



# 2026 Local Rules & Policy Manual

## ROSE CAPITAL WEST LITTLE LEAGUE – LOCAL RULES AND POLICY MANUAL

The Rose Capital West Little League (RCWLL) Board of Directors (The Board) has adopted this Local Policies and Rules Manual (a.k.a. The Gold Book), to supplement the Official Little League Rulebook (The Blue Book). The Board has the final authority to interpret the Local and Official Little League Rules, which includes ruling on all matters not covered by this manual, and amending the Local Rules as required.

The purpose of this manual is to provide parents, coaches and volunteers with a comprehensive course of information concerning RCWLL's baseball operations, policies, procedures, and rules. Although we have attempted to be thorough in this manual, no one document can completely explain all applicable rules and procedures.

If you have any questions after reviewing this document or the information pages on our league website ([www.rcwll.org](http://www.rcwll.org)), please feel free to reach out to the Board for additional information.

Rose Capital West Board of Directors



Rose Capital West Little League  
Tyler, Texas  
[www.RCWLL.org](http://www.RCWLL.org)

## League Organization

- a. RCWLL shall consist of the following divisions determined by “League Age” as determined by Little League Baseball:
  - i. Instructional T-Ball: League Ages 4 and 5. League Age 5 players may play Instructional T-Ball if and only if they have never played Instructional T-Ball
  - ii. T-Ball: League Ages 5 and 6.
  - iii. 5 Pitch AA and AAA: League Ages 6, 7 and 8. League Age 6 players may play 5-Pitch if and only if they have played one season of T-Ball.
  - iv. Minor League: League ages 9 and 10.
  - v. Major League: Ages 11 and 12.
  - vi. Junior League : Ages 13 and 14
- b. Players must be of correct league age to participate in a particular League division and will not be allowed to "move up" or "move down" to participate in a division unless they have received approval from the President or Vice President of Baseball.

## Manager and Coach Selection

- a. Given the importance of managers and coaches in the Little League system, RCWLL uses the following process for reviewing and selecting managers (referred hereinafter as the coach):
  - i. RCWLL will establish a Selection Committee to assist the President in nominating coaches in each division.
  - ii. The Committee will consist of the President, Vice President of Baseball, Coaching Coordinator, Players Agent and other Board members as needed.
  - iii. The interest list will be composed primarily of volunteers who have declared their interest in managing a team (by submitting a Volunteer/Manager Application).
  - iv. Additional coaches are recruited as needed;
  - v. The Committee meets and provides the league President with its recommendations;
  - vi. The President presents a list of candidates to the Board and the Board approves the candidates or denies the candidates.

- vii. Coaches select their own assistant coaches (subject to approval by the Board) consistent with the League's policy of allowable coaches.
- viii. All appointed volunteers must submit to and pass a background check.

### Team Creation and Draft

- a. The number of teams and players per team in each division will be established by the Board of Directors in compliance with the Official Regulations and Playing Rules of Little League Baseball.
- b. All divisions except Instructional T-Ball will form teams via a player draft process.
- c. The policy and procedures of the draft process are as follows:
  - i. After evaluations are complete; coaches in the drafting divisions will convene for the draft to select their teams.
  - ii. Attendance at the draft is limited to each team's coach and the Board of Directors. No other guests or assistants are permitted in or near the draft room.
  - iii. Draft order is established via blind draw five minutes prior to draft, but in "serpentine" fashion each round. The coach who draws number one will select first and so on down to the last number. The coach with the last number will begin the process for the second round through the selections. This process will repeat until all players have been chosen. For example, in a six-team draft, the order will be 1, 2, 3, 4, 5, 6 in the first round, and then 6, 5, 4, 3, 2, 1 in the second round, before recommencing in the third round with 1, 2, 3, 4, 5, 6 then 6, 5, 4, 3, 2, 1 in the fourth round, etc.
  - iv. For T-Ball and Juniors
    - 1. 1st round is an open pick.
    - 2. Coach's child will be automatically selected in the 2nd Round.
    - 3. If coach has designated an Assistant Coach prior to the draft, the Assistant Coach's kid will be automatically selected in the 3rd Round.
    - 4. Brothers/Sisters in the Draft: A parent can request a Sibling Option during registration. When a coach selects a player with a brother or sister who is also in the same division, the player agent will inform the coach that he/she must automatically take the brother or sister in the next round.

