

LOCAL LEAGUE RULES

2023

Supersedes all previous copies. In the event of a conflict in rules, Little League International rules will supersede any and all local rules.

Jeremy Blades
President

LEAGUE STRUCTURE

The following chart represents the ages associated with each level of competition within the Millsboro Little League

Tee Ball

For both boys and girls aged 4, 5 or 6

Baseball

I**nstructional League** (Machine Pitch) ages 6, 7 or 8

Minor League (Player Pitch) ages 8, 9 or 10

Major League (Player Pitch) ages 10, 11 or 12

Junior & Senior League (Combined) ages 13, 14, 15 or 16

Softball

Instructional League (Coach Pitch) ages 6, 7 or 8

Minor League (Player Pitch) ages 8, 9 or 10

Major League (Player Pitch) ages 10, 11 or 12

Junior & Senior League (Combined) ages 13, 14, 15 or 16

GENERAL RULES

A. The Millsboro Little League shall not be bound or committed to anything without the prior knowledge of the President and/or the Board of Directors. Any person contacted by any organization or individual requesting assistance by, aid from, or information about the Millsboro Little League shall contact the President of the Millsboro Little League.

B. The President and the Safety Officer shall be notified of, and an accident report filed, within 24 hours following an injury involving League personnel, volunteers, or spectators. They will also be notified within 24 hours of any possible claim (property damage, liability, etc.).

C. The Millsboro Little League shall abide by all Town of Millsboro and Little League International rules and regulations.

D. The Board of Directors, managers, coaches, and umpires will carry out all Little League International and Local League rules and set examples in good sportsmanship.

E. The Divisions outlined by League Ages in the League Structure are designed for safe, balanced play within Millsboro Little League. Players may petition to the Board of Directors for movement between divisions so long as their age falls in the range of the Little League International rule book. The player will be evaluated by a minimum of 3 directors and their recommendation reported back to the board for a final vote of approval or rejection of the petition. The recommendation will be based on the safety of the player and those playing with them primarily and secondly on balanced play.

F. It is the responsibility of both teams (home and visiting teams) to pick up trash on the field and in the spectator areas of their field after each practice or game. Each manager must see that this is done.

G. No practice will take place during or after a substantial rain (per league discretion), while lightning, or at any other time while there exists an injury prone situation. No team shall have more than one practice per day, and it may be no longer than one hour and forty five minutes (1:45).

H. Any player quitting a team will not play for the remainder of the current year nor be eligible for All Stars. Appeals may be made to the Board of Directors. Any player returning the following year will return to original drafted team of record. In the event of a redraft, the player does not return to the previous team.

I. Managers, Coaches, or Officer of the respected league can immediately discipline a player(s) for unsportsmanlike conduct by removing the player from the game for an appropriate amount of time. If the players turn to bat in the lineup occurs before the end of the disciplinary action ends, an out will be recorded for the team. (See also managers section). Managers and coaches must inform the Board of Directors of any action taken. Discipline lasting longer than the current game requires approval from the Board of Directors.

J. In the case of a tie at the end of a regular playing season, the team with the best head-to-head record will be the winner. If still a tie, a one game play-off will be played.

K. Any new player must be signed up by the Player Agent only and assigned to a team by the Player Agent only. (In the event of an extended absence by the Player Agent, this function would be fulfilled by the President of the League only.) Any player who wants to sign up after the draft will be placed in a numbered player pool and assigned to next available team.

L. Prior to the season opening, if drafted, a player must play for the drafting team, or the player will not play that year. Appeals may be made to the Board of Directors.

M. The President of the Millsboro Little League (or if extended leave of absence, the Vice President) is empowered to make emergency suspensions of players, managers, coaches, or umpires in the event that their words or actions would reflect negatively upon the Millsboro Little League or detrimentally to the children. Within five (5) days of suspension, the President will meet with the Board of Directors for final decision of disciplinary action.

N. The Board of Directors must approve the Millsboro Little League Safety Manual yearly.

O. Games

1. When there is a Doubleheader scheduled for a field, the first game will end two hours after the scheduled start time as determined by the umpire in charge.

2. When a Doubleheader is scheduled for a field, the younger League will be scheduled first.

3. For Major League only, the first five (5) weeks of the season no doubleheaders will be scheduled Monday through Thursday.

P. Volunteer Application - All League volunteers are **required** to complete a current year volunteer application and submit to a background check as per Little League International rules.

