

Rolling Hills Little League (RHLL) | Local Rules

I. CHARTER

Rolling Hills Little League (hereinafter referred to as “RHLL”) is a nonprofit organization chartered by Little League Baseball, Inc. “

II. MEMBERSHIP

RHLL is comprised of REGULAR and PLAYER Members. Any adult who resides within our boundaries or has a child that goes to school within our boundaries may become a Regular Member by completing a Registration form. Any player who resides within our boundaries or goes to school within our boundaries may become a player member by completing a player registration form.

III. DIVISIONS

a. RHLL has five (5) levels of team play:

- i. The upper divisions: MAJORS, INTERMEDIATES, and MINORS.
- ii. The lower divisions: ROOKIE, and T-BALL

b. AGE and SKILL DETERMINE LEVEL OF PLAY

- i. All players with a little league age of 12 will play in the Majors division. Players with Little League ages of 11 may play in the Major division only if they are drafted by a Majors team or have a league age 12 sibling. In the event the player has a league age 12 sibling, parental preference will control whether the player will play in majors or intermediate.
- ii. All players with a Little League age of 11 who are not drafted by a Majors team will play in the Intermediates division.
- iii. All players with a Little League age of 10 will play in the Minors unless they are drafted by an Intermediate team. In the event the player has a league age 11 sibling in Intermediate, parental preference will control whether the player plays in Intermediate or Minors.
- iv. All players with a Little League age 9 will play in the Minor division unless drafted to an Intermediate team. In the event the player has a league age 11 or 10 year old sibling in the Intermediate level, parental preference will control whether the players plays in Intermediate or Minor level.
- v. All players with a little league age of 8 will be drafted into the Minor level. However, if it is the parental preference to have the player remain in Rookies, parental preferences will control.
- vi. All players with a Little League age of 7 are eligible to try out for the minor division. The final determination of whether a 7 year old is drafted into the minors will be by roster size as well as by the drafting coaches who will be entitled to use both objective and subjective criteria.
- vii. All players with a Little League age of 6, will play in Rookies, unless parental

preference is to have them play in Tee-Ball. No 6 year olds will be allowed to play in minors

viii. All players with a Little League age of 4 & 5 will play in the t-ball level.

c. TRYOUTS and DRAFT for the upper divisions will ultimately determine the exact placement of the players (See Articles VII & VIII below).

IV. COMPETITION

a. RHLL offers up to four (4) seasons of competition: Regular Season, Post Season, Summer League and Winter League.

i. Regular Season

a. Runs generally from the first week in March through the second week in June.

b. Regular Season play for the Upper Divisions will generally consist of two (2) games per week.

c. Majors and Intermediate will include intra-league as well as inter-league play against teams from Silver Spur, Lunada Bay and/or PVLL in accordance with the Inter-league Rules.

d. There will be an end of season intra-league tournament for all teams in the Upper Divisions that concludes on closing day of the Regular Season.

e. For the purpose of breaking a tie between teams with the same record at the conclusion of the regular season the following criteria will be used in the order specified:

i. Head to head record between the tied teams.

ii. Intra-league record provided that the tied teams played matching intra-league schedules.

iii. Lowest aggregate runs against for all games played provided that the tied teams played an equal number of games. Average runs against can be substituted if the tied teams played an unequal number of games.

iv. Failing a resolution after applying the above criteria in order, coin toss.

f. Trophies are awarded to the season winner and runner up as well as the tournament winner and runner up for Upper Division Teams.

g. Rookie and T-Ball teams will play one (1) game per week on Saturday or Friday Night Lights. There will be no playoffs for the lower divisions. All players shall receive trophies.

ii. Post Season play for Majors and Intermediates consists of the King of the Hill, Tournament of Champions and the All-Stars tournaments.

a. The regular season champion gets to choose which tournament their team will play in.

i. The King of the Hill tournament matches either the season champion or tournament champion of the Majors and the Intermediates divisions against the respective teams of the other leagues on the Peninsula.

ii. The Tournament of Champions matches the other Major and

Intermediate Champions and they will play a single-elimination tournament against the other League Champions in District 36.