- v. For AA, AAA, Minors and Majors:
  - 1. All registered players will participate in a league-wide evaluation session prior to the draft. Based on their evaluation scores, players will be placed into skill-based brackets (for example: A, B, C, etc.). Each bracket groups players of similar ability to maintain balance among teams. The Player Agent will determine the number of brackets and the number of players in each bracket after all registrations are complete.
  - 2. Teams will draft only from the bracket currently “open” for selection.
  - 3. The Player Agent will announce when a bracket opens and closes during the draft. Once all players in a bracket have been selected, the next bracket will open. Teams must wait for the current bracket to be available before selecting players from it – no “skipping ahead” to other brackets.
  - 4. A head coach’s child and one designated assistant coach’s child must be drafted at the first opportunity within the bracket in which that player was evaluated. Siblings who are eligible to play in the same division will each be evaluated and placed into the appropriate bracket based on their individual skill levels. When one sibling is drafted, the other sibling(s) will be automatically reserved for that same team. The second (and any additional sibling) must be drafted at the first opportunity in their designated bracket once it becomes available.
- vi. The Player Agent may assist coaches during the draft as needed to ensure accuracy, compliance, and fairness.
- vii. This assistance may include: Confirming player eligibility and bracket placement. Clarifying when coach’s players, assistant coach’s players, or siblings must be selected. Providing guidance to maintain the intended sequence of brackets and goal of overall parity of teams.
- viii. If a coach cannot attend the draft, he/she can designate another person to draft his/her team; if a team does not have a coach, a board member will draft.
- ix. For evaluation mandatory divisions, players who have not attended an evaluation or received an evaluation waiver will be drafted via random assignment.
- x. Coaches have 5 minutes to trade players once the draft is final, for evaluation mandatory divisions, only evaluated/waivered players are

- xi. eligible for trades. All coaches will remain at the draft table during the trade window.
- xii. Players and parents are never told of the round in which players were drafted. RCWLL considers any violation of this rule a serious breach that subjects the coach to discipline and calls into doubt his/her suitability to coach in the League.

### **Player Evaluation**

- a. All players in the 5-Pitch (Coach Pitch), Minors, Majors and Junior Divisions must participate in at least one (1) available evaluation to be eligible for regular drafting.
- b. Players who are unable to attend an evaluation, must contact the RCWLL Vice President of Baseball at least 72 hours prior to the RCWLL Draft and discuss their reason for failing to attend an evaluation. The Vice President of Baseball will present the reason for evaluation waiver which must be accepted by a majority of the Board of Directors.
- c. Players who have not attended an evaluation or received an evaluation waiver are not eligible for All-Stars (Little League Regulation IV(f)).

### **Late Registrations and Waitlist**

- a. Once the draft is completed, any new players who are granted late registration by the Board will be only be placed on a team with open spots.
- b. The goal is for all teams to have the same number of players and this number is set by the Board. For example, if 2 teams have 10 and the others have 11 then the 2 teams with 10 players will be the next ones to receive a player.
- c. The team assigned will be selected by drawing the team names drawn randomly (blind draw) by a board officer or PA. Assignment order will be based on date of registration for any player involved.
- d. If all teams are full then players will be placed on a waiting list.

### **Replacing Players**

- a. If a team loses a player for the season through injury, illness, change of address, or any other reason, the coach must notify the Player Agent, Vice President of Baseball, and League President within seventy-two (72) hours.
- b. The Board will attempt to fill the roster spot via the waitlisted players.

- c. The Player Agent will then contact the player's parents and get consent for the player to be added to the league.
- d. The Player Agent will then inform the coach of his new player, which completes the transfer, and the coach may then contact the player and his parents. Players will be eligible to play immediately after joining the team.
- e. Players will not be added to a team that has less than five (5) games remaining on its schedule.
- f. A coach's failure to notify the Player Agent and Division Director about the loss of a player within the seventy-two (72)-hour period will result in the coach facing discipline as determined by the RCWLL Board.
- g. If a waitlisted player is not available, the replacement players will be used to fill in on a game-by- game basis. See *Single Game Replacement Player*
- h. Before the player transfer is made official by the Player Agent, the Manager (or anyone affiliated with the team) may not, under any circumstance, contact a player or a player's parents.
- i. Anyone who circumvents this player transfer process will be deemed to have committed a serious violation of RCWLL rules. The Player Agent must refer all violations to the The Board for appropriate action.

