



LOCAL RULES

League ID No: 0405-64-03

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ARTICLE I – ALL DIVISIONS: JUNIOR, INTERMEDIATE (50/70), MAJOR, MINOR AAA, MINOR AA, and MINOR A

SECTION ONE – Responsibilities

- (a) The Home Team is that team listed last in the League schedule of games.
- (b) The Home Team will occupy the third base dugout.
- (c) The Board Member on Duty will provide the Umpire-in-Chief of the game with a minimum of three (one new and two experienced) game balls for Major, Minor AAA, Minor AA, and Minor A Divisions and four (two new and two experienced) game balls for Intermediate and Junior Division. The game balls will be returned to an umpire who will return them to the Board Member on Duty at the conclusion of the game.
- (d) Approved Bats for all Little League play will be in accordance with Little League Rule 1.10. Burden of Proof of legality for bats falls on the manager of the player(s) using the bat for league play. Umpires do not need to prove a bat is illegal to remove it from play.

SECTION TWO – Managers and Coaches

- (a) Managers and coaches are not permitted to leave the dugout or field area except for emergency reasons, use of the field facilities, or to consult with the Official Scorekeeper's station behind the backstop. Immediately prior to a manager or coach leaving the dugout or field as noted above, he or she must notify either the plate or field umpire of their intent and reason for leaving the dugout area. Failure to notify either umpire may result in ejection from the game. The manager is the only person allowed to approach an umpire during a game.
- (b) A manager or coach may enter the field without the umpire's consent while a play is in progress to tend to an injured player provided the manager or coach does not interfere with a defensive play, assist a runner either on or off base, or intentionally interfere with a thrown ball. The manager or coach should use discretion when entering the field in this situation and do so only if he/she feels that the injury warrants such action.
- (c) Along the bottom of the lineup card and its copies handed to the Umpire-in-Chief prior to the start of a game, each manager will list his/her pitchers who are not eligible to pitch based on pitch count or day(s) of rest limitations. The name and jersey number of each player ineligible to pitch in that game will be listed on the lineup card.

SECTION THREE – Umpires

- (a) The League will provide one plate and one field umpire for all Junior, Intermediate, Major, and Minor AAA Division games.
- (b) The League will provide two umpires for all Minor AA Division games and one umpire for all Minor A Division games. The League assigned umpires may be youth umpires in training. One coach/parent will also volunteer to serve as a game coordinator for Minor AA Division games or as a second umpire for Minor A Division games.

- (1) Any Board member (excluding the Player Agent) present at a Minor AA and or Minor A game may umpire that game if necessary.
- (c) The League will provide three-man umpiring crews, when possible, for all Junior, Intermediate, Major, and Minor AAA playoff games, and for the Minor AA Division playoffs final game.
- (d) Umpires will be trained and assigned by the Umpire-in-Chief.

SECTION FOUR – Official Scorekeeper

- (a) The Home team will provide the Official Scorekeeper for all games.
- (b) The Official Scorekeepers for all teams must attend at least one scorekeeping clinic conducted by the League's Board representative.
- (c) All Official Scorekeepers will position themselves in the area directly behind the backstop, close to home plate so that they are readily accessible to both team's managers and the Umpire-In-Chief.
- (d) The Official Scorekeeper will maintain and record the pitch counts in the official scorebook for the game.
 - (1) The Official Scorekeeper will track all pitches, including foul balls, in the official record book.
 - (2) The visiting team scorekeeper will manage the scoreboard and may also count the pitches with a pitch counting device to validate the pitches delivered.
 - (3) At the conclusion of each half inning the Official Scorekeeper and the visiting team scorekeeper may compare their pitch counts for the pitcher.
 - (i) If the counts agree, the number shall be announced to the managers and umpire and entered into the scorebook.
 - (ii) If the pitch counts do not agree, the official scorekeeper overrules any discrepancy.
 - (iii) If the visiting team does not have a scorekeeper to count the pitches, then the official scorekeeper's pitch count is the official pitch count.
 - (4) If the home team does not have a scorekeeper, then the visiting team can provide the Official Scorekeeper. However, by rule, the visiting team will be rewarded with home field for providing the scorekeeper.

SECTION FIVE – Game Times

- (a) The times listed on the schedule prepared by the League's Scheduler are game start times.
 - (1) It is the responsibility of the team's manager to ensure that his/her players arrive at the appointed field in time to warm-up and start the game on time.
 - (2) The umpires are not responsible to ensure that each team has infield practice. Teams should display courtesy and sportsmanship in allowing proper time for both teams to conduct infield practice. During regular season play:
 - (i) The Home Team may conduct infield practice 15 minutes prior to game start time. Manager or coach hitting infield practice is permitted.

