

A decorative graphic featuring three sets of concentric blue circles. One set is in the top right, a smaller one is in the middle right, and a large one is in the bottom right. Two thin blue lines originate from the top left and extend diagonally towards the middle-right circles.

El Cajon National Little League 2023 Bi-Laws

**Little League International Headquarters
(Williamsport PA), Western Region, Division 3,
Section 7, District 41 – ECNLL**

**Board Of Directors
1/1/2023**

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ECNLL 2023 LOCAL LEAGUE RULES

MAJOR (10 – 12 YRS) DIVISION RULES

Rules and Guidelines:

All rules as defined in the official Little League Rule Book for Majors Division Play apply; regular season rules. All teams will consist of no less than 12 players. All returning Major division players must be selected to a team. During the draft, the ECNLL Player agent will ensure a system is devised (approved by the BOD) to ensure all returning Major division players are selected. All rules herein are a supplement and shall not conflict with the official Little League Rule Book for Majors Division Play; regular season rules.

Ground Rules:

1. All Players are required to play a minimum of 6 consecutive defensive outs and 1 at-bat per game.
2. Line-ups must be submitted to the Official Scorekeeper no later than 15 minutes prior to the start of the game.
3. 30 Minutes of Infield/Outfield warm-ups will be allotted, 15 minutes per team, beginning with the Visiting team No later than 40 minutes prior to games start time.
4. No game may start with less than 9 players in either team's line-up.
5. A team that is unable to field 9 players within 15 minutes, or after a game has officially started (due to injury or ejection), does not automatically forfeit the game, but will be referred to the ECNLL Board for decision.
6. Only the players, the manager, and 2 adult coaches may be in the dugout at any time. At least 1 board approved adult must be in the dugout at all times.
7. **Review Protests rules.** Managers are advised to review the Little League Rules Handbook for specifics on protests and all other rules and changes.

Pitching Rules:

1. Pitching is limited to 85 pitches per day, per pitcher, league age 11 & 12, and 75 pitches per day league age 10.

Exception: When pitcher reaches his limit while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out.

2. The Manager must remove a pitcher when the pitch limit is reached but the pitcher may remain in the game at another position.

NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.

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3. The Manager is responsible for knowing when his pitcher has delivered his maximum limit of pitches, whether or not Manager has been informed by the scorekeeper, designated pitch count recorder, or umpire.
4. There will be no violation if an ineligible pitcher has not pitched a ball to the batter.
5. The following rest requirements apply for all pitchers:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
 - If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed
 - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed
 - If a player pitches 21-35 pitches in a day, one (1) calendar days rest must be observed
 - If a player pitches 1-20 pitches in a day, (0) no calendar days rest must be observed
6. A player may not pitch in more than one game in a day.

Game Play and Scorekeeping:

1. All Little League minimum play, substitution, and reentry rules apply.
2. The Home team scorekeeper or designated pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his pitcher must be removed.
3. The scorekeeper or designated pitch count recorder should inform the umpire when a pitcher has delivered his maximum limit of pitches for the game.
4. **There is no run limit per inning. The defensive team must record 3 outs.**
5. **Each team will bat 9 and make substitutions IAW Little League rules.**

Time Limit:

All games in the Major Division are to be played a full 6 innings (5 and ½ innings if the Home team is leading when they come to bat in their half inning). There is no time limit.

Exception: A game called on account of weather, curfew or light failure is the umpire's discretion.

****NOTE 1:** 10 Run 'concede' rule (Rule 4.10 (e)) will be enforced once minimum inning play (as noted in Rule 4.10 in the Little League Playing Rules book) has been met.**

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NOTE 2: 4 complete innings (3 and ½ innings if the home team is leading when they come to bat in their half inning) will constitute an official game. A game suspended prior to 4 complete innings will be rescheduled for completion. A game suspended after 4 innings will revert to the score of the last complete inning played if the game complies with rule 4.11(d); in a tie situation, rule 4.12 applies.

**** Field Responsibilities:** The home team is responsible for field set-up. This includes dragging and chalking the field, bases and hanging sponsorship banners on weekend games. The visiting team (**Intra-league only**) is responsible for taking down sponsorship banners and stowing of all gear (bases, pads, etc.), dugout trash removal (including sweeping of seeds, left water or sport drink bottles) from players and locking all gates and storage and score keeper booths. If there is a game after yours, please ensure the game is to be played and if so, leave all bases and the last visiting team will secure all gear. **NOTE:** Please help to ensure that our fields are kept clean. Although there may be a game following yours, that does not absolve you of the trash left by your team. All players, coaches and parents are responsible for removal of trash from dugouts and stands at the end of each game or practice. **

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MINORS (9 – 11YRS) DIVISION RULES

Rules and Guidelines:

All rules as defined in the official Little League Rule Book for Minors Division Play apply; regular season rules. All teams will consist of no less than 12 players. All returning Minors division players must be selected to a team. During the draft, the ECNLL Player agent will ensure a system is devised (approved by the BOD) to ensure all returning Minors division players are selected. All rules herein are a supplement and shall not conflict with the official Little League Rule Book for Minors Division Play; regular season rules.