- b. The All-Star teams, generally one for each age group (ages 10-12), may be comprised of players from the Upper Divisions.
 - i. The 12 Year Olds will compete in tournament play with the ultimate winners playing in the Little League World Series held in Williamsport, PA.
 - ii. RHLL follows a rigorous and objective AS WELL AS SUBJECTIVE process by the league's All-Star Committee to select the All Star Team players and managers.
 - iii. The All Star Selection Process is documented separately and posted on the RHLL website. (In addition see article XIII below)
- c. Summer League will start approximately three (3) weeks after the Regular Season.
 - i. There are 3 levels of play, Majors, Intermediates and Minors, and the structure is Flexible to allow for vacation schedules.
 - ii. Summer is designed as an instructional league to continue development of baseball skills for players who are between the ages of eight (8) and twelve (12).
 - iii. Summer League is handled on an inter-league basis among the four leagues in the greater Palos Verdes Peninsula area and coordination is rotated among these leagues annually.
 - iv. Winter League – Currently Dan Spring Fall Ball, is open to all Players who are between the ages of eight (8) and twelve (12). The season runs from September to approximately the end of November. Teams are made up players from all 4 leagues on the Peninsula.

V. DIVISION RULES AND GUIDELINES

- a. RHLL rules for the 5 divisions are updated on an annual basis by the division coordinators in conjunction with the assistance from the President of the League and Competition Committee.
- b. While all RHLL divisions follow the rules of little league baseball as governed by the Little League Rule Book, each of the lower divisions and the Minors division operate on supplemental rules designed to suit each specific age group.
- c. The Intermediate and Major Divisions are governed by the Little League Rule Book with minor variations specified in supplemental Inter-league Rules established by the Inter-league Council made up of the Presidents of each of the four leagues on the peninsula. None of these intra-league or inter-league supplemental rules may materially contravene the Little League Rule Book by making the game less safe to anyone engaged in the game including players, coaches, fans or officials. RHLL reserves the right to add RHLL specific rules to the Interleague rules that govern only the conduct of RHLL teams. All inter-league and intra-league supplemental rules must be approved by the RHLL Board.
- d. Division Rules for each of the 5 divisions shall be attached hereto as Exhibits A-E as updated from time to time.

VI. TEAM MANAGERS/COACHES

- a. Team managers are selected by the Board of Directors with

recommendations from the Division Coordinator. The basis of selection shall be based on both subjective and objective factors in keeping with the discretion of the Board of Directors. Factors to consider shall include but not be limited to the following:

- i. League experience
 - ii. Skill level
 - iii. Baseball knowledge
 - iv. Willingness and ability to dedicate a significant amount of time
 - v. Character of the candidate
 - vi. Ability to work well with the players and parents and to promote the ideology of Rolling Hills Little League and to represent our league in District 36.
- b. Each manager will be allowed one coach prior to the draft, and any additional coaches will be added after the draft.
 - c. The number of assistant coaches is dictated by the Little League Inc. rules and RHLL policy.
 - i. In Minors it is common to have 1 Manager and 3-4 coaches in the dugout.
 - ii. In Intermediate and Majors there shall be only 1 Manager and 2 coaches in the dugout.
 - d. All managers and coaches must be approved by the President of the League.
 - e. No officer, board member or league volunteer shall be excluded from consideration as a team manager by virtue of their volunteer position unless otherwise expressly prohibited in the official Little League Rule Book.

VII. TRYOUT POLICIES

- a. Tryouts are for the Majors, Intermediates and Minor divisions.
- b. Tryout dates are determined by the RHLL Board of Directors (Board) and tryout committee.
- c. Tryouts will be held over the course of either one or two days depending on the number of kids trying out. There will be no make-up dates.
- d. At the Minor league level, all coaches will turn in a copy of their grading sheets to the division commissioner and a volunteer will create an average grading sheet for distribution. This sheet will be distributed to all Managers and Coaches at the Minor level prior to draft night.
- e. At the Major and Intermediate Level, all Managers and Coaches will be responsible for their own assessment of the players trying out.