- (ii) The Visiting Team may conduct infield practice 10 minutes prior to game start time. Manager or coach hitting infield practice is permitted.
- (iii) All infield practice shall be completed no later than five minutes prior to the game start time.
- (3) Three minutes prior to game, both teams will line up on the first and third base lines, respectively. The National Anthem will be played over the Public Announcement (PA) system, when available.
- (4) Time limit for games in Major, Minor AAA, Minor AA, and Minor A Divisions: No new inning may start after 1 hour and 45 minutes
- (5) Time limit for Junior and Intermediate Divisions: To be determined on a yearly basis as voted on at the annual District 64 Intermediate/Junior meeting.
- (6) Official time will be that of the umpire's timepiece. The time limit of the game being played will be determined by the game start time announced by the umpire and recorded by the official scorekeeper at the start of the game.
- (7) All games will have an ending curfew of 10:00 pm. The winner of the game will be declared according to the rules of the Official Little League Rule Book.

SECTION SIX – Minimum Number of Players

- (a) A team must play the entire game with a minimum of eight players. If there are less than eight players available, the game will be forfeited by the team who couldn't field an eight-player team.
- (b) If a team only has eight players, that team may skip over the ninth position in the batting order without penalty (i.e. no out is called for the ninth position).
- (c) Should additional player(s) arrive after a team has started a game with only eight players, the additional player(s) must enter the game immediately upon his/her arrival. A team's manager may not elect to play a game with only eight players if there are additional players available.
- (d) Late players will be added to the bottom of the lineup.

SECTION SEVEN – Continuous Batting Order

- (a) Major, Minor AAA, Minor AA, and Minor A Divisions will comply with Little League Rule 4.04 and maintain a continuous batting order throughout the entirety of the season. Every player on the team's roster will be listed on the team's line-up card in a continuous batting order and be required to bat in their respective position in the batting order.
- (b) Junior and Intermediate Divisions will be determined on an annual basis, as determined at the annual District 64 Junior/Intermediate meeting.
- (c) The continuous batting order does not relieve the team's manager from his/her responsibility to ensure that all players on the team receive their respective minimum playing time as defined in the rules for each division.

ARTICLE II– JUNIOR DIVISION ONLY

SECTION ONE – Reserved

ARTICLE III – INTERMEDIATE (50/70) DIVISION ONLY

SECTION ONE – Reserved

ARTICLE IV – MAJOR DIVISION ONLY

SECTION ONE – Position Play

- (a) All players must play a minimum of six defensive outs per game, including a minimum of three consecutive defensive outs.

SECTION TWO – Dropped Third Strike

- (a) Little League Rule 6.05 regarding a third strike not caught by the catcher will apply. The Minor League option will not be implemented for the Major Division.

ARTICLE V – MINOR AAA DIVISION ONLY

SECTION ONE – Offensive Five Run Rule

- (a) For innings one through five, a team's at bat will consist of three outs or five runs, whichever occurs first.
- (b) When a team scores the fifth run during its time at bat, the umpire will immediately call time and suspend all play. A team may not score more than five runs per inning during innings one through five.
- (c) There will be no five-run rule in the sixth inning (or subsequent innings in an extra inning game). Each team will have three outs or one time through the lineup, whichever occurs first.

SECTION TWO – Defensive Players

- (a) The defensive team will station nine defensive players on the playing field.
 - (1) The nine defensive players listed on the lineup card handed to the game Umpire-In-Chief will be considered a team's starting lineup.
 - (2) All outfielders must remain on the outfield grass until the pitched ball reaches the batter.

SECTION THREE – Position Play

- (a) All players must play a minimum of six defensive outs per game, including a minimum of three consecutive defensive outs.

ARTICLE VI – MINOR AA DIVISION ONLY

SECTION ONE – Coaches

(a) Offense:

- (1) Teams are allowed two adult base coaches. Each base coach must remain in their respective first and third base coaches box at all times except to avoid interfering with a defensive player fielding a batted or thrown ball (consistent with the Little League Rule Book).
- (2) A third coach may be on the field pitching to his/her batters, when applicable.
- (3) A fourth coach may be in the dugout.

(b) Defense:

- (1) All coaches must remain in the dugout at all times.

(c) Teams are allowed a maximum of four coaches/adults in the dugout at any time, as described in paragraphs (a) and (b) above.