### **Regulation V(c) – Single Game Replacement Players**

- a. The Division Players Agent will create and run a pool of players that can be assigned to teams that are short of players on a rotating basis.
- b. Coaches should use single game replacement players to bring rosters to 9 players (or 10 for T-Ball and 5-Pitch)
- c. Coaches will not have the right to randomly pick and choose players from the pool within their respective division.
- d. Replacement players must adhere to the following restrictions during play:
  - i. Replacement players may not play pitcher or catcher.
  - ii. T-ball and 5-pitch - the replacement cannot play pitcher or 1st base.
  - iii. Replacement players may start the game only if ALL regular players present start the game.
  - iv. Replacement players shall be subject to the normal substitution, player rotation, and minimum playing time rules of the level for which they are called-up.

- v. Replacement players shall be listed in the batting order after regular players.
- e. A coach needing a player shall notify their Player Agent no less than 24 hours before the scheduled game. The Player Agent will provide a list of eligible players for call up. A coach needing a player shall contact only the players identified by Players Agent on the list of eligible players. The coach will notify the Players Agent when they have a confirmed replacement.

### **Ground Rule 18**

- a. RCWLL would like to remind all spectators, coaches, and players of Ground Rule #18, as approved by the District Administrators of the Texas East State Little League Association and revised by the Rose Capital West Little League Board of Directors, which states:
  - i. Any person, or persons, who publicly criticize the umpires (aid or voluntary), the league officials, opposing players or coaches will be asked to immediately leave the complex and will be barred from the complex for the rest of the game. League officials will ask the offender, or offenders, to leave the complex.
  - ii. Foul language or poor sportsmanship by any spectator will not be tolerated, and will result in the offender, or offenders, being barred from the complex for the remainder of the game.
  - iii. Noisemakers such as bells, sirens, whistles, horns, and jugs with rocks in them or any other type are strictly prohibited.
  - iv. Any type of action taken for the obvious intent of distracting the opposing players will absolutely not be permitted. The umpires and League Officials reserve the right to rule on any noise, action, which they feel is an attempt to distract the opposing players. If there is a second offense at a later game, the Board of Directors reserves the right to bar the offender, or offenders, from the complex for the remainder of the season.

### **Grievances and Code-Of-Conduct Violations**

- a. The actions of players, managers, coaches and spectators must be above reproach.
- b. Players, Parents, and Coaches will be held to their respective Code-of-Conduct.
- c. The Umpire-in-Chief will report to the League President or other available Board member within twenty-four (24) hours after the game of all violations of the rules, including reasons for removal of a player, manager or coach from a game.

- d. In the case of a violation of a Code of Conduct or non-game rule grievance, whoever initiates the grievance must notify RCWLL of their concern in writing. The grievance must be sent to the Board of Directors via a Players Agent, Vice President of Baseball or the President. The Board of Directors will investigate the issue and the parties involved in the situation MAY be asked to meet with a Discipline and Protest Committee. The Board of Directors may delegate to the Discipline and Protest Committee complete and total authority to establish any and all procedural aspects of a reported grievance. Decisions by the Discipline and Protest Committee are guided by the Blue Book, local handbook, Codes of Conduct, and the best interest of the league.

### Protest

- a. Protests of games are managed by Little League Rule 4.19.
- b. If a Coach believes an Umpire's decision to be in violation of the playing rules before the next pitch is thrown:
  - i. The Coach must inform the Umpire of the protest.
  - ii. The Umpire will consult with the other Umpire(s) and/or the Board Member on Duty to reverse or uphold the rules decision.
  - iii. All attempts will be made to resolve the protest on the field.
  - iv. If the Umpire does not reverse the decision, the Umpire will announce the game is being played under protest and the current game situation will be logged in the official scorebook.
  - v. In the case of a game protest, the coach protesting the game must do so during the game according to the Blue Book and then submit a written explanation to the RCWLL President within 24 hours of the game. The Discipline and Protest Committee will review the written explanations submitted by the manager and umpire, review the rule book and make a decision as soon as possible.
  - vi.

### Rescheduling of Games

- a. Games will be rescheduled in the order in which they were originally scheduled.
- b. The Scheduler shall re-schedule all make-up games and all suspended games at the earliest possible time. These slots could include weeknight or Saturday (if needed)
- c. In all divisions, the Scheduler will reschedule make-up games and suspended games on any day of the week so long as twenty-four (24) hour of notice is given to the coaches of the teams via email or text message.

- d. The Scheduler will attempt to reschedule games in which a team cannot field eight players due to a school or religious function. For a requested reschedule coaches must notify their Players Agent, opposing Coach and the Scheduler at least three (3) days ahead of the scheduled game. Failure to give proper notice is grounds for forfeiture of the game. Games rescheduled for school or religious functions will be scheduled on the next available day (same as rainouts).