VII. DRAFT POLICIES

- a. All players are eligible for the draft whether they try out or not.
- b. No player is guaranteed a position in a given division unless age determination from Little League International (LLI) states otherwise.
- c. The President of the League working in conjunction with the Competition Committee shall determine the following:
 - i. Number of teams

- ii. Number of players per team
 - iii. Date, Time and Location of the draft.
- d. Each division will have a Player Agent (Commissioner). The Commissioner will be responsible for the draft and the documentation that relates to the draft;
 - i. The Intermediate and Major Commissioners will not have a child in their respective division
 - ii. The Minor Commissioner may have a child in the Minors; however, in such an instance the Minor Commissioner will not be in charge of the commissioner's draft duties as set forth below and instead, said duties shall be delegated to a Board Member chosen by the President of the League in conjunction with the Competition Committee.
- e. Commissioner Draft Duties:
 - i. Determination of draft order;
 - ii. Slotting of manager and coach's kids;
 - iii. Reviewing trades made within 15 minutes of completion of the draft.
 - iv. Trades made after the end of the allotted period shall be reviewed on a case by case basis by the President of the League working in conjunction with the Competition Committee and the Commissioner of the Division.
 - v. Any Manager, Coach or Board Member that is aware of any special circumstances for any player or parent shall share their knowledge prior to the start of the draft.

VIII. PRACTICE FIELD AND CAGE SCHEDULING

- a. Practice field scheduling is done by order starting with Majors and finishing with the T-Ball.
- b. Cage time scheduling is done by order starting with Majors and finishing with Minors. No cage time is allocated to Rookie or Tee Ball.
- c. Within each division, the order of selection is determined by a random drawing.
- d. Preseason shall be selected first
- e. In season shall be selected in reverse order.

IX. PARENTAL RESPONSIBILITIES

- a. Parents shall be familiar with the code of conduct for parents that is attached to the RHLL website. Parents shall be responsible for concession stand duties as indicated by the league and the team parent. Parents are encouraged not only to help maintain the facilities clean of trash but to help with field preparation prior to the start of a games as well as field breakdown upon completion of the game.

X. ASAP PLAN

- a. Each year the ASAP plan required by LLI will be submitted for approval. Each Manager, Coach and Volunteer will be provided a copy of the approved ASAP plan and will acknowledge through writing that they understand and have read the plan.

XI. UMPIRES

- a. Rolling Hills Little League employs professional plate umpires from independent third party sources as selected by the Board of Directors for games at Major, Intermediate and Minor levels.
- b. Youth umpires are used for bases at the Minor level.
 - i. The Youth Umpire coordinator will schedule all youth umpires for minors. Rookie and Tee-Ball will have no Umpires

- c. Prior to the start of the season, RHLL provides a game schedule to the officiating entity for scheduling of all plate umpires. In case of a no show or change in schedule, the entity's phone numbers is listed on the RHLL website.

XII. ALL STAR SELECTION

- a. The following principles are kept in mind:
 - i. The All Star team should be the "League's Team"
 - ii. The selection process should not be political. The goal of the selection process is to choose the best players for the All Star team.
 - iii. Each player should know the selection process was inherently fair and objective.
- b. The following is the process for choosing each All Star team and manager:
 - i. Selection of the first six (6) players: The players choose the first 5 players. This is accomplished by having the players vote for 6 players. The top 5 vote getters are automatically on the team. It is recommended that President and Player agent, rather than a coach or manager, hand out the ballots and emphasize to the players that the voting is not and should not be a popularity contest.
 - ii. Selection of remaining players: The remainder of the teams will be chosen by the All Star committee as well as the All Star Managers and coaches. These selections will be based on regular season Manager and Coach recommendations, as well as All-Star Manager's and coach's recommendations. Regular Season Managers and coaches along with All Star Managers and Coaches including the All Star committee will discuss/roundtable the players they believe should be on the team. Each manager and coach is encouraged and free to express all opinions relative to each nominee. Each regular season manager and coach is responsible for bringing player statistics to this meeting. After this discussion/roundtable is complete, the All Star manger and coaches along with the All Star committee will take all information in consideration and will determine the players for that team. Player selection criteria includes ability, character, and best fit/needs for the particular team.
- c. Commitment: Prior to the All Star balloting, a Commitment letter from the league to each player eligible for all stars will go out, this letter must be signed in order to be considered for All Stars. The player and parents of the player must commit that the player will attend all practices and will be available for every game throughout the tournament. If the player and parents cannot make the commitment to be at each practice and be available for every game throughout the tournament, then the player will not be considered. If a player misses three practices during the entire All-Star season, except for family emergency, illness or injury, or misses one tournament game, except for family emergency, illness or injury, then the player may be removed from the team. This commitment will be posted on the league website and emailed to the registration database of the league.
- d. Selection of Manager and Coaches: Managers and coaches who are interested in being the All Star manager and coach will inform the President of their interest. The President will then immediately inform the All Star committee of the names of the managers who have expressed an interest in being the All Star manager and coach. The Managers and Coaches of the respective All-Star teams are determined by both experience as well as the result of the Regular Season competition. The president of the league will have the right of refusal of any Manager or coach.