Ground Rules:

1. All Players are required to play a minimum of 6 defensive outs and 1 at-bat per game.
2. Line-ups must be submitted to the Official Scorekeeper no later than 15 minutes prior to the start of the game.
3. 30 Minutes of Infield/Outfield warm-ups will be allotted, 15 minutes per team, beginning with the Visiting team No later than 40 minutes prior to games start time.
4. No game may start with less than 9 players in either team's line-up.
5. A team that is unable to field 9 players within 15 minutes, or after a game has officially started (due to injury or ejection), does not automatically forfeit the game, but will be referred to the ECNLL Board for decision.
6. Only the players, the manager, and 2 adult coaches may be in the dugout at any time. At least 1 board approved adult must be in the dugout at all times.
7. *Minor A division will start to incorporate DROPPED THIRD STRIKE Rule at the beginning of the season. Please see note A for definition.*
8. **Review Protests rules.** Managers are advised to review the Little League Rules Handbook for specifics on protests and all other rules and changes.

Note: Dropped third strike: If the catcher fails to catch the ball on a third strike, and first base is open, or there are two outs, then the batter becomes a runner.

Pitching Rules:

1. Pitching is limited to 85 pitches per day, per pitcher, league age 11, and 75 pitches per day league age 9 and 10.

Exception: When pitcher reaches his limit while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out.

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NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.

2. **No league age 12 year old may pitch in the Minor division.**
3. The Manager must remove a pitcher when the pitch limit is reached but the pitcher may remain in the game at another position.
4. The Manager is responsible for knowing when his pitcher has delivered his maximum limit of pitches, whether or not Manager has been informed by the scorekeeper, designated pitch count recorder, or umpire.
5. There will be no violation if an ineligible pitcher has not pitched a ball to the batter.
6. The following rest requirements apply for all pitchers:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
 - If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed
 - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed
 - If a player pitches 21-35 pitches in a day, one (1) calendar days rest must be observed
 - If a player pitches 1-20 pitches in a day, (0) no calendar days rest must be observed
7. A player may not pitch in more than one game in a day.

Game Play and Scorekeeping:

1. **A 5 run rule per inning applies.** If the team batting has scored 5 or more runs in an inning, the ½ inning will end regardless of outs. With 4 runs scored, the 3rd out not yet recorded and a ball in play, the following rules apply:
 - A. A hit that is not a home run or considered a 'ground rule double' may score a maximum of one run.
 - B. Subsequent runs scored on errors or misplays will not count. After the 5th run is scored, the remaining base runners may NOT keep running until put out.
 - C. A ground rule double (over the fence after landing in play) may score a maximum of 2 runs; only runners at 2nd or 3rd base at the time the ball is put in play may score.
1. A home run (over the fence on the fly) will score all runners including the batter.
2. No maximum run rule in the 6th inning, or subsequent innings. **

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2. Each team will bat entire line up (lineup cannot change during the game) and field 9 defensive players.
- a) All other Little League pitching, substitution, and reentry rules apply.
 - b) The home team scorekeeper or designated pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his pitcher must be removed.
 - c) The scorekeeper designated pitch count recorder should inform the umpire when a pitcher has delivered his maximum limit of pitches for the game.

Time Limit:

All games in the Minors Division are to be played a full 6 innings (5 and ½ innings if the home team is leading when they come to bat in their ½ inning).

Exception: A game called on account of weather, curfew or light failure is the umpire's discretion.

NOTE 1: 10 Run 'concede' rule (Rule 4.10 (e)) will be enforced once minimum inning play (as noted in Rule 4.10 in the Little League Playing Rules book) has been met.

NOTE 2: 4 complete innings (3 and ½ if the home team is leading when they come to bat in their half inning) will constitute an official game. A game suspended prior to 4 complete innings will be rescheduled for completion. A game suspended after 4 innings will revert to the score of the last complete inning played if the game complies with rule 4.11(d); in a tie situation, rule 4.12 applies.