### **Weather Related Cancelation Guidelines**

- a. In accordance with the RCWLL Safety Plan.
- b. If adverse weather or playing field conditions exists prior to the first scheduled game of the day, the League President, in consultation with the Vice-President of Baseball, selected Board Members and/or the City of Tyler will determine whether games will begin that day.
- c. Once games are underway for the day, the decision to play or postpone lies with Board Member(s) on duty.
- d. Play will immediately be suspended when any of the following are observed by an umpire, coach, Board Member on duty, or other league official.:
  - i. A lightning detector (including a weather app on a phone) indicates lightning within 10 miles or less
  - ii. Fields will be cleared and all players, managers/coaches, umpires, and spectators will move to a vehicle for a minimum of 30 minutes.
  - iii. The Board Member(s) on Duty will make the decision after 30 min to resume play, continue the delay or postpone game.
- e. If a game is postponed by weather after it has reached official status, then the game will not be resumed (even if there was time on the clock), and the final score will revert to the score at the last completed inning.
- f. Games with time remaining that are suspended due to weather prior to the completion of an official game shall be resumed where time was left off and in the situation at hand except
  - i. If less than one (1) inning is played before suspended, the game will be replayed in its entirety

## Determination of League Standings

- a. Regular season league standings will be recorded by the league, and determined by a winning percentage system.
- b. When necessary to break ties in regular season standings (i.e., for tournament seeding), the following criteria will be used in descending order of application:
  - i. Head-To-Head Record
  - ii. Lowest Season Runs Allowed
  - iii. Highest Season Run Differential
  - iv. Runs Scored
  - v. Coin Flip

## End of Season Playoffs

- a. Playoffs will be at the end of the regular season. The teams with the best records will participate. Teams with tie records will break the tie with the formula in place under *Determination of League Standings*.
- b. The number of teams qualifying for the playoffs will be the top 4 teams in a division.
- c. Playoff format will be a single elimination playoff seeded 1v4, 2v3. The winners of those two games will play each other for the championship.
- d. The higher seeded team is always the home team and lower seeded team is the visiting team. The home team will occupy the 3rd base dugout. The visiting team will occupy the 1st base dugout.
- e. Semi-Final Games Rules:
  - i. Games Subject to regular season time limits
  - ii. Games will not end in tie- an additional inning shall be played until the tie is broken.
  - iii. Regular Season Run Rules in effect
- f. Championship Games Rules
  - i. Games Not Subject to time limit
  - ii. Games will not end in tie- an additional inning shall be played until the tie is broken.
  - iii. Regular Season Run Rules still in effect.

### Local Rules For All Divisions

- a. A team may not start the game with 8 or fewer players. If a team cannot field a team of 9 to play after 5 minutes of the official start time, the game will be forfeited (score entered as 6-0). If within 24 hours or before, a coach knows their team will have 8 players or fewer players they must contact the Division Players Agent assign a player from the Division's Player Pool, or have the game rescheduled. (See *Regulation V(c) – Single Game Replacement Players* above).
- b. Only approved coaches with RCWLL background checks are allowed on the field.
- c. Home Team shall occupy the 3rd base dugout and Visiting Team shall occupy the 1st base dugout.
- d. The Home Team shall provide an official scorekeeper for each game. The home team's book is the official book during games. The Visiting Team is encouraged to also keep score and scorekeepers should consult with each other and the umpire between innings to communicate scores, pitch counts, and substitutions.
- e. Visiting team can take infield practice first followed by the home team, if time allows.
- f. The Little League Pledge will be said prior to game start with the players and managers lining up on the first and third base lines. The home team captain will lead the pledge
- g. A batter slinging their bat will be a judgment call by the umpire. The first offense per batter will only be a warning. The judgment call on the second and any subsequent offense committed by the same batter shall constitute an out.
- h. All players arriving after the start of the game must be added to the end of the lineup.
- i. For 5-Pitch, Minors and Majors, Players must play 6 defensive outs, but we encourage coaches to provide more than the minimum play time. If a player does not meet this requirement then at the next game that player must start and play his remaining outs and meet current requirements for that new game. There are sanctions to the coach for non-compliance found the 2026 Little League Rule Book that can be enforced. This is not grounds for a forfeit per little league rules.
- j. Any coach physically assisting an offensive player on the field will constitute interference and that player will be called out.
- k. There will be NO agreements between coaches to modify ANY rules during a game.
- l. There is zero tolerance for arguing with umpires over judgment calls and/or balls/strikes. Umpire baiting, stealing signs, arguing with fans or other coaches, poor sportsmanship, and/or disobeying a game official/board members instruction will not be tolerated by anyone.
- m. At the conclusion of the game, both coaches must sign-off and agree to the official score-card which will be turned in to the Board Member On Duty.