- e. Number of Players on a Team:
 - i. 12 Year Old Team - A total of up to 14. (determined by the All Star committee and All Star manager and coaches)
 - ii. 11 Year Old Team - A total of 14 (determined by the All Star committee and All Star manager and coaches)
 - iii. 10 Year Old Blue and Gray Team - A total of up to 14 per team (determined by the All Star committee and All Star manager and coaches)(the Gray Team will be an optional team based on the recommendation of the All Star Committee)
 - iv. The aforementioned All Star Process may be reviewed on an annual basis and amended by the board as long as there is majority support by the board.

Exhibits A-E

RHLL Division Rules

- I. Exhibit A: TEE BALL DIVISION
 - a. Safety: Safety is the # 1 priority. A bat in the hand of a 4 thru 6 year old is a potentially dangerous situation. Make it your priority to teach safety at practice and during the games.
 - b. Length of Game: All games will be 3 to 4 innings. The coaches may decide whether or not to play a 4th inning depending upon the pace of the game. Maximum game time of 1 hour 15 minutes from scheduled start time.
 - c. Field Maintenance: Home team for first game sets up field, including getting tee and bases from shed. Home team for each game will do any field marking that is needed. Home team from last game, will put all tee's bases and any other equipment back in shed as well as drag the infield. All teams from last game will pick up any trash in and around the field.
 - d. Scorekeeping: No scores will be kept.
 - e. Coaching: Coaches are encouraged to be on the field. When on defense, 3 coaches may be on the field (but not in the infield). Coaches must be in the outfield (behind the infield players). When your team bats you should have a 1st and 3rd base coach, and one coach feeding the tee
 - f. Fielding: All kids play. All kids are assigned a field position when on defense. Rotate positions each inning (outfield and infield) to ensure everyone tries every position. No kid sits in the "dugout" and there is no catcher. Keep safety in mind (i.e., if a kid likes to pick daisies now and then, make sure he/she gets it out of his/her system before being at pitcher). If you only play 3 innings, make sure to mix it up the following week so that kids get an equal chance over the course of the season to play infield and outfield. Please refrain from "double" pitcher set-ups or the same kid at first base who catches everything.
 - g. Batting: Teams will bat through their entire line-up during their half of each inning. Rotate the batting order each inning. (All kids get a chance to bat before the team returns to the field).
 - i. Games 1 – 3: The batting tee will be used for all innings. If an out is made, the batter or runner may still occupy the base.
 - ii. Games 4 – 6: The batting tee will be used for the first inning. Optional coach

pitch underhand toss for the second inning on. Batting tee will still be used as necessary if a kid is having trouble making contact with a pitch. If an out is made, the batter or runner may still occupy the base.