**** NOTE 3:** No new inning may start after 2 hrs. **

**** Field Responsibilities:** The home team is responsible for field set-up. This includes dragging and chalking the field, bases and hanging sponsorship banners on weekend games. The visiting team (**Intra-league only**) is responsible for taking down sponsorship banners and stowing of all gear (bases, pads, etc.), dugout trash removal (including sweeping of seeds, left water or sport drink bottles) from players and locking all gates and storage and score keeper booths. If there is a game after yours, please ensure the game is to be played and if so, leave all bases and the last visiting team will secure all gear. **NOTE:** Please help to ensure that our fields are kept clean. Although there may be a game following yours, that does not absolve you of the trash left by your team. All players, coaches and parents are responsible for removal of trash from dugouts and stands at the end of each game or practice. **

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CAPS (6 – 10 YRS) DIVISION RULES

Rules and Guidelines:

All rules defined for the CAPS Division are based in part from the official Little League Rule Book for the Minors Division, regular season rules. All teams will consist of no less than 10 players. All players league age 7 to 10 are eligible for this division, and league age 6 players who have completed at least one full season of t-ball AND participated in tryouts, returning age 7 to 10 must be drafted to this division or higher based on age and rules. During the draft, the ECNLL Player agent will ensure a system is devised (approved by the BOD) to ensure all returning CAPS division players are selected. All rules herein are a supplement and shall not conflict with the official Little League Rule Book for Minor Division Play; regular season rules.

Game Play:

1. The Caps division will begin the season with a combination of coach and player pitch.
2. A tenth “10TH” player on field will be allowed, but must be positioned in the outfield (left field, left center field, right center field & right field) only. The player may not be in the infield until the ball is put into play.
3. During the first segment of the season ONLY, all players must play a minimum of one (1) inning in an infield position (Pitcher, Catcher, 1st Base, 2nd base, Shortstop or 3rd base). It is the manager’s responsibility to let the official scorekeeper know when each player completes this requirement.
 - a. If it is determined that a player did not receive their one (1) inning of play in an infield position, for the first offense: That player will start the next scheduled game in an ‘in-field’ position and complete that inning AND his/her required inning for that game, back to back. Second and subsequent offenses, will result in the same action, as well as the manager being potentially subject to review by the BOD which can result in probation, suspension or dismissal from coaching duties and any capacity as a team or league representative.
 - b. All Players are required to play a minimum of 6 consecutive defensive outs and 1 at-bat per game.
4. Continuous Batting Order will be used.
5. No enforcement of the infield fly rule.
6. The batting order will remain the same throughout the entire game.
7. 30 Minutes of Infield/Outfield warm-ups will be allotted, 15 minutes per team,

- beginning with the Visiting team No later than 40 minutes prior to games start time.
8. During play with coaches/machine pitching, the player fielding the pitching position must start on either side of the mound, slightly behind the coach delivering the pitch, prior to putting the ball in play.
 - a. After the ball is put into play, that position player may assume any position on the field defensively.
 - b. All defensive players, with the exception of the catcher, must be in fair territory preceding each pitch.
 9. Line-ups must be submitted to the Official Scorekeeper no later than 15 minutes prior to the start of the game.
 10. No game may start with less than 9 players in either team's line-up.
 11. A team that is unable to field 9 players within 15 minutes, or after a game has officially started (due to injury or ejection), does not automatically forfeit the game, but will be referred to the ECNLL Board for decision.
 12. **Review Protests rules.** Managers are advised to review the Little League Rules Handbook for specifics on protests and all other rules and changes.
 - a. Protests within the CAPS Division of play, will be handled by the game official and if warranted, submitted to the league 'protest committee.' During this process, games will be resumed and played "under protest." Decisions by the 'protest committee' are final. However, Managers can submit an appeal to the committee's decision to the ECN president, but it must be in writing and received within 48 hours of the game date/scheduled start time.
 - b. Presidents protest review and 'decision' is final.
 13. Only the players, the manager, and 2 adult coaches may be in the dugout at any time. At least 1 board approved adult must be in the dugout at all times.
 14. **A 5 run rule per inning applies.** If the team batting has scored 5 or more runs in an inning, the inning will end regardless of outs. With 4 runs scored and less than 2 outs, the following rules apply:
 - a) A hit that is not a home run or a ground rule double may score a maximum of one run.
 - b) Subsequent runs scored on misplays will not count. After the 5th run is scored, the remaining base runners may not keep running until put out.
 - c) A ground rule double (beyond the fence/cones after landing in play) may score a maximum of 2 runs; only those runners beginning at 2nd or 3rd base may score.
 - d) A home run (over the fence/cones on the fly) will score all runners including the batter.
 - e) No maximum run rule in the 6th inning, or subsequent innings. **

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15. Any half inning will be completed upon any one of the following:

1. Three (3) out are recorded on Defense
2. 5 run rule is applied.
3. Each batter in the lineup has completed an 'at-bat.'