Q. No Sunday practices. This applies to all level of play.
R. The Scheduler must be notified of any anticipated or needed schedule change prior to the change for a decision and rescheduling.
S. Millsboro Little League will adhere to Little League International pitching rules; this applies to all level of play.
T. Millsboro Little League will adhere to Williamsport Rule D on 9.03 on page 94 regarding Game Coordinator.
U. A team may practice up to three times per calendar week prior to opening day. After opening day, games and practices may not exceed three in one calendar week.

MAKE-UP GAMES

A. Any games required to be made up, for whatever reason, will be played on the first open date and time available as scheduled by the Scheduling Officer.

B. Failure to field a team on the make-up date will result in a forfeit and loss for that team. Should both teams be unable to field a team, BOTH teams shall suffer a forfeit.

1. EXCEPTION: The only exception to this rule will be the loss of players due to a school function. Should the function cause a loss of players, reducing the team's total players to less than nine (9), the game will be rescheduled to the next earliest date and time. If, however, the teams involved have nine (9) players remaining, the game will be played.

UMPIRES FOR MAKE-UP GAMES

A. In the event a make-up game must be rescheduled, Scheduling Officer is responsible for assigning the make-up game on the first date and time available.

B. The HOME TEAM MANAGER is responsible for notifying the Chief Umpire of:

1. The need for an umpire for the make-up game or

2. An umpire will not be needed, as the umpire officiating the original game can and will complete the make-up game on the date and time scheduled.

C. In the event an umpire fails to appear, after being scheduled, an attempt to notify the Chief Umpire shall be

made. The Chief Umpire will attempt to acquire an umpire in order that the game to be played. If an umpire is unavailable, the game will be rescheduled for the next open date and time available.

D. These rules apply to Major league and up.

Managers and Coaches

1) General
   A. All managers will have at least one coach.
   B. In the event no qualified person(s) exist for a position, the Board of Directors reserve the rights to make the appointment.
2) Responsibilities
   A. The team manager is responsible for obtaining a dependable and active "team parent" that has completed the volunteer application and passed a background check.
      i. The team parent will be responsible for numerous important activities during the season, which will benefit the team and the League.
   B. The home team manager or coach must prepare the field for play prior to the starting of the game.
   C. All managers and coaches must rake the field of play (i.e.: mound, baselines, and home plate area) every time after use, whether practice or game.
   D. League managers and coaches will be utilized as umpires at the discretion of the Umpire and Chief.
   E. There will be NO soft tosses against the fencing at any level.

Drafting Procedures

1) Tee Ball and Instructional League will NOT draft. Teams will be selected, and managers and coaches assigned by the Player Agent or director that has been delegated responsibility for constructing rosters.

2) All drafts will utilize the serpentine draft plan and order will be determined by a draw from a hat. Managers draw numbers to determine who will select the first player. In a four-team league, the manager who draws number one makes the following player selections: 1st choice, 8th, 9th, 16th, 17th, 24th, 25th, etc.; The manager who draws number two makes the 2nd choice, 7th, 10th, 18th, 23rd, etc.; The manager who draws number three, 3rd choice, 6th, 11th, 14th, 19th, 22nd; The manager who draws number four, 4th choice, 5th, 12th, 13th, 20th, 21st, etc., until all players are drafted.

3) Minor/Major/Jr/Sr League Baseball and Softball all players MUST try out for a draft to be eligible for Allstars without board approval.
   a. Minor League Baseball and Softball
      i. Open draft, 9–10-year-olds will be offered as a group; however draft will be run in such a manner as to ensure that the number of 8 year olds selected does not prohibit a 9 year old from being placed on a team roster.
      ii. <u>There will be no passing.</u>
   b. Major League Baseball and Softball
      i. All players 11 and 12 eligible for draft will be offered as a group. Eligible 10-year-olds will then be selected.
      ii. <u>There will be no passing</u>. After the first team picks, each team will pick in succession until all players are exhausted.

c. *Jr/Sr League Baseball and Softball*

i. All players in the draft will be offered as a group with no age definition.

ii. <u>There will be no passing</u>.