- iii. Games 6 – 10: Coach pitch underhand toss. Batting tee will be used as necessary if a kid is having trouble making contact with a pitch. If an out is made, the batter or runner should go back to the dugout. Please be sure to explain the change in approach to the kids. If the coaches mutually want to leave the runners on base, that is fine, but we'd like them to start to understand the concept.
 - iv. During underhand toss/coach pitch, you should have one coach pitching and another catching so as to keep the pace of the game going. Grab a parent from the crowd to coach a base or something if you don't have enough official coaches.
 - v. Base Running: Runners should stop running the bases when a ball hit in the outfield is returned to the infield or when an out is attempted by throwing the ball to a base. For last hitter in each half inning, the runners can run all the way to home to clear the bases.
- h. Game time Best Practices:
- i. When using coach pitch, make sure to limit the number of pitches. If a kid is not hitting the ball after 4 or 5 good pitches, bring out the tee for them to hit. If the coach can't toss strikes, bring out the early hook and get someone in there that can!
 - ii. Make your line-up prior to the game. Have your defensive positions and batting order for each inning decided upon prior to the start of the game.
 - iii. Distribute copies of your line-up to your coaches and 'dugout parent' so that they may help you with positioning the players and setting the batting order when the team is in the field.
 - iv. Designate a 'dugout parent' to be in charge of keeping the hitters in order and ready to hit when it's their turn.
 - v. Have mats or buckets (with each player's name and uniform number) for each player to sit on when they come off the field. The 'dugout parent' can arrange these in the proper order while your team is in the field so that they will be ready to bat when it's your turn to hit.
- i. Field Maintenance: Home team for first game of the day sets up field. Get tee and bases from shed. Home team from last game of day puts away tee and bases, as well as rake dirt in infield, home plate area, and pitcher's mound. All teams please pick up trash at the end of your games.
- j. Practice Guidelines: Practice once per week for 45 minutes to one hour. If you go longer than that, you are past the kids' ability to learn and have fun. Having multiple coaches at practice and splitting the kids into smaller groups is always helpful; don't be afraid to pull parents off the sidelines at practice to help as well.
- k. Team Placement: Commissioners at the Tee Ball level are responsible for conducting all affairs associated with placement of Player Members on teams. These activities include coordination with all Managers and Coaches as well as making an effort to place players on teams per requests during registration. While all requests will be considered, there are no guarantees of placement. This level along with Rookie are the only levels in which

request to play with other players are considered. The primary focus of the league commissioners at this level is to place kids as best as possible with regards to friendships, schools, and make the experience as enjoyable as possible

II. Exhibit B: ROOKIE DIVISION

- a. Safety: Safety is the # 1 priority. Make it your priority to teach safety at practice and during the games.
- b. Length of Game: All games will be 3 to 4 innings. The coaches may decide whether or not to play a 4th inning depending upon the pace of the game. Maximum game time of 1 hour 15 minutes from scheduled start time.
- c. Scorekeeping: No scores will be kept.
- d. Coaching: Coaches are encouraged to be on the field. When on defense, 3 coaches may be on the field (but not in the infield). Coaches must be in the outfield (behind the infield players). When your team bats you should have a 1st and 3rd base coach, and one coach feeding the pitching machine. During underhand toss/coach pitch, you should have one coach pitching and another catching so as to keep the pace of the game going. Grab a parent from the crowd to coach a base or something if you don't have enough official coaches.
- e. Field Maintenance: Home team for first game sets up field. Get pitching machine, bucket of game balls and bases from shed. Home team from last game puts away pitching machine, game balls and bases and should rake and drag the infield. All teams please pick up trash at the end of your games.
- f. Fielding: All kids play. All kids are assigned a field position when on defense. Rotate positions each inning (outfield and infield) to ensure everyone tries every position. No kid sits in the "dugout". Keep safety in mind (i.e., if a kid likes to pick daisies now and then, make sure he/she gets it out of his/her system before being at pitcher). If you only play 3 innings, make sure to mix it up the following week so that kids get an equal chance over the course of the season to play infield and outfield. Please refrain from "double" pitcher set-ups or the same kid at first base who catches everything.
- g. Pitching: For the entire season all pitching will be done through the use of a coach fed pitching machine. Under no circumstances should a player operate this piece of equipment. If a player has trouble hitting from the machine after several attempts, the coach should move closer to the batter and under hand pitch to the batter. If the batter continues to struggle to make contact, a batting tee can be used.
- h. Batting: Teams will bat through their entire line-up during their half of each inning. Rotate the batting order each inning. (All kids get a chance to bat before the team returns to the field).
- i. Outs: If an out is made, the batter or runner goes back to the dugout. The number of outs in an inning is not recorded and since the entire lineup will bat each inning, it is possible that three or more outs can be made in a single half of an inning.
- j. Base Running: Runners should stop running the bases when a ball hit in the outfield is returned to the infield or when an out is attempted by throwing the ball to a base. For last hitter in each half inning, the runners can run all the way to home to clear the bases.
- k. Game time Best Practices:
 - i. Make sure to limit the number of pitches. If a kid is not hitting the ball after 4 or 5 good pitches, do an underhand toss or bring out the tee for them so that the ball gets put in play.