SECTION TWO – Offensive Five Run Rule

- (a) For innings one through five, a team's at bat will consist of three outs or five runs, whichever occurs first.
- (b) When a team scores the fifth run during its time at bat, the umpire will immediately call time and suspend all play. A team may not score more than five runs per inning during innings one through five.
- (c) There will be no five-run rule in the sixth inning (or subsequent innings in an extra inning game). Each team will have three outs or one time through the lineup, whichever occurs first.

SECTION THREE – Defensive Players

- (a) The defensive team will station ten defensive players, including four outfielders on the playing field. There is no “rover” position with ten defensive players.
PENALTY: Interference - The ball is dead and the batter will be awarded first base and all other runners will advance if forced.
- (b) All outfielders must remain on the outfield grass until the pitched ball reaches the batter.
- (c) The defensive pitcher must remain within a five foot radius of the pitching rubber until the pitched ball reaches the batter.
PENALTY: Interference - The ball is dead and the batter will be awarded first base and all other runners shall advance if forced.

SECTION FOUR – Player Pitching

- (a) Innings one, two, and three of each game will be player pitch, played under the player pitch rules in paragraphs (b) through (g) below.

- (b) Player pitching rules will be in effect for the entire season, starting on Opening Day
- (c) Pitching distance is 38 feet (equivalent to the Field C-1 rubber)
- (d) Players league age 9 are not eligible to pitch
- (e) All other pitchers, regardless of league age, will have a 35-pitch or one inning maximum limit per game, whichever occurs first. Managers must adhere to the Little League pitching guidelines for rest periods before a player may pitch again (i.e. 1-20 pitches = 0 days rest; 21-35 pitches = 1 day rest).
- (f) Player pitch innings shall be played per the process below:
 - (1) Player continues pitching until 1) the ball is put in play by the batter; 2) the batter is out on three strikes; 3) the batter is hit by the pitch (see paragraph “2” below); or 4) the pitcher throws four called balls by the umpire. If the pitcher throws four called balls, the manager or a coach (coach) will come in to pitch to that batter. The batter will maintain the same number of strikes. The coach may pitch a maximum of three pitches. The batter may put the ball in play or may strike out within those three pitches. There are no bases on balls.
 - (2) If the batter is hit by a player pitch, the coach will then come in to pitch to that batter. The count will be reset to zero strikes and the coach may pitch a maximum of three pitches. If, after the third coach pitch the batter has not put the ball in play, the batter is out.
 - (3) A batter may not be put out on an uncaught foul ball. If the final pitch in either scenario above is hit foul, then the batter will be awarded an additional pitch, which must be fouled off again or put in play, otherwise the batter will be out.
- (g) Playoffs will be played under these same player pitch rules.

SECTION FIVE – Coach Pitching

- (a) Innings four, five, and six of each game will be coach pitch, played under the coach pitch rules in paragraphs (b) through (i) below.
- (b) The batter will receive a maximum of five pitches. The batter is out on strikes for failing to hit a fair ball on three swinging strikes or a tipped third strike caught by the catcher. Failing to swing at the fifth pitch will result in the batter being out.
- (c) A batter may not be put out on an uncaught foul ball. If the final pitch is hit foul, then the batter will be awarded an additional pitch, which must be fouled off again or put in play, otherwise the batter will be out.
- (d) No base on balls or a hit batsman will be awarded from coach pitching
- (e) Coaches must pitch from 38 feet (equivalent to the Field C-1 rubber).
- (f) If the ball hits the coach pitcher, it is a “live” ball.
- (g) Coaches are permitted to wear gloves when pitching. Coaches are not permitted to field a batted ball with their glove.
 - PENALTY: Interference - The ball is dead and the umpire, in his/her judgment, will declare the batter-runner or the runner out, and all other runners shall return to their last legally touched base before the interference.
- (h) Coaches may not position or relay signals to the batter and may not coach or instruct any batter-runner or base runner while a play is in progress.

PENALTY: Interference - The ball is dead and the batter-runner or runner who was coached is out, and in the judgment of the umpire, all other runners shall return to their last legally touched base before the interference.

- (i) Coaches must vacate his/her position on the mound, and anywhere else on the playing field, to allow the defensive team to field or catch a batted or thrown ball.

PENALTY: Interference - The ball is dead and the umpire, in his/her judgment, will declare the batter-runner or the runner out, and all other runners will return to their last legally touched base before the interference. If said interference is not deemed intentional by the umpire, the ball is considered “live”.