<u>Special Draft Procedures</u>

1) General

a. A manager who has sons and/or daughters eligible under Regulation 11 for the draft, and who wishes to draft them must state so to the Player Agent prior to the draft. If so stated, the parent manager is required to exercise this option prior to the close of the specific draft round depending on the league age of the sons and/or daughters. Parent's Managers option takes priority over any other option.

b. A manager may select only one coach prior to the draft. The player agent and other managers must be alerted to the intentions prior to the beginning of the draft. The manager must select that coach's child as no later than the age requirements listed below. Any additional coaches requested have to be drafted or traded for in the normal process of the draft.

c. Managers are required to select siblings of any player drafted (unless the parents request them not to be on the same team) as follows:

i. Same age or older sibling must be selected in the next round.

ii. One-year younger sibling must be selected within the next 2 rounds or the final round, whichever comes first.

iii. Two-year younger sibling must be selected within the next 3 rounds or the final round, whichever comes first.

iv. Three-year younger siblings must be selected by the final round.

v. In the event of multiple siblings needing selected when there are not enough rounds to meet the above criteria, the player agent will work with the managers to find a reasonable solution to ensure siblings are on the same team.

d. Draft Requirements by age

The draft under the options section will take place by age by no later than the round indicated immediately below.

	MINOR LEAGUE	MAJOR LEAGUE	JR/SR LEAGUE
Draft Round	<u>AGE</u>	<u>AGE</u>	<u>AGE</u>
5	8	9,10	12,13,14
4	9	11	15
3	10	12	16

4) Special Considerations

e. If the manager chooses the option on the son or daughter may be waived.

f. In the event the parent becomes a manager in another League, that parent may not claim the son or daughter.

g. Players are eligible only in the League whose boundaries include the

parent/managers home residence or school choice location as per Little League Rule book.

h. When vacancy occurs during the playing season, the player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulations as all members of the team selected in the spring drafts.
i. All players, 10 to 12 years old, including sons and daughters of managers and coaches at the Major League level are subject to the draft.

All – Star Player Selection Procedure

1) All – Star Player

There are 12-14 positions available on the All – Star team. Players are eligible after having participated in eight (8) regular season games (senior league must participate in four (4) regular season games). Players may be selected to an age appropriate team without respect to division of play during the regular season.

a. Managers will meet and discuss players on their respective rosters to ensure the players are expected to meet play requirements and are of the proper character and skillset to represent Millsboro Little League. Managers will each nominate their top 12 players in their respected division.
b. The ballots will be turned over to the Player Agent to tally, and the 10 players with the most votes will be awarded a place on the All – Star roster. The All – Star manager will break any tie for the ten slots on the team. The All-Star manager is then allowed to fill out the roster with any player receiving a minimum of one vote. No player shall be added to the All-Star roster that did not receive a vote from one of the managers in the division without board approval.
c. At the end of the selection process, the All – Star manager may choose 1 or 2 alternate players.

2) Pat – Knight Player

a. Will be done immediately following District All – Star Player selection.

b. Any player receiving a minimum of two or more votes, who was not selected to the District All – Star team will be placed onto the Pat Knight tournament team roster prior to remaining players being selected.

c. The Pat Knight manager selects the remaining roster with the guidance of the other managers from the division, the player agent, and coaching coordinator. The player agent and coaching coordinator must approve the roster before it becomes official.

All – Star Manager Selection Procedure

The League President along with the Coaching Coordinator will decide on which managers will be selected to represent Millsboro Little League for tournament play. The All – Star coaches must be a Board approved coach affiliated with the Millsboro Little League for at least two-thirds (2/3) of the season and selected by the All – Star manager and must have maintained a clean record void of Board reprimands.

The League will select All – Star managers using the following criteria:

- Sportsmanship

- Leadership
- Knowledge of the game
- Coaching ability
- Standings at the end of the season

Tee-Ball

This is a non-competitive, INSTRUCTIONAL league. Although games will be played, no standings will be kept. Due to the age of the players and Millsboro Little League's desire to make this a non-competitive league, it is vital that the Player Agent of the league constantly monitors the activity in this league.