Segment 1 (Start of season – April 3rd)

1. Coaches will pitch the first two innings. From the third inning on, players will pitch as follows: A pitcher will throw until a hit or an out (including strikeout) is recorded, or the player throws 4 balls. After the 4 balls, the count will carry over if a coach comes in to pitch. The coach will then have up to a maximum of 3 pitches, unless the batter fouls off the last pitch. The batter is out if the batter misses or does not swing at the third pitch. (Concessions can be made for poorly thrown coach pitches; however, no concessions shall be made for any pitch in the vicinity of the strike zone – the strike zone is considered shoulder to knees). There will be no walks. The pitching team coach standing behind the pitcher will call balls and strikes and the fielding team can have a coach backing up the catcher to help collect passed balls.
2. Batting team coach will pitch to their own players.
3. Bunting is not allowed.
4. Runners may not steal any bases.
5. There will be no advancing on overthrows.
6. A batter or runner may not advance more than two bases on any play.
7. On defense, two coaches may be in the outfield to provide players with instruction and direction.
8. If the coach pitching is hit with a batted ball, the ball is dead and the player will receive first base.

Segment 2 (April 4th – End of Season)

1. Player pitch only, no coach pitch. Walks are allowed.
2. A batted ball will play what a normal play will allow.
3. The play becomes dead when the ball is properly returned to the pitcher in the vicinity of the pitcher's mound and will be the call of the coach or umpire.
4. A runner may advance on one overthrow per play (batter) but may only advance one base.

Stealing will be allowed but may only occur after the ball has crossed the plate per Little League rulebook. Third base is locked, and player must be walked or hit home.

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5. No stealing home.

Live Pitching Rules:

1. In the CAPS division no batter will be walked during coach pitching.
2. **Player Pitch:** (Coach assisted pitching) When a pitcher throws a fourth ball, the offensive team's coach or manager must throw no more than three (3) pitches from the vicinity of the pitcher's mound so that the batter may have a chance to hit the ball. If batter hits a foul ball on the 3rd pitch, batter will receive one (1) more pitch.
 - a. If the batter does not hit the ball into play after the (3rd) pitch (or 4th if 3rd pitch was a foul ball), the batter will be out on a third strike.
 - b. A player may not bunt the ball from a coach or machine pitch.
NOTE: Any pitcher that hits 4 batters in 1 game or 3 batters in 1 inning will be removed from pitching.
NOTE: If any batter is 'Hit by Pitch,' they may elect to remain at the plate and continue the 'at-bat.' Managers are highly encouraged to enforce this action.
NOTE: Any batter who elects to remain in the 'at-bat' after being hit by a pitch will accept that pitch as a "ball" in the current count.
3. Pitching is limited to 75 pitches per day, per pitcher league age 9 or 10, and 50 pitches per day league age 7 and 8.

Exception: When pitcher reaches his limit while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out.

NOTE: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.

NOTE: Any player on a regular season team may pitch. Exception: ***Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch in that calendar day.***

4. Manager must remove pitcher when limit is reached but the pitcher may remain in the game at another position.
5. The Manager is responsible for knowing when his pitcher has delivered his maximum limit of pitches, whether or not Manager has been informed by scorekeeper, designated pitch count recorder, or umpire.

NOTE: There will be no violation if an ineligible pitcher has not pitched a ball to the batter.

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NOTE: Any violation of any green book rule or regulation by any manager or coach may result in suspension or other actions & will be referred to the BOD.

NOTE: Any manager or coach ejected from a game will be subject to rulebook requirements for game ejections.

The following rest requirements apply for all pitchers:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
 - If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed
 - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed
 - If a player pitches 21-35 pitches in a day, one (1) calendar days rest must be observed
 - If a player pitches 1-20 pitches in a day, (0) no calendar days rest must be observed
6. A player may not pitch in more than one game in a day.

Coach Pitching Rules:

1. The umpire will call outs pertaining to bases; the 'offensive' manager or coach will deliver pitches from the pitcher's mound.
2. A swinging strike three is a strike out. The umpire shall not call strike while coaches are pitching.
3. For Segment 1 of season there will be no base stealing at all. Stealing is not allowed during any coach pitch or when a pitching machine is being used. For the second segment of the season, players may only steal one base per pitch. There will be no stealing home during the entire season; any runner at 3rd base must be forced in or advance when the ball is put in play.
 - a. Starting April 4th, when player pitch comes into effect ONLY: Base runners may advance one base on an attempt on any base runner overthrow, whether the throw is from the outfield or the infield. (I.e. player puts a ball in play and an overthrow is made at first, the player may choose to advance to second, but is still subject to being tagged out. However, in the process of trying to tag out the advancing runner, the defense makes another overthrow, the batter must hold their position at second and cannot advance again). Exception: ***runners cannot advance to "home" on an overthrow.***
 - b. Any coach disregarding this rule or repeatedly being warned about

disregarding the rule, is grounds for ejection/suspension.