- ii. Make your line-up prior to the game. Have your defensive positions and batting order for each inning decided upon prior to the start of the game.
 - iii. Distribute copies of your line-up to your coaches and 'dugout parent' so that they may help you with positioning the players and setting the batting order when the team is in the field.
 - iv. Designate a 'dugout parent' to be in charge of keeping the hitters in order and ready to hit when it's their turn.
 - v. Have mats or buckets (with each player's name and uniform number) for each player to sit on when they come off the field. The 'dugout parent' can arrange these in the proper order while your team is in the field so that they will be ready to bat when it's your turn to hit.
 - l. Field Maintenance: Home team for first game of the day sets up field. Get tee and bases from shed. Home team from last game of day puts away tee and bases, as well as rake dirt in infield, home plate area, and pitcher's mound. All teams please pick up trash at the end of your games.
 - m. Practice Guidelines: Practice once per week for 45 minutes to one hour. If you go longer than that, you are past the kids' ability to learn and have fun. Having multiple coaches at practice and splitting the kids into smaller groups is always helpful; don't be afraid to pull parents off the sidelines at practice to help as well.
 - n. Team Placement: Commissioners at the Rookie level are responsible for conducting all affairs associated with placement of Player Members on teams. These activities include coordination with all Managers and Coaches as well as making an effort to place players on teams per requests during registration. While all requests will be considered, there are no guarantees of placement. This level along with Tee Ball are the only levels in which request to play with other players are considered. The primary focus of the league commissioners at this level is to place kids as best as possible with regards to friendships, schools, and make the experience as enjoyable as possible
 - o. Additional Rules: Commissioners at the Rookie level will hand out additional rules prior to the start of the season.
- III. Exhibit C: MINOR DIVISION
- a. Season:
 - i. The season will consist of 18 games with each team playing each other twice
 - ii. Kid pitch and coach pitch will be used
 - b. General rules for play:
 - i. Every player present will bat in lineup. Late arrivals to be placed at end of lineup. The manager is to present lineup and batting order to the opposing team and umpire. Players leaving early will be permanently scratched from game with no penalty.
 - ii. A team's at bat ends upon scoring 5 runs or the defense records 3 outs. The ball is dead once the 5th run crosses the plate. The last inning of the game (and potentially the last two innings – see item m below) is the exception to this rule and the at bat only ends upon the recording of three outs or, if applicable in the last inning, the home team records the winning run.
 - iii. Each team allowed 10 players on field. Four of the players must be positioned in the outfield at least 20 feet behind the infield dirt.
 - iv. Every player must play at least 4 innings in the field (Note: if only 10 kids show

up, everyone will play whole game). All players must play at least 2 innings in the field. Catcher qualifies as an infield position. Any deviation to this minimum play rule must be reviewed with the parents and approved by the commissioner in advance. Failure to follow this rule will result in forfeiture of the game in which the infraction occurred.