- n. Home Team Coaches must input scores, pitch counts, and day's rest on the league website by 4:00 p.m., the day after every game:
  - i. You must inform the division Players Agent by 3:00 p.m. on the day after the game if you cannot enter the data as required above.
  - ii. Penalty: Failure to input the data above or failure to notify the Information Director as required will result in a warning, any time after that will result in a one (1) game suspension of the Home Coach.
- o. Visiting Team Managers must validate the score and pitch count data entered.
  - i. If the Visiting Manager feels that there is an error in the score or pitch counts, he should immediately notify the Division Players Agent.

### **Instructional T-Ball Division Local Rules**

- a. The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the Instructional T-Ball Division of RCWLL:
- b. Each game will be five (5) innings long with a drop-dead time limit of one (1) hour (the batter may finish his/her at-bat. No inning shall start after 55 minutes of play.
- c. There will be no strikeouts.
- d. Game score is not to be kept.
- e. All players play defense on the field each inning and only 5 may be in the infield; there is no catcher for T-ball. Outfielders must play in the grass area behind the infield area.
- f. One (1) “rover” position can be utilized immediately behind second base.
- g. No catcher.
- h. Both teams should bat through the line-up, if 3 outs are earned, batting team should clear the bases and continue through line up until complete. Once the team has batted through the line-up, the half inning is complete.
- i. No batter will advance any further than first base on a hit ball to the infield, a ball hit to the outfield the runner may advance until the ball is returned to infield.
- j. Player must be removed from the bag if called out.
- k. There can be only two (2) offensive base coaches on the field (first and third bases). Two (2) defensive coaches may position themselves in the outfield.
- l. Only approved coaches with RCWLL background checks are allowed on the field.

## T-Ball Division Local Rules

The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the T-Ball Division of RCWLL:

- a. Each game will be five (5) innings long with a time limit of one (1) hour. No inning shall start after 55 minutes of play, but inning will be completed if started. A new inning begins with the last out of previous inning.
  - i. All games will end (5 innings played /time expired /run limit) after a complete inning is played regardless of score. **Both the visitor and home team must complete their at bat.** This will allow the runs scored/allowed to be used for tie-breaker purposes. Example 1, if 4 complete innings are played and time has expired the game will end. Example 2, If the visiting team is ahead by 5+ with home team’s half inning left to play, the home team will complete its at bat. Tie Games are Allowed.
  - ii. A game will be complete if a team is up by 11 runs after 3 complete innings or 6 runs after 4 complete innings
- a. The half inning will end if 3 outs are made or 5 runs are scored.
- b. There can be only two (2) offensive base coaches on the field (first and third bases). Two (2) defensive coaches may position themselves in outfield foul territory, one on each foul line.
- c. Only approved coaches with RCWLL background checks are allowed on the field.
- d. Each manager must provide a complete batting line-up to the scorekeeper and the opposing manager, 15 minutes prior to game start.
- e. Every player bats and batting orders remain the same throughout the game. If a player is sick or has to leave the game, then that player will be skipped in the batting order and no out will be taken.
- f. All players play defense on the field each inning and only 5 may be in the infield; there is no catcher for T-ball. Outfielders must play in the grass area behind the infield area.
- g. Each inning we expect coaches to rotate players the best they can to promote development. For pitcher and 1st base the rule is that a player can play a max of 2 innings in these positions (e.g., 2 innings at pitcher and 2 at 1st base but not consecutive) and these cannot be consecutive innings.
- h. Any coach physically assisting an offensive player on the field will constitute interference and that player will be called out. Coaches can talk to players on the field as needed.
- i. The overthrow rule will apply as follows:
  - i. There is no automatic free base for overthrown balls that are playable inside the fenced field. If player- runner elects to take the next base after a ball is

overthrown to a base or home plate, he shall only be allowed to take a maximum of ONE base, at his own risk. Compound overthrows to any base shall not occur. Overthrows back to the defensive pitcher ARE considered to be compound.