Dead Ball Rule:

1. The ball is no longer in play and ruled 'dead' when it is returned to the pitcher, (unless the pitcher attempts to make a play on a runner and puts the ball back in play). The pitcher must be within a 10 – foot radius of the rubber/pitching machine in order to freeze the play.

NOTE: Umpires judgment will determine the 10' radius. IAW the Rule book, Judgment calls by umpires are not subject to protest.

2. On a batted ball, a runner may only advance to the next base if, at the time the fielder releases the ball to the pitcher, they are already half way to the next base. If they are not half way to the next base, they must return to the previous base.
3. A thrown ball in the process of making a play (other than returning to the pitcher) that strikes the pitching machine will result in a 'dead ball' and all runners being awarded the next base. **Exception: *Home plate will not be awarded in the event bases are loaded, runners will advance to the base in which they are forced but remain at the base to which they advanced by the 'ball in play.'***
4. A batted ball that strikes the coach pitching is a 'dead ball' and will result in the batter being awarded first base only. All other runners may advance one base if forced by other runners on base.
5. On a thrown ball that goes out of play or in the dugout is declared 'dead' and the runners may advance one base.

Time Limit:

All games in the CAPS Division are to be played a full 6 innings (5 and ½ innings if the home team is leading when they come to bat in their ½ inning).

Exception: A game called on account of weather, curfew or light failure is the umpire's discretion.

NOTE 1: 10 Run 'concede' rule (Rule 4.10 (e)) will be enforced once minimum inning play (as noted in Rule 4.10 in the Little League Playing Rules book) has been met.

NOTE 2: 4 complete innings (3 and ½ if the home team is leading when they come to bat in their half inning) will constitute an official game. A game suspended prior to 4 complete innings will be rescheduled for completion.

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NOTE 3: CAPS Division will be limited to no new inning after 1 hour 30 minutes and a drop dead time of 2 hours and 15 minutes. Scorekeepers will be provided a timer and start the timer after line up cards are exchanged. Scorekeepers will note the official game start time in the scorebook. In the event of a 'drop dead' stop in play after 2:15:00 hours of play, a game suspended after 4 innings will revert to the score of the last complete inning played if the game complies with rule 4.11(d); in a tie situation, rule 4.12 applies.

- a. If necessary, because game isn't yet official, a game may be made up at a later date to be scheduled by Vice President. Pursuant to the Little League "Green Book", an official game is 4 innings.
- b. If the umpire or any other board member suspects a manager or coach of "stalling" the game, said manager or coach will have to appear in front of the BOD and is subject to ejection and/or suspension.

Field Responsibilities: The home team is responsible for field set-up. This includes dragging and chalking the field, bases and hanging sponsorship banners on weekend games. The visiting team (**Intra-league only**) is responsible for taking down sponsorship banners and stowing of all gear (bases, pads, etc.), dugout trash removal (including sweeping of seeds, left water or sport drink bottles) from players and locking all gates and storage and score keeper booths. If there is a game after yours, please ensure the game is to be played and if so, leave all bases and the last visiting team will secure all gear. **NOTE:** Please help to ensure that our fields are kept clean. Although there may be a game following yours, that does not absolve you of the trash left by your team. All players, coaches and parents are responsible for removal of trash from dugouts and stands at the end of each game or practice.

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ROOKIE (6 – 8 YRS) DIVISION RULES

Rules and Guidelines:

All rules defined for the Rookies Division are based in part from the official Little League Rule Book for the Tee Ball and Minors Division, regular season rules. All teams will consist of no less than 10 players. Player's league age 6 to 8 will be eligible to be selected to teams VIA the ECNLL Player Agent. Request for Manager/Coach, Brother/Sister and Cousin parings will be reviewed and accommodated as much as possible. Those requests must be noted on the player's application. All rules herein are an addendum and shall not conflict with the official Little League Rule Book for Minor Division Play; regular season rules.

Game Play:

1. The ROOKIE division will begin the season with COACH pitch for the First ½ of the season and transition to machine pitch for the Second ½ of the season.
2. Bunting is not allowed.
3. Player Pitch is prohibited.
4. Stealing any base is prohibited.
5. Base runners may advance one base on an attempt on any base runner overthrow, whether the throw is from the outfield or the infield.
6. A tenth "10TH" man on field will be allowed, but must be played in the outfield (left field, left center field, right center field & right field) only. The player may not be in the infield until the ball is put into play.
7. The catcher must be positioned behind home plate with full protective gear.
8. Defensive Coaches may be present on the playing field to assist players defensively.
9. Coach/Machine Pitch walked batters will not be allowed.
10. In the event of a pitching machine failure, the offensive teams coach or manager shall perform all pitching duties for their own team. No players will be allowed to pitch.
11. All players must play a minimum of one (1) inning in an infield position (Pitcher, Catcher, 1st Base, 2nd base, Shortstop or 3rd base). It is the manager's responsibility to let the official scorekeeper know when each player completes this requirement.
 - a. If it is determined that a player did not receive their one (1) inning of play in an infield position, for the first offense: That player will start the next scheduled game in an 'in-field' position and complete that inning AND his/her required inning for that game, back to back. Second and subsequent offenses, will result in the same action, as well as the manager being potentially subject to review by the BOD which can result in probation, suspension or dismissal from coaching duties and any capacity as a team or