- v. It is the decision of the team managers as to whether to play game due to player shortage. A minimum of eight players is required, although it is encouraged that all attempts be made to ensure at least nine players are available to play. Having a Rookie player play up to get a team to the minimum eight players or the desired nine players is encouraged.
 - vi. An overthrow to a base is a live ball. The runner may advance a maximum of one base.
 - vii. Excessive timeouts or delays should be avoided. Umpires will be encouraged to keep the games moving. Coaches should make sure their catchers are dressed and ready to go to avoid delays between innings.
 - viii. Stealing bases is not permitted.
 - ix. Runners may advance until the ball is in possession of an infielder and the infielder has one foot on the infield dirt. If the defensive team is attempting to return the ball to an infielder to stop play and the infielder misses the throw, the runners may only advance one extra base. Runners who are over half way to the next base at the time the infielder has possession of the ball and one foot on the dirt of the infield may continue to that base. If the runner is less than half way to the next base, the runner must return to the previous base. If the infielder attempts to make a play on the runner, the play is live. When in doubt on a close play it is up to the umpire's best judgment only. Over aggressive base running is discouraged.
 - x. The infield fly rule does not apply in minors.
 - xi. No bunting is allowed
 - xii. Additional rules not referenced in these rules are as noted in Little League rulebook / minor division.
 - xiii. Game time rules: (i) maximum game time is 2 hours and 15 minutes from the start time; (ii) no inning shall start past 1 hour 59 minutes from the start time; (iii) any 5th inning that starts after 1 hour and 15 minutes after the start time will not have a run cap (any 6th inning, regardless of start time, will be uncapped per item #2 above). If the game is not complete when the maximum game time is reached or play is called due to darkness the score rolls back to the last fully completed inning. The game start time shall be recorded in the score books and shall be the time indicated by the umpire at the start of the game.
- c. Player/Coach pitching rules:
- i. No walks are allowed. If pitcher gets to a called ball four, a coach for the team at bat will pitch to his batter until either a ball is put into play by the batter, or a strike out is reached or the batter reaches four pitches without fouling off the last pitch. The kid pitcher must be positioned with one foot on the pitcher's mound to start the coach pitch at bat, the coach inherits the strike count. The umpire will call balls and strikes on coach pitch and the at bat continues until the ball is put into play or the hitter reaches three strikes (called or swinging

strikes; if there are foul balls with two strikes, the at bat continues until ball is put into play or hitter strikes out; four balls called by the ump doesn't erase the strike count). If the player has not put the ball in play by the fourth pitch, he is out. The coach may take two warm ups if desired and may pitch from the front of the dirt or the mound. A batted ball that hits the coach is dead and the hitter returns to the plate with the same strike count. The dead ball does not count against the batter's total pitches. A batter hit by a kid pitch has the option of taken a base or continuing the at bat. If the coach pitch hits the batter, hitter returns to the plate with same strike count.

- ii. Little League pitch count rules are in effect with one addition: a pitcher is limited to a maximum of one inning per game, or three consecutive outs (i.e., if a pitcher enters as a reliever in an inning and records one or two outs, then that pitcher may start the next inning and finish his/her three out maximum).
 - iii. Once a pitcher is removed from game, he/she cannot return to the mound. If the pitcher has thrown 41 or more pitches, he/she may not play catcher for the rest of the game.
 - iv. Strike calls are at the discretion of the umpire. A generous strike zone will be encouraged – top of the letters to the knees, and a ball width on either side of the plate.
 - v. Pitching mound visits are as governed by Little League International.
 - vi. In order to keep games moving, pitchers are limited to 8 warm up pitches. If the catcher is not ready, a coach should warm up pitcher until catcher is ready with those warm ups counting as part of the 8 warm ups.
 - vii. No pitcher regardless of pitch count is allowed to throw more than three innings in any game.
 - viii. No bats are allowed in the hands of any player in the dugout area
- d. Miscellaneous:
- i. Home team sets up the field prior to games, and visiting team is responsible for clean up after the games. Please make sure to follow appropriate field maintenance guidelines.
 - ii. Per Little League rules, there is no batting practice allowed during the one hour period preceding the game, and there is no batting practice allowed at all on the field where the game will be played. You may warm up for hitting with soft toss using the nets down each baseline or with Wiffle balls.
 - iii. Mistreatment of the youth umpires (or any umpire) will NOT be tolerated. Suspension from coaching future games is a possible sanction for any behavior that crosses the line. Spectators who are abusive to umpires, especially youth umpires will be asked to leave the game.
- e. Game scheduling is done by the Minor Commissioner or Commissioners.

IV. Exhibit D: INTERMEDIATE/MAJORS DIVISIONS

- a. Interleague play will be conducted according to the official rules of Little League Baseball. Unless otherwise indicated, the Minor League rule book will be used for the Intermediate levels of play. The guidelines or reiterations of the rules listed below are intended as clarifications /interpretations of the official playing rules of Little League Baseball.
- b. The two hour rule will be used for all games. This rule basically states that a new inning

will not start more than two hours after the beginning of the game. The starting time of the game must be announced to the official scorekeeper when play begins.