- ii. Example: Overthrow to any base, runners may take one extra base if they so elect, but are in jeopardy of being thrown out. If a play is made on a runner at a base but the ball is overthrown again, etc, no more advancement will be allowed.
- j. Runners cannot advance when the ball is in the possession of the designated pitcher (for that inning) and said pitcher is inside the pitcher's circle. The exception being a forced play. If the umpire calls the play dead or time is called the runner may not advance.
- k. Coaches are responsible for tee adjustments of individual batters. The tee must be removed when a runner is coming in to home plate.
- l. Home team furnishes the tee.
- m. There will be no infield fly rule in T-ball.
- n. A batter is allowed a maximum of five (5) swings to put the ball in fair play. After five (5) swings, the batter is out.
- o. We discourage rolling the ball to the bases and trying to chase down runners from the pitcher's mound, etc. Try to teach the players how the game is actually played as this will benefit them as they move up in age groups.
- p. There are no protests in T-ball and all disputes will be handled on the field by coaches, umpires or if needed a board member on duty.

### 5-Pitch Division AA Local Rules

The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as "Local Rules" for the 5-Pitch Divisions of RCWLL:

- a. Each game will be five (5) innings long with a time limit of one (1) hour. No inning shall start after 55 minutes of play, but inning will be completed if started. A new inning begins with the last out of previous inning.
  - i. All games will end (5 innings played /time expired /run limit) after a complete inning is played regardless of score. **Both the visitor and home team must complete their at bat.** This will allow the runs scored/allowed to be used for tie-breaker purposes. Example 1, if 4 complete innings are played and time has expired the game will end. Example 2, If the visiting team is

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ahead by 5+ with home team's half inning left to play, the home team will complete its at bat. Tie Games are Allowed

- ii. A game will be complete if a team is up by 11 runs after 3 complete innings or 6 runs after 4 complete innings
- b. The half inning will end if 3 outs are made or 5 runs are scored.
- c. There can be only two (2) offensive base coaches on the field (first and third bases). Two (2) defensive coaches may position themselves in outfield foul territory, one on each foul line.
- d. Only approved coaches with RCWLL background checks are allowed on the field.
- e. Each manager must provide a complete batting line-up to the scorekeeper and the opposing manager, 15 minutes prior to game start.
- f. Every player bats and batting orders remain the same throughout the game. If a player is sick or has to leave the game, then that player will be skipped in the batting order and no out will be taken.
- g. Ten (10) players play defense on the field each inning and 4 must be in the outfield; Outfields players must play in the grass area behind the infield area.
- h. Overthrow Rule – runners may advance at their own risk until pitcher possesses the ball inside the circle. Regular baseball rules apply and play is not stopped due to overthrows or multiple overthrows.
- i. Runners cannot advance when the ball is in the controlled possession of the designated pitcher with both feet inside the pitcher's circle. The exception being a forced play. Note. Running through the circle to tag a runner or throw do a base does not result in a stoppage of play.
- j. Each player must play at least six (6) defensive outs. After all players have qualified, free substitution is allowed.
- k. No stealing is allowed.
- l. Each player gets five (5) balls pitched to him or her by their coach. The batter gets three (3) strikes to hit the ball. Foul ball on the third strike is strike two, etc.
- m. A foul ball on the 5th pitch will constitute one additional pitch.
- n. The defensive pitcher will position himself/herself in the pitcher's circle, with at least one foot in the circle, to either side of the manager-pitcher. The manager-pitcher may then pitch from anywhere in the circle as long as he pitches on a direct line from home plate to second base. This allows the manager-pitcher to pitch from a distance of 30 to 40 feet. The pitcher's plate is placed at 35 feet and is the recommended distance.

- o. If the ball hits the manager/pitcher, the ball will be dead and the at bat will resume with the same count prior to the infraction. Ex. Redo (no advantage for either team)
- p. The manager pitcher cannot interfere with the ball or any player during play. The manager-pitcher must make every effort not to interfere with the play of the ball by the defensive players. The manager-pitcher must leave fair territory on the first base side of the infield as soon as the ball is put into play, avoiding any contact with the ball, runner and/or defensive player(s). First offense will warrant a warning. Second and any subsequent offense will result in an automatic out. Runner(s) will remain on base.

