be allowed in the playing area during the game. The playing area is defined as that area bounded by the backstop, the out of bound lines and the dugouts. These 3 adults shall be the manager and 2 coaches, or the manager, coach and scorekeeper.
2. All eligible players on the roster will remain in the batting order the entire game (continuous batting order).

AAA DIVISION LOCAL RULES

1. All eligible players on the roster will remain in the batting order the entire game (continuous batting order).
2. No player shall be on the bench for more than one consecutive inning.
3. No new inning is to be started after one hour and fifty minutes (1:50) of baseball has been played. Scheduled time starts with the 1st pitch. The umpire's watch will be the official clock. Tied games or non-regulation games are to continue play if the game is the final game of the day for that field. Otherwise, the game will be continued on an alternate day.
4. No more than 3 adults will be allowed in the playing area during the game. The playing area is defined as that area bounded by the backstop, the out of bound lines and the dugouts. These 3 adults shall be the manager and 2 coaches, or the manager, coach and scorekeeper.
5. **FIVE RUN RULE:** The inning is over when the 5th run crosses home plate, but play should be allowed to continue. For example, if a team has scored 4 runs and a player hits a grand slam home run, the maximum runs for the inning will be 5, but the batter will be allowed to run the bases.
 - a. The 5-run rule shall not apply in the last two innings [5th and 6th innings] of the game (i.e., an unlimited amount of runs are allowed to cross the plate for the final two innings utilizing the continuous batting order).
6. **Continuous Batting Order:**
 - a. If Team A has 13 players and Team B has 10 players, each team would use the amount of batters equal to that of the team with the fewest amount of batters. In this case, 10.
 - b. The inning continues until the last batter (equal to the lesser roster number) completes his/her at bat or three outs are recorded (whichever occurs first) scoring as many runs as possible during the inning.

AA DIVISION RULES

1. All eligible players on the roster will remain in the batting order the entire game (continuous batting order). **Infield Fly rule does not apply.**
2. No player shall be on the bench for more than one consecutive inning.
3. No new inning is to be started after one hour and fifty minutes (1:50) of baseball has been played. Scheduled time starts with the 1st pitch. The umpire's watch will be the official clock. Tied games are to continue play if the game is the final game of the day for that field. Otherwise, the game will be continued on an alternate day.
4. No more than 3 adults will be allowed in the playing area during the game. The playing area is defined as that area bounded by the backstop, the out of bound lines and the dugouts. These 3 adults shall be the manager and 2 coaches, or the manager, coach and scorekeeper.
5. **FIVE RUN RULE:** The inning is over when the 5th run crosses home plate, but play should be allowed to continue. For example, if a team has scored 4 runs and a player hits a grand slam home run, the maximum runs for the inning will be 5, but the batter will be allowed to run the bases.
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 - b. The inning continues until the last batter (equal to the lesser roster number) completes his/her at bat or three outs are recorded (whichever occurs first) scoring as many runs as possible during the inning.
8. **PLAYER POSITIONS:** No defensive player will play in one position for more than 2 consecutive innings (with exception of the pitcher and catcher, pitch count rules will apply). Each defensive player will play in an infield position for at least 3 consecutive outs.

If a manager violates this rule, the opposing team manager will notify the Game Umpire by the end of the game and prior to the umpire leaving the field. The umpire will ensure the violations will be documented in the Official Score Book. The Division Commissioner will then be notified by the opposing team manager within 24 hours after the game. Violation of this rule will result in discipline from the Board of Directors of their respective league. Violation of this rule will not be grounds for a game protest as defined in section 4.19 of the Little League Green Book.

A DIVISION LOCAL RULES

1. All eligible players on the roster will remain in the batting order the entire game (continuous batting order).
2. No player shall be on the bench for more than one consecutive inning. Free substitutions allowed on defense except for pitcher.
3. No new inning is to be started after one hour and fifty minutes (1:50) of baseball has been played. Scheduled time starts with the 1st pitch. The umpire's watch will be the official clock. Tied games are to continue play if the game is the final game of the day for that field. Otherwise, the game will be continued on an alternate day.
4. No more than 3 adults will be allowed in the playing area during the game. The playing area is defined as that area bounded by the backstop, the out of bound lines and the dugouts. These 3 adults shall be the manager and 2 coaches, or the manager, coach and scorekeeper. Two adult base coaches are allowed. A helmeted player may be in one of the coach's boxes with the adult coach to learn the game.
5. **FIVE RUN RULE:** The inning is over when the 5th run crosses home plate, but play should be allowed to continue to fruition. For example, if a team has scored 4 runs and a player hits a grand slam home run, the maximum runs for the inning will be 5, but the batter will be allowed to run the bases.
 - a. The 5-run rule shall not apply in the last two innings [5th and 6th innings] of the game (i.e., an unlimited amount of runs are allowed to cross the plate for the final two innings utilizing the continuous batting order).
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8. **Pitching:** The player will pitch with balls and strikes called by the umpire. If the batter gets three strikes he is retired. There are no walks. If the batter draws four balls, the coach is brought in to pitch the final strike or until the ball is put into play. A foul ball on third strike pitch from the coach results in another pitch/strike. There is no limit on the number of pitches thrown. Coaches are **not** allowed on the field to

assist play. While pitching, a coach must have at least one foot on the dirt of the mound and start the pitch no closer than the Pitcher's Plate.

9. Stealing is allowed in the 2nd half of the season only (including exhibition games). No delayed stealing. No stealing of home plate. There is no base stealing when a coach is pitching.
10. Only one base is allowed on an overthrow but a player may not advance to home plate on an overthrow. This rule applies to all runners during a steal attempt or a simple advance while the ball is in play.
11. The ball is dead on a throw from the catcher to the pitcher.
12. The strike zone will be width of one baseball either side of the plate. The top of the strike zone is the armpits. The bottom is knees.
13. There will be four outfielders. Not a rover. All outfielders should be evenly spaced in the outfield.
14. The infield fly rule does not apply.