1) General
    a. All games will end in a **TIE** and no team standings will be maintained.
    b. The inning is complete after all team members have batted.
    c. Coaches are permitted to be on the field for defensive instructional purposes. At least two (2), but no more than four (4) coaches will be allowed on the field at any time.
    d. Two (2) coaches will provide offensive instruction from the coach's boxes.
    e. There will NOT be a tryout or a draft. Teams will be selected, and managers and coaches assigned by the Player Agent. Each team will have an equal number of players at each level (if possible).
    f. Team size should be limited to twelve (12) or thirteen (13) players.
    g. Games will last no longer than one (1) hour.
    h. BOTH TEAMS are responsible for preparing the field before each game.
    i. When time permits, each team will have equal on field practice time, with the home team being on the field first, followed by the visiting team. Each team will take no more than 15 minutes practice prior to the game.
    j. There are no forfeits. Players may be loaned to other teams for one game, in order to balance the number of players per team.
    k. Each ballplayer will be accompanied by an adult at all practices and games.
2) Offense
    a. All team members will bat in order. The batting order must change between games so that the same child does not always bat last.
    b. Runners will not leave the base until the ball is hit off the tee.
    c. The runner(s) may advance only one base on a batted ball, regardless of passed or overthrown balls.
    d. All players will remain on the bench until it is their turn to bat.
    e. There will be no strikeouts. A coach may adjust the tee height at any time and after the third strike, should provide additionally assistance to the batter. Coach will not be in a position behind the batter while player is swinging the bat.
3) Defense
    a. All players will play a different position each inning. No catcher will be utilized.
    b. All players shall take a field position no closer to home than the pitcher's mound.
    c. There are no outs recorded and runners are allowed to stay on base. The defense should still attempt to make outs in an effort to learn the fundamentals of the game.

6, 7, 8-Year-Old Instructional Minor League

This is a non-competitive, INSTRUCTIONAL league. Although games will be played, no standings will be kept. Due

to the age of the players and Millsboro Little League's desire to make this a non-competitive league, it is vital that the Player Agent of the league constantly monitors the activity in this league.

Softball

1) Offensive team will pitch 6 pitches, or 3 swings, whichever occurs first, unless ball put into play prior to that. A foul ball shall not be considered the 6th and final pitch, nor will it be the 3rd and final swing. If the ball is not put into play in 6 pitches or within 3 swings, an out will be recorded.
2) Every child on the team will bat in the lineup.
3) The inning will end when the offensive team has four runs or three outs, whichever occurs first.
4) Players must change positions every two innings and not return to a previously played position. **EXCEPTION**: a properly equipped catcher is exempt.
5) The maximum number of infielders will be 6 including the catcher and one pitcher position. All remaining players should be scattered in the outfield where both feet must be in the grass.
6) No stealing or base advancements on overthrows. A batter may take two (2) bases on a hit to the outfield (a ball that reaches the grass in the air) but still runs the risk of being out as they are advancing.
7) Games will last 6 innings or 90 minutes, whichever occurs first.

Baseball

1) An at-bat will last until the ball is hit in to play (including a foul pop out) or until a strikeout is recorded. There are no walks. There are no called strikes except by the offensive manager if the batter refuses to swing (a warning should be issued first).
2) Every child on the team will bat in the lineup.
3) The inning will end when the offensive team has four runs or three outs, whichever occurs first.
4) Players must change positions every two innings and not return to a previously played position. **EXCEPTION**: a properly equipped catcher is exempt.
5) The maximum number of infielders will be 6 including the catcher and one pitcher position. All remaining players should be scattered in the outfield where both feet must be in the grass.
6) No stealing or base advancements on overthrows. A batter may take two (2) bases on a hit to the outfield (a ball that reaches the grass in the air) but still runs the risk of being out as they are advancing.
7) Games will last 6 innings or 90 minutes, whichever occurs first.

This is a competitive league to provide training and instruction and is to be considered a feeder system for the Major League level. Coaches should realize and must emphasize the purpose of this division to the parents. Everyone must work together to prepare all players for the next level of play. Players will use Major League rules other than the changes notated in this section. Standings will be kept.

1) No inning shall start after 8:00 pm before June 1st, beginning on June 1st, no inning shall start after 10pm. A new inning begins immediately upon the last out of the previous inning. This rule is waived when playing on a lighted field.

2) Each inning will end when the fifth run of that inning has been scored or three outs have been made, whichever comes first.

3) Every child on the team will bat in the lineup (continuous batter order). There is a minimum of 9 batting spots in the batting order. If a team has fewer than 9 players, automatic outs will be recorded when the open spot comes to bat. For example, if a team only has 8 players, after the 8th player completes their at bat, an automatic out will be recorded before the 1st player comes back to bat. If the 8th player makes the final out of an inning, the next inning will start with one out for the offensive team.

4) Games may be played with eight (8) or more players per team. Teams can borrow players from the opposing team if needed.

5) All games **MUST** be played. Managers are not allowed to cancel games. In the event of having too few players or coaches, the manager should reach out to the Player Agent, Coaching coordinator, or board member responsible for their division to work to find extra players/coaches. Teams on game day are encouraged to share players in an effort to get the game played. Shared or borrowed players from other rosters are not allowed to pitch or catch in the game.