- league representative.
- b. All Players are required to play a minimum of 6 consecutive defensive outs and 1 at-bat per game.
12. Continuous Batting Order will be used.
 13. The batting order will remain the same throughout the entire game.
 14. 30 Minutes of Infield/Outfield warm-ups will be allotted, 15 minutes per team, beginning with the Visiting team No later than 40 minutes prior to games start time.
 15. During play with the pitching machine, the player fielding the pitching position must start on either side of the mound, slightly behind the coach delivering the pitch, prior to putting the ball in play.
 - a. After the ball is put into play, that position player may assume any position on the field defensively.
 - b. All defensive players, with the exception of the catcher, must be in fair territory preceding each pitch.
 16. Line-ups must be submitted to the Official Scorekeeper no later than 15 minutes prior to the start of the game.
 17. No game may start with less than 9 players in either team's line-up.
 18. A team that is unable to field 9 players within 15 minutes, or after a game has officially started (due to injury or ejection), does not automatically forfeit the game, but will be referred to the ECNLL Board for decision.
 19. **Review Protests rules.** There will be no protests within the Rookies Div, any game "rules discrepancies" will be submitted in writing to the "Protest Committee." The game will resume. Since no score is kept, final rulings (if submitted and requested) will be returned to both managers for "learning and training" VIA email.
 20. Only the players, the manager, and 2 adult coaches may be in the dugout at any time. At least 1 board approved adult must be in the dugout at all times.
 - a. One additional 'team parent' may also support the coaches, for a total of 4 parents, to help manage the team and maintain player focus.
 21. **A 5 run rule per inning applies.** If the team batting has scored 5 or more runs in an inning, the inning will end regardless of outs. With 4 runs scored and less than 2 outs, the following rules apply:
 - a) A hit that is not a home run or a ground rule double may score a maximum of one run.
 - b) Subsequent runs scored on misplays will not count. After the 5th run is scored, the remaining base runners may not keep running until put out.
 - c) A ground rule double (beyond the cones after landing in play) may score a maximum of 2 runs; only those runners beginning at 2nd or 3rd base may score.
 - d) A home run (over the cones on the fly) will score all runners including the batter.
 - e) No maximum run rule in the 6th inning, or subsequent innings. **

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22. Any half inning will be completed upon any one of the following:

- a. Three (3) out are recorded on Defense
- b. 5 run rule is applied.
- c. Each batter in the lineup has completed an 'at-bat.'

Pitching Machine Rules:

1. The pitching machine will be used for all games during the second 1/2 of the season.
2. The machine will be set up on the mound and the speed agreed upon by both managers.
 - a. Each offensive player shall have the opportunity to hit seven (7) pitched balls. If a ball has not been hit safely into play after the seventh (7th) pitch, the batter shall be out on strikes.
 - b. Any ball hit safely into play prior to the seventh (7th) pitch, shall be a live ball subject to the rules of Little League Baseball. Any batter who fouls off the seventh (7th) pitch will receive one additional pitch.
3. No umpires are provided in the Rookies Division; the 'offensive' manager or coach will deliver pitches from the machine to the batters. Coaches will advise players that are "put out."
4. 1st half of the season players will be allowed all 7 pitches. They must either put the ball in play or become a recorded out on the 7th pitch, if not hit. A swinging strike three at any pitch is a strike out for the 2nd half of the season. The umpire shall not call strike while using the pitching machine unless, in their judgment, the batter is repeatedly not swinging at pitches in the strike zone. After warning the batter and manager/coach, the umpire may then call a strike on a machine pitch; including strike three.

Dead Ball Rule:

1. The ball is no longer in play and ruled 'dead' when it is returned to the pitcher, (unless the pitcher attempts to make a play on a runner and puts the ball back in play). The pitcher must be within a 10 – foot radius of the rubber/pitching machine in order to freeze the play.

NOTE: Umpires (or coaches) judgment will determine the 10' radius. IAW the Rule book, Judgment calls by umpires are not subject to protest.