### 5-Pitch Division AAA Local Rules

The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the 5-Pitch Divisions of RCWLL:

- a. Each game will be six (6) innings long with a time limit of one (1) hour and fifteen (15) minutes. No inning shall start after 1:15 hours of play, but inning will be completed if started. A new inning begins with the last out of previous inning.
  - i. All games will end (6innings played /time expired /run limit) after a complete inning is played regardless of score. **Both the visitor and home team must complete their at bat.** This will allow the runs scored/allowed to be used for tie-breaker purposes. Tie Games are Allowed
  - ii. A game will be complete if a team is up by 11 runs after 4 complete innings or 6 runs after 5 complete innings
- b. The half inning will end if 3 outs are made or 5 runs are scored.
- c. There can be only two (2) offensive base coaches on the field (first and third bases). Two (2) defensive coaches may position themselves in outfield foul territory, one on each foul line.
- d. Only approved coaches with RCWLL background checks are allowed on the field.
- e. Each manager must provide a complete batting line-up to the scorekeeper and the opposing manager, 15 minutes prior to game start.
- f. Every player bats and batting orders remain the same throughout the game. If a player is sick or has to leave the game, then that player will be skipped in the batting order and no out will be taken.
- g. Ten (10) players play defense on the field each inning and 4 must be in the outfield; Outfields players must play in the grass area behind the infield area.

## ROSE CAPITAL WEST LITTLE LEAGUE – LOCAL RULES AND POLICY MANUAL

- h. Overthrow Rule – runners may advance at their own risk until pitcher possesses the ball inside the circle. Regular baseball rules apply and play is not stopped due to overthrows or multiple overthrows.
- i. Runners cannot advance when the ball is in the controlled possession of the designated pitcher with both feet inside the pitcher's circle. The exception being a forced play. Note. Running through the circle to tag a runner or throw do a base does not result in a stoppage of play.
- j. Each player must play at least six (6) defensive outs. After all players have qualified, free substitution is allowed.
- k. No stealing is allowed.
- l. Each player gets five (5) balls pitched to him or her by their coach. The batter gets three (3) strikes to hit the ball. Foul ball on the third strike is strike two, etc.
- m. A foul ball on the 5th pitch will constitute one additional pitch.
- n. The defensive pitcher will position himself/herself in the pitcher's circle, with at least one foot in the circle, to either side of the manager-pitcher. The manager-pitcher may then pitch from anywhere in the circle as long as he pitches on a direct line from home plate to second base. This allows the manager-pitcher to pitch from a distance of 30 to 40 feet. The pitcher's plate is placed at 35 feet and is the recommended distance.
- o. If the ball hits the manager/pitcher, the ball will be dead and the at bat will resume with the same count prior to the infraction. Ex. Redo (no advantage for either team)
- p. The manager pitcher cannot interfere with the ball or any player during play. The manager-pitcher must make every effort not to interfere with the play of the ball by the defensive players. The manager-pitcher must leave fair territory on the first base side of the infield as soon as the ball is put into play, avoiding any contact with the ball, runner and/or defensive player(s). First offense will warrant a warning. Second and any subsequent offense will result in an automatic out. Runner(s) will remain on base.

## Minors Division Local Rules

The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the Minors Division of RCWLL:

- a. Each game will be six (6) innings long with a time limit of one (1) hour and forty-five (45) minutes. No inning shall start after one (1) hour and forty (40) minutes of play, but inning will be completed if started. A new inning begins with the last out of previous inning.
  - i. All games will end (6 innings played /time expired) after a complete inning is played regardless of score. Tie Games are Allowed.
  - ii. A game will be ended if a team is up by 11 runs after 4 complete innings or 6 runs after 5 complete innings. If a team cannot win the game due to run differential the game shall be called. This rule is to protect pitching and young players arm health.
- b. The half inning will end if 3 outs are made or 5 runs are scored.
- c. All players present must bat for the entire game using the continuing batting order. There is no on-deck batter allowed and all players must remain in the dugout until their time at bat. If a player is sick or has to leave the game, then that player will be skipped in the batting order and no out will be taken. Coaches may sit outside the fence area (e.g. to call pitches) but are not interfere with game play. Only 3 coaches allowed in the dugout for minors games.
- d. Little league pitching and catching rules/limits will be in effect for all games. Except as outlined below:
  - a. For the first six (6) games, Pitchers are limited to a maximum of 50 pitches per day. If a pitcher reaches the limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. After the first six (6) games, daily maximum pitches set forth in Regulation VI(c) apply.
- e. A player may only be walked intentionally 1 time per game. The defensive coach notifies the umpire and 4 pitches are added to the official pitch count; no pitches are thrown during an intentional walk. The ball is dead and no runners may advance during an intentional walk.
- f. In-field fly rule is in effect.
- g. There is NO dropped 3rd strike rule in effect.
- h. 4.10e Standard Run Rule will NOT BE in effect, see a.ii above.