SECTION SIX – Position Play

- (a) Players are not allowed to exceed two innings at the same position for a six-inning game.
- (b) Any player WILL NOT play any combination of infield defensive positions for more than four innings per regulation game. Teams with eight players WILL NOT play any combination of infield defensive positions for more than five innings per regulation game.
- (c) Players must play no less than 16 innings in an infield position during the regular season.
- (d) Managers will have the defensive positions listed per player, per inning on the official lineup card, or a printout (excel format or similar) provided to the Official Scorekeeper before the game. If a manager must deviate from the defensive positions identified on the lineup card or printout, he/she must notify the Official Scorekeeper at the time the change is made.
- (e) If it is determined a player is playing more than two innings in the same position or is exceeding a total of four cumulative innings in the infield:
 - Common practice will be for the opposing coach to notify the other team of the infraction. If the opposing coach fails to make the correction, or continuously fails to properly substitute the defensive players, the manager will be removed from the game and must leave the ballpark. The ball will not be put into play until the manager leaves.
- (f) All players must play a minimum of six defensive outs per game, including a minimum of three consecutive defensive outs. In the event a game ends early due to implementation of a Mercy Rule, any player who did not complete the minimum six defensive outs will start the next game.

SECTION SEVEN – Live Ball/Dead Ball/Baserunning

- (a) The ball is dead when the umpire calls time.
- (b) A ball hit in the infield will remain live and in play until such time, in the umpire's judgment, that an attempt is made to return the ball to the pitcher. At no time can a batter or baserunner take more than one base on a ball that stays in the infield, except when an overthrow occurs.

- (c) The ball will remain live and in play if hit to the outfield grass on Fields C-1, C-3, and C-4 (or an equivalent outfield distance on Field C-2, such as the 90 foot base position) until such time, as the outfielder relays the ball to an infielder and the infielder possesses the ball (in their hand or glove) on the infield dirt. The umpire will then call “Time”, at which point the ball becomes dead. If the infielder makes a throw in an attempt to throw out an advancing runner, then the ball will remain live and the overthrow rule will remain in effect. If an overthrow occurs on the relay from the outfielder to the infielder, the overthrow rule will apply just as if overthrowing a base.
- (d) At the point at which the ball becomes dead, runners may be allowed to advance to the next base if, in the Umpire’s opinion, that runner reached half-way to the next base. If, in the Umpire’s opinion, that runner did not reach half-way to the next base, that runner must go back to the previously reached base. The umpire will reset the runners after the play, as the runner may be thrown out on any attempt to take an extra base.
- (e) Overthrow rule: The ball will remain live and in play if hit fair, until such time that any fielder makes an overthrow of an infielder, at which point baserunners may attempt to advance one additional base. It will be the umpire’s determination of when to declare a dead ball on an overthrow based on his/her judgment on if the runner is making an attempt to advance. Runners will be allowed to advance a maximum of one extra base per at-bat, at the risk of the runner.
 - (1) An attempt by the defense to throw the runner out while attempting to advance on an overthrow will NOT result in additional bases awarded if another overthrow occurs. The runner may be thrown out.

SECTION EIGHT – Additional Rules

- (a) Base stealing is not permitted. Base runners may advance only on a fair hit ball by the batter or after tagging up on a fly ball, fair or foul, caught by the defensive team, or if forced, on an award of bases by the umpire.
- (b) Bunting is not permitted.
- (c) The infield fly rule will not be in effect.

ARTICLE VII – MINOR A DIVISION ONLY

SECTION ONE – Coaches

(a) Offense:

- (1) Teams are allowed two adult base coaches. Each base coach must remain in their respective first and third base coaches box at all times except to avoid interfering with a defensive player fielding a batted or thrown ball (consistent with the Official Little League Rule Book).
- (2) A third coach may be on the field pitching to his/her batters, when applicable.
- (3) A fourth coach may be in the dugout.

(b) Defense:

- (1) Teams may have two coaches on the field during defense to help players with positioning. This rule applies for the entire season.
- (2) Other coaches must remain in the dugout.

(c) Teams are allowed a maximum of four coaches/adults on the field at any time, as described in paragraphs (a) and (b) above.

SECTION TWO – Offensive Five Run Rule

- (a) For innings one through five, a team's at bat will consist of three outs or five runs, whichever occurs first.
- (b) When a team scores the fifth run during its time at bat, the umpire will immediately call time and suspend all play. A team may not score more than five runs per inning during innings one through five.
- (c) There will be no five-run rule in the sixth inning (or subsequent innings in an extra inning game). Each team will have three outs or one time through the lineup, whichever occurs first.

SECTION THREE – Defensive Players

- (a) The defensive team will station ten defensive players, including four outfielders on the playing field. There is no “rover” position with ten defensive players.

