

OFFICIAL PLAYING RULES
SPRING SEASON
Updated 3/08/2024

OCONEE COUNTY LITTLE LEAGUE
GEORGIA DISTRICT 10

www.oconeelittleleague.com

Information contained within this document is current as of March 8, 2024, and is being provided as a guide for planning purposes. OCLL and Little League International reserve the right to and may from time to time need to amend the document based on changes and updates.

Local Rules

In the absence of a specified local rule, the applicable playing rules will be the official rules of Little League Baseball and Softball.

Section 1 – Manager/Assistant Coach/Other Volunteers

- All volunteers interested in coaching must enroll electronically during the registration process. Managers and coaches will be recommended by the President of OCLL and approved by the OCLL Board of Directors.
- Managers and coaches will be selected based on coaching skills, coaching experience, sportsmanship, intangibles and past responsibilities. OCLL league VP will notify them once accepted.
- All volunteers must complete the JDP Background Screening Process by sending your email address to league officials and be subject to a background check.
- All volunteer coaches will be required to attend the annual coach's clinic.
- Managers and Assistant Coaches will be required to complete the Coach Safely training, which encompasses Youth Safety 101 and coaching concepts. Coach Safely is endorsed by Georgia Little League.

Section 2 – Evaluation Process

A. Evaluations:

Player evaluations are required for all baseball and softball players in Rookie League and above. Little League evaluations represent the annual process in which players are evaluated. Parents will not be allowed to participate during the evaluation process. The purpose is to help the league balance its teams by each respective division of play promoting parity as well as enhancing the overall Little League experience for each child. The evaluation process is designed to provide all players with an equal and fair opportunity to demonstrate their skills and capabilities.

B. Evaluation Rating System:

The evaluation scoring process uses a five-point scale to measure the various skills for that player.

5: Exceptional level of ability, impact player, difference maker, minimal guidance.
4: Above average player, good understanding of the game, makes routine plays.
3: Average player, does their best, understands game but also needs some guidance.
2: Below average player, poor understanding and basic fundamentals of the game.
1: Needs development and guidance in all areas.

The evaluation process covers four key elements of baseball: Fielding, Throwing, Hitting, Running

Section 3 – Draft Process

A. Draft Method:

OCLL will follow Little League Alternate Method Plan B.
ALL PLAYERS ROOKIE/MACHINE PITCH LEAGUE AND ABOVE MUST PARTICIPATE IN EVALUATIONS.

B. Draft Attendance:

The Team Manager shall participate in the draft along with the OCLL board members.

C. Draft Order/Rotation:

The draft order follows a serpentine (or snake) draft order. The draft order reverses each round. The managers draw numbers to determine who will select the first player.

Example – Team A picks first in round 1 and last in round 2.

D. Draft Pool:

Team managers will select all eligible players based on the league evaluation scoring process.

E. Siblings:

OCLL makes every effort possible to protect brothers and sisters so they are allowed to play on the same team. Selections will be based on the OCLL drafting process and the respective evaluation group. If an issue arises in the draft, the player's agent

and president or his representative shall have the final decision.

F. Confidentiality:

The Draft must be kept completely confidential, including the Skills Evaluation results, player draft order and trades. All draft materials must be returned to the Player Agent at the conclusion of the draft.

Section 4 – General Local Rules

A. Pre-Game:

Each game must begin promptly at the regularly scheduled time.

B. Time Limits:

- **Rookie/Machine Pitch Baseball** – Shall not start a new inning after **75 minutes**.
- **Minor Baseball/American and National** – Shall not start a new inning after **90 minutes**.
- **Majors Baseball** – Shall not start a new inning after **105 minutes**. If tied after 6 innings, the Little League Tie Breaker Rule comes into play or 10 p.m. curfew.
- **Seniors Baseball** – Shall not start a new inning after **120 minutes**. If tied after 7 innings, the Little League Tie Breaker Rule comes into play or 10 p.m. curfew.
- **Rookie Softball** – Shall not start a new inning after **70 minutes**.
- **Minor Softball** – Shall not start a new inning after **80 minutes**.
- **Majors Softball** – Shall not start a new inning after **90 minutes**.
- **Senior Softball** – Shall not start a new inning after **105 minutes**.

*** Each league plays a standard 6 inning game. Senior League plays a standard 7 inning game.*
*** Rookie and Minors – Contest tied at the end of a completed inning will be considered final and a tie game. .*
*** No new inning may start after 10 p.m. regardless of time limit.*

C. Maximum Run Rule:

- **Rookie/Machine Pitch Baseball** – Five (5) maximum per inning
- **Minors Baseball/American** – Five (5) maximum per inning
- **Minor Baseball/National** – Five (5) maximum per inning
- **Majors/Senior Baseball** – Unlimited
- **Rookie Softball** – Four (4) maximum per inning
- **Minors Softball** – Five (5) maximum per inning
- **Majors Softball** – Seven (7) maximum per inning
- **Senior Softball** – Unlimited

** Mercy Rule – Major League and Below. 15 runs after 3 innings / 10 runs after 4 innings / 8 runs after 5 innings
Senior League. 15 runs after 4 innings / 10 runs after 5 innings / 8 runs after 6 innings

D. Batting:

- **Continuous Lineup** – A continuous lineup shall be used in all divisions.
- **Slung Bat** – The player shall receive a warning for the 1st offense. The 2nd offense of the player not the team will result in an out.
- **Infield Fly Rule** – not allowed in Rookie, Minors Baseball and Softball. Followed in Majors and Senior league baseball and softball.

E. Minimum Playing Time (Softball/Baseball)

- **Rookie/Machine Pitch, Minors:** All players must play three (3) defensive outs by the end of the 2nd inning. All players must bat once and play at least six (6) defensive outs during the course of a game. During their one at-bat, if they reach base they must run the bases until they are retired, score, or the inning or game ends.
- **Majors, Seniors:** All players must bat once and play at least six (6) defensive outs during the course of a game. During their one at-bat, if they reach base they must run the bases until they are retired, score, or the inning or game ends.

F. Fielding

- **Machine Pitch Baseball:** Each team will field a maximum of 10 players (4 outfielders). Rovers, short fielders not allowed.
- **Rookie Baseball:** Each team will field a maximum of 9 players (3 outfielders).
- **Minor, Major and Senior Baseball:** Each team will field a maximum of 9 players.
- **Rookie, Minor Softball:** Each team will field a maximum of 10 players (4 outfielders). Rovers, short fielders not allowed.
- **Major, Senior Softball:** Each team will field a maximum of 9 players.

G. Disciplinary