6) Managers must rotate players to meet the requirement of 6 outs being recorded while the player is in the field.

7) A team may play with ten players utilizing the tenth player as a short fielder. The short fielder must play in the grass.

8) Coaches should monitor their batters and encourage them to make reasonable attempts to hit the ball thrown from the offensive pitcher.

9) There will be a two (2) hour time limit for each game.

10) A pitcher who hits 3 batters with a pitch within one inning must be removed from the position.

11) Awarding the hit batter first base will be at the discretion of the umpire.

Major League Baseball & Softball

This is a competitive league to provide training and instruction and is to be considered a feeder system for the Junior League level. Standings will be kept.

1) Every child on the team will bat in the lineup (continuous batter order). There is a minimum of 9 batting spots in the batting order. If a team has fewer than 9 players, automatic outs will be recorded when the open spot comes to bat. For example, if a team only has 8 players, after the 8th player completes their at bat, an automatic out will be recorded before the 1st player comes back to bat. If the 8th player makes the final out of an inning, the next inning will start with one out for the offensive team.

2) Games may be played with eight (8) or more players per team. Teams can borrow players from the opposing team if needed.

3) All games **MUST** be played. Managers are not allowed to cancel games. In the event of having too few players or coaches, the manager should reach out to the Player Agent, Coaching coordinator, or board member responsible for their division to work to find extra players/coaches. Teams on game day are encouraged to share players in an effort to get the game played. Shared or borrowed players from other rosters are not allowed to pitch or catch in the game.

4) **Softball only**. A ½ inning is considered complete after three (3) outs have been made or six (6) runs have scored, whichever comes first.

5) **Softball only**. A team may play with ten players utilizing the tenth player as a short fielder. The short fielder must play in the grass.

6) Managers must rotate players to meet the requirement of 6 outs being recorded while the player is in the field.

7) A pitcher who hits 3 batters with a pitch within one inning must be removed from the position.

8) Awarding the hit batter first base will be at the discretion of the umpire.

Junior/Senior League Baseball & Softball

This is a competitive league. Standings will be kept.

1) Every child on the team will bat in the lineup (continuous batter order). There is a minimum of 9 batting spots in the batting order. If a team has fewer than 9 players, automatic outs will be recorded when the open spot comes to bat. For example, if a team only has 8 players, after the 8th player completes their at bat, an automatic out will be recorded before the 1st player comes back to bat. If the 8th player makes the final out of an inning, the next inning will start with one out for the offensive team.

2) Games may be played with eight (8) or more players per team. Teams can borrow players from the opposing team if needed.

3) All games MUST be played. Managers are not allowed to cancel games. In the event of having too few players or coaches, the manager should reach out to the Player Agent, Coaching coordinator, or board member responsible for their division to work to find extra players/coaches. Teams on game day are encouraged to share players in an effort to get the game played. Shared or borrowed players from other rosters are not allowed to pitch or catch in the game.

4) This league follows the Little League International rule book.

5) **Softball only**. Players who are 12 are eligible for either Major or Jr/Sr Softball. Twelve-year-olds will play only Jr/Sr if entering the draft and will be eligible for Jr/Sr All – Stars.

6) Managers must rotate players to meet the requirement of 6 outs being recorded while the player is in the field.

7) A pitcher who hits 3 batters with a pitch within one inning must be removed from the position.

8) Awarding the hit batter first base will be at the discretion of the umpire.

Grievance and/or Appeal Procedures

1) A Grievance Committee, consisting of three (3) persons, shall be appointed by the President of the League to make recommendations to the Board of Directors for the following elements.
2) Grievances
3) Rule Interpretations
4) Ejection (suspension) review
5) Ejection (suspension) appeal
6) Other situations which require timely decisions, in order that a player, manager, coach or umpire not be adversely affected in their participation in the league, by a delayed decision.
7) All grievance and/or appeal requests MUST be in WRITTEN FORM, stating the grounds for the grievance or appeal, the circumstances involved in the situation, and legitimate reasons the grievance or appeal should be heard.
8) All grievances and/or appeals MUST BE in the hands of the President of the League within 24 hours of the formal disciplinary action set forth by the President of the League.
9) The Grievance Committee will render the final decision on the grievance and/or appeal with no further appeal.
10) Should any member of the Grievance Committee be personally involved in a matter brought before the Committee, that individual shall withdraw, and a neutral person will be temporarily appointed by the President of the League to fill the position.