PENALTY: Interference - The ball is dead and the batter will be awarded first base and all other runners will advance if forced.

- (b) All outfielders must remain on the outfield grass until the pitched ball reaches the batter.

- (c) The defensive pitcher must remain within a five foot radius of the pitching rubber until the pitched ball reaches the batter.

PENALTY: Interference - The ball is dead and the batter will be awarded first base and all other runners shall advance if forced.

SECTION FOUR – Coach Pitching

- (a) The coach pitcher may be standing or take a knee to pitch and may choose to be positioned a minimum of 20 feet from home plate. However, unless the coach is pitching from 38 feet (equivalent to the Field C-1 rubber), any batted ball that hits the coach pitcher is a “dead” ball and the batter is out.
- (b) The batter will receive a maximum of five pitches. The batter is out for failing to hit a fair ball within a maximum of five pitches delivered to the batter, regardless of the number of pitches that the batter has swung at.
- (c) A batter may not be put out on an uncaught foul ball. If the final pitch is hit foul, then the batter will be awarded an additional pitch, which must be fouled off again or put in play, otherwise the batter will be out.
- (d) No base on balls or a hit batsman will be awarded from coach pitching.
- (e) Coaches are permitted to wear gloves when pitching. Coaches are not permitted to field a batted ball with their glove.

PENALTY: Interference - The ball is dead and the umpire, in his/her judgment, will declare the batter-runner or the runner out, and all other runners shall return to their last legally touched base before the interference.

- (f) Coaches may not position or relay signals to the batter and may not coach or instruct any batter-runner or base runner while a play is in progress.

PENALTY: Interference - The ball is dead and the batter-runner or runner who was coached is out, and in the judgment of the umpire, all other runners shall return to their last legally touched base before the interference.

- (g) Coaches must vacate his/her position on the mound, and anywhere else on the playing field, to allow the defensive team to field or catch a batted or thrown ball.

PENALTY: Interference - The ball is dead and the umpire, in his/her judgment, will declare the batter-runner or the runner out, and all other runners will return to their last legally touched base before the interference. If said interference is not deemed intentional by the umpire, the ball is considered “live”.

SECTION FIVE – Position Play

- (a) Players are not allowed to exceed two innings at the same position for a six inning game.
- (b) Any player WILL NOT play any combination of infield defensive positions for more than four innings per regulation game. Teams with eight players WILL NOT play any combination of infield defensive positions for more than five innings per regulation game.
- (c) Players must play no less than 16 innings in an infield position during the regular season.
- (d) Managers will have the defensive positions listed per player, per inning on the official lineup card, or a printout (excel format or similar) provided to the Official Scorekeeper before the game. If a manager must deviate from the defensive positions identified on the lineup card or printout, he/she must notify the Official Scorekeeper at the time the change is made.

- (e) If it is determined a player is playing more than two innings in the same position or is exceeding a total of four cumulative innings in the infield:
 - Common practice will be for the opposing coach to notify the other team of the infraction. If the opposing coach fails to make the correction, or continuously fails to properly substitute the defensive players, the manager will be removed from the game and must leave the ball park. The ball will not be put into play until the manager leaves.
- (f) All players must play a minimum of six defensive outs per game, including a minimum of three consecutive defensive outs. In the event a game ends early due to implementation of a Mercy Rule, any player who did not complete the minimum six defensive outs will start the next game.

SECTION SIX – Live Ball/Dead Ball/Baserunning

- (a) At no time can a batter or baserunner take more than one base on a ball that stays in the infield.
- (b) If the ball is hit cleanly to the outfield grass on Fields C-1, C-3, and C-4 (or an equivalent outfield distance on Field C-2, such as the 90 foot base position), the batter may attempt to advance to second base at his/her risk and all baserunners may advance two bases at their risk.
- (c) Baserunners may not take additional bases on overthrows.

SECTION SEVEN – Additional Rules

- (a) Base stealing is not permitted. Base runners may advance only on a fair hit ball by the batter or after tagging up on a fly ball, fair or foul, caught by the defensive team, or if forced, on an award of bases by the umpire.
- (b) Bunting is not permitted.
- (c) The infield fly rule will not be in effect.

The Vacaville American Little League Board of Directors hereby ratifies the Local Rules on February 18, 2026.

Anthony Reed

02/18/2026

Anthony Reed, President
Vacaville American Little League

Date

MICHELLE DIBB-ISLAS

02/18/2026

Michelle Dobb-Islas, Player Agent
Vacaville American Little League

Date