- i. A coach may visit the mound or call a defensive time-out at their discretion. However, the 3rd visit to the mound in the same inning is cause for the pitcher to be removed. The offensive team is allowed 1 time out per inning to confer with the batter. Excessive time outs to stall time will not be allowed.
- j. Except as noted above, The playing rules found in the 2026 Little League Play and Rulebook (the Blue Book) will be in effect for all minors games. Please consult the rule book for specific situations

### **Majors Division Local Rules**

The following modifications of Little League Baseball Official Regulations and Playing Rules, Major League Divisions, have been adopted as “Local Rules” for the Major Division of RCWLL:

- a. Each game will be six (6) innings long with a time limit of one (1) hour and forty-five (45) minutes. No inning shall start after one (1) hour and forty (40) minutes of play, but inning will be completed if started. A new inning begins with the last out of previous inning.
- b. The 10- and 15-run rule is in effect. If at the end of three (3) innings, two and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- c. All players present must bat for the entire game using the continuing batting order. There is no on-deck batter allowed and all players must remain in the dugout until their time at bat. If a player is sick or has to leave the game, then that player will be skipped in the batting order and no out will be taken. Coaches may sit outside the fence area (e.g. to call pitches) but are not interfere with game play. Only 3 coaches allowed in the dugout for majors games.
- d. Little league pitching and catching rules/limits will be in effect for all games.
- e. A player may only be walked intentionally 1 time per game. The defensive coach notifies the umpire and 4 pitches are added to the official pitch count; no pitches are thrown during an intentional walk. The ball is dead and no runners may advance during an intentional walk.
- f. In-field fly rule is in effect.
- g. The dropped 3rd strike rule in effect.
- h. A coach may visit the mound or call a defensive time-out at their discretion. However, the 2nd visit to the mound in the same inning is cause for the pitcher to be removed.

- i. The offensive team is allowed 1 time out per inning to confer with the batter. Excessive time outs to stall time will not be allowed.
- j. Except as noted above, The playing rules found in the 2026 Little League Play and Rulebook (the Blue Book) will be in effect for all majors games. Please consult the rule book for specific situations.

### **Juniors Division Local Rules**

The following modifications of Little League Baseball Official Regulations and Playing Rules, Major League Divisions, have been adopted as “Local Rules” for the Juniors Division of RCWLL:

- a. Each game will be seven (7) innings long with a time limit of one (1) hour and forty-five (45) minutes. No inning shall start after one (1) hour and forty (40) minutes of play, but inning will be completed if started. A new inning begins with the last out of previous inning.
- b. The 10- and 15-run rule is in effect. If at the end of four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of fifteen (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
- c. All players present must bat for the entire game using the continuing batting order. There is no on-deck batter allowed and all players must remain in the dugout until their time at bat. If a player is sick or has to leave the game, then that player will be skipped in the batting order and no out will be taken. Coaches may sit outside the fence area (e.g. to call pitches) but are not interfere with game play. Only 3 coaches allowed in the dugout for Juniors games.
- d. Little league pitching and catching rules/limits will be in effect for all games.
- e. Except as noted above, The playing rules found in the 2026 Little League Play and Rulebook (the Blue Book) will be in effect for all Juniors games. Please consult the rule book for specific situations.

### **All Star Selection and Policy**

All Star Selection procedure is intended to identify and select managers and players who will best represent RCWLL in postseason tournaments. The intent is for the process to be transparent, effective and equitable. Player and manager skill, knowledge, effort, attitude, commitment and demeanor should all be considered in the voting processes.

RCWLL plans to field the following All-Star Teams

5-Pitch All Star

10U All-Stars

11U All-Stars

12U All-Stars

All-Star Selection will be held during as approved by the Board of Directors.

The All-Star teams will be announced at the earliest date provided by Little League Rules. All results and details regarding the All-Star Selection Process must remain confidential.

### **All-Star Coach Selection:**

All-Star coaches will be selected from those persons who served as managers and/or assistant coaches during the regular season within the same division of play being considered and listed in the Little League Baseball, Inc. database as of that year.

Coaches will discuss and vote to nominate All-Star Coach candidates during the selection meetings outlined in the All Star Selection Policy Manual.

The All-Star Coaches will be confirmed by the Board of Directors.

### **All-Star Player Selection:**

All-Star player selection will be set by the All Star Selection Policy Manual determined by the Board of Directors.