2. On a batted ball, a runner may only advance to the next base if, at the time the fielder releases the ball to the pitcher, they are already half way to the next base. If they are not half way to the next base, they must return to the previous base. A thrown ball in the process of making a play (other than returning to the pitcher)

that strikes the pitching machine will result in a 'dead ball' and all runners being awarded the next base. **Exception: *Home plate will not be awarded in the event bases are loaded, runners will advance to the base in which they are forced but remain at the base to which they advanced by the 'ball in play.'***

1. A batted ball that strikes the pitching machine is a 'dead ball' and will result in the batter being awarded first base only. All other runners may advance one base if forced by other runners on base.
2. On a thrown ball that goes out of play or in the dugout is declared dead and the runners may advance one base.

Time Limit:

Games are limited to no new inning after 90 minutes of play, drop dead time if 1 hour and 45 minutes. Scorebook may be kept, to determine unofficial wins and losses however, no league divisional records will be maintained (Rookies is 'instructional' baseball).

Field Responsibilities: The home team is responsible for field set-up. This includes dragging and chalking the field, bases and hanging sponsorship banners on weekend games. The visiting team (**Intra-league only**) is responsible for taking down sponsorship banners and stowing of all gear (bases, pads, etc.), dugout trash removal (including sweeping of seeds, left water or sport drink bottles) from players and locking all gates and storage and score keeper booths. If there is a game after yours, please ensure the game is to be played and if so, leave all bases and the last visiting team will secure all gear. **NOTE:** Please help to ensure that our fields are kept clean. Although there may be a game following yours, that does not absolve you of the trash left by your team. All players, coaches and parents are responsible for removal of trash from dugouts and stands at the end of each game or practice.

ECNLL 2023 LOCAL LEAGUE RULES

T-Ball (4 – 6 YRS) DIVISION RULES

Rules and Guidelines:

All rules as defined in the official Little League Rule Book for T-Ball Division Play apply. All teams will consist of no less than 12 players. Players will be selected to teams VIA the ECNLL Player Agent. Request for Manager/Coach, Brother/Sister and Cousin pairings will be reviewed and accommodated as much as possible. Those requests must be noted on the player's application. All rules herein are an addendum and shall not conflict with the official Little League Rule Book for T-Ball Division Play.

1. **Little League.Org rules now allow league age 4 to play in T-Ball divisions.**
2. No substitution or reentry rules apply: All players play – all game.
3. Continuous Batting Order will be used.
4. All players will play defensively. **NOTE:** It is highly recommended that all players participate at a variety of positions throughout the game and season.
5. Bunting is not allowed.
6. There must be at least one coach in the dugout at all times. **NOTE:** This rule only applies if you play on the Minor B, Minor A or Major Field. There is no dugout on the T-Ball field.
7. In the event no fenced in dugout is part of the field, the "area designated" as the "player bench area" must have an adult supervising the players at all times.
8. There must be at least one adult baseball coach.
9. Manager and coaches are allowed on the field for instructional purposes.
10. Any batted ball that rolls or bounces past the cones is a ground rule double even if it is touched or deflects off of a defensive player.
11. Any batted ball that bounces passed the cones on the fly is a home run.

Pitching:

1. Players are not allowed to pitch at the T-Ball/Rookie level.
2. Managers and coaches will use a batting Tee all season.
3. Managers or Coaches may not pitch to their team.

Scorekeeping:

There is no official scorekeeper at the T-Ball level. All players bat on offense each inning throughout the entire line-up. The last batter should be announced to the defensive team. **NOTE:** The same batting order does not need to be maintained throughout the game. As long as each player bats each inning, the batting order may change.

ECNLL 2023 LOCAL LEAGUE RULES

Time Limit:

Games are to be played to 3 complete innings or 90 minutes. Games may be shortened upon agreement of both Managers.

**** Field Responsibilities:** The home team is responsible for field set-up. This includes dragging and chalking the field, bases and hanging sponsorship banners on weekend games. The visiting team (**Intra-league only**) is responsible for taking down sponsorship banners and stowing of all gear (bases, pads, etc.), dugout trash removal (including sweeping of seeds, left water or sport drink bottles) from players and locking all gates and storage and score keeper booths. If there is a game after yours, please ensure the game is to be played and if so, leave all bases and the last visiting team will secure all gear. **NOTE:** Please help to ensure that our fields are kept clean. Although there may be a game following yours, that does not absolve you of the trash left by your team. All players, coaches and parents are responsible for removal of trash from dugouts and stands at the end of each game or practice. **

ECNLL 2023 LOCAL LEAGUE RULES

Intermediate (11 – 13 YRS) DIVISION RULES

Rules and Guidelines:

All rules as defined in the official Little League Rule Book for Intermediate Division Play apply; regular season rules. All teams will consist of no less than 12 players. League age 12 players may, play on two regular season teams if playing on a majors division team and an intermediate team. All rules herein are a supplement and shall not conflict with the official Little League Rule Book for Majors Division Play; regular season rules.