- c. In the event of inclement weather, the umpire, home field president or field manager shall make the decision on postponement. If there is any doubt about the weather, the managers must go to the playing field with their players to collaborate on a final decision. On weekdays when it is clear that weather will prohibit playing of a game, a home team league official must notify all managers involved and the umpire by 2:00 P.M. Rained out or incomplete games must be played / completed by the end of the make-up week for that half of the season. Make up games should be immediately re-scheduled through each leagues designated scheduling representative.
- d. Each league shall provide a list of all managers and coaches with phone numbers that are involved in the Interleague play.
- e. All four leagues have adopted a point system that eliminates the need to replay tie games (2 points Inter League win, 1 point Intra League win, 1 point Inter League tie, ½ point Intra League tie).
- f. It is solely the discretion of the umpire to call a game due to darkness, poor visibility, or unsafe playing conditions.
- g. Batting cages are not to be used 1 hour prior to game time.
- h. If the umpire fails to show up for the game, the managers shall agree on a substitute chief umpire from the stands in order to complete the game.
- i. A team may have one manager and two coaches in the dugout during regular season and post season play.
- j. The base runner is automatically out at the plate or any base if he does not slide or avoid contact on a close play (umpire's call).
- k. Managers must provide two copies of their lineup card to the umpire prior to the start of the game. Full names, positions and uniform numbers must be included on the cards as well as identifying all pitchers by age. Interleague will supply lineup sheets to all leagues of which use is mandatory.
- l. An optional "Slaughter Rule" states that a team losing by ten or more runs at the end of four innings or three and one-half innings if the home team is leading may call an end to the game.
- m. Tie Games - A tie game halted due to weather or darkness will be declared an official tie provided it is an official game. An official game is one that has completed four innings of play unless the home team is ahead after three and one half innings of play.
- n. All players are placed in the batting order.
- o. Slashing is not permitted.
- p. No PROTESTS will be allowed. Any dispute must be resolved on the field.
- q. Balks shall not be called.
- r. There is no dropped third strike in the Intermediate division
- s. Team Roster: It has been agreed that at the Major & Intermediate level, call ups are encouraged to have ten players in the lineup during a game. Call ups should be as noted - a Major level team will call up an Intermediate level player (s) from its designated Intermediate level or an Intermediate level team will call up an Minor level player (s) from its designated minor level. Please note that a call up player is not eligible to pitch in the game and shall bat at the end of the order. No players will play for another team at the same level except as noted for T.O.C.

- t. If a team fails to field nine players, at any time, it will be a forfeited game.
 - u. All players must play at least twelve outs on defense with one inning in the infield. Note that a pitcher, once replaced, may not return to the same game as a pitcher.
 - v. Major and Intermediate game scheduling will be done by the Interleague committee. Each year the responsibility of the Major and Intermediate scheduling rotates between the four leagues. Once the schedule is set, it is released to the other leagues. The team assignments are randomly selected by the hosting league.
- V. Exhibit E: ADDITIONAL RULES FOR INTERMEDIATE DIVISION PLAY
- a. All rules from Article V, Section 4 will apply for Intermediate Division level play in addition to the following:
 - i. All players must play at least twelve outs on defense and with one inning in the infield. Please note that a pitcher, once replaced, may not return to the same game as a pitcher.
 - ii. Twelve-year olds are not allowed to pitch at this level of play.
 - iii. The official rules of Little League Baseball will apply to pitching.
 - iv. Four innings constitutes a regulation game as per the official Little League rules.
 - v. The Intermediate level teams are required to field a minimum of nine players at all times during a game otherwise the game is forfeited.
 - vi. Because all players are placed in the batting order, there shall be an automatic out if a player leaves a game for any reason other than injury. However, a team must field a minimum of nine players at all times during a game. If a team fails to field nine players at any time (with exception due to injury), it will be a forfeited game.
 - vii. Stealing home is allowed in this division.
 - viii. At intermediate level, an expanded strike zone is encouraged.