Ground Rules:

1. All Players are required to play a minimum of 6 consecutive defensive outs and 1 at-bat per game.
2. Line-ups must be submitted to the Official Scorekeeper no later than 15 minutes prior to the start of the game.
3. 30 Minutes of Infield/Outfield warm-ups will be allotted, 15 minutes per team, beginning with the Visiting team No later than 40 minutes prior to games start time.
4. No game may start with less than 9 players in either team's line-up.
5. A team that is unable to field 9 players within 15 minutes, or after a game has officially started (due to injury or ejection), does not automatically forfeit the game, but will be referred to the ECNLL Board for decision.
6. Only the players, the manager, and 2 adult coaches may be in the dugout at any time. At least 1 board approved adult must be in the dugout at all times.
7. **Review Protests rules.** Managers are advised to review the Little League Rules Handbook for specifics on protests and all other rules and changes.
8. Int/Jrs - Bats must be marked **USABat or BBCOR**
9. Head first slides ARE allowed
10. Infield Fly in effect
11. Dropped 3rd strike in effect
12. Leading off and stealing in effect
13. Balks are called. Please see LL Rule 8.05 for full details
14. Pitchers may not wear white or gray sleeves
15. Pitcher visits. 1 per inning, 2nd visit a removal; 2 per game, 3rd visit a removal
16. A registered coach or assistant coach is permitted to warm-up the catcher if a designated catcher is not available.
17. A "courtesy runner" shall be permitted for a player who is on base with two outs and is the designated catcher in the next half inning. The courtesy runner will be the player that made the last out (i.e., the player that made the second out of the inning).
18. There is no "must slide" rule. However, the runner is out when the runner does not slide or attempt to get around a fielder who has the ball and is

- waiting to make the tag. (LL Rule 7.08.a.3)
19. Metal spikes or cleats are permitted.

Pitching Rules:

1. Pitching is limited to 85 pitches per day, per pitcher, league age 11 & 12. Pitching is limited to 95 pitches per day, per pitcher, league age 13-16.
 - i. **Exception:** When pitcher reaches his limit while facing a batter, the pitcher may continue to pitch until the batter reaches base or is put out.
2. The Manager must remove a pitcher when the pitch limit is reached but the pitcher may remain in the game at another position.
 - i. **NOTE:** A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the day.
7. The Manager is responsible for knowing when his pitcher has delivered his maximum limit of pitches, whether or not Manager has been informed by the scorekeeper, designated pitch count recorder, or umpire.
8. There will be no violation if an ineligible pitcher has not pitched a ball to the batter.
9. The following rest requirements apply for all pitchers:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed
 - If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed
 - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed
 - If a player pitches 21-35 pitches in a day, one (1) calendar days rest must be observed
 - If a player pitches 1-20 pitches in a day, (0) no calendar days rest must be observed
10. A player may not pitch in more than one game in a day. A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

Game Play and Scorekeeping:

6. All Little League minimum play, substitution, and reentry rules apply.
7. The Home team scorekeeper or designated pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his pitcher must

- be removed.
8. The scorekeeper or designated pitch count recorder should inform the umpire when a pitcher has delivered his maximum limit of pitches for the game.
 9. **There is no run limit per inning. The defensive team must record 3 outs.**
 10. **Each team will bat 9 and make substitutions IAW Little League rules.**

Time Limit:

All games in the Intermediate Division are to be played a full 7 innings (6 and ½ innings if the Hometeam is leading when they come to bat in their half inning). There is no time limit.

Exception: A game called on account of weather, curfew or light failure is the umpire's discretion.

****NOTE 1:** 10 Run 'concede' rule (Rule 4.10 (e)) will be enforced once minimum inning play (as noted in Rule 4.10 in the Little League Playing Rules book) has been met.**

NOTE 2: 5 complete innings (4 and ½ innings if the home team is leading when they come to bat in their half inning) will constitute an official game. A game suspended prior to 4 complete innings will be rescheduled for completion. A game suspended after 4 innings will revert to the score of the last complete inning played if the game complies with rule 4.11(d); in a tie situation, rule 4.12 applies.

**** Field Responsibilities:** The home team is responsible for field set-up. This includes dragging and chalking the field, bases and hanging sponsorship banners on weekend games. The visiting team (**Intra-league only**) is responsible for taking down sponsorship banners and stowing of all gear (bases, pads, etc.), dugout trash removal (including sweeping of seeds, left water or sport drink bottles) from players and locking all gates and storage and score keeper booths. If there is a game after yours, please ensure the game is to be played and if so, leave all bases and the last visiting team will secure all gear. **NOTE:** Please help to ensure that our fields are kept clean. Although there may be a game following yours, that does not absolve you of the trash left by your team. All players, coaches and parents are responsible for removal of trash from dugouts and stands at the end of each game or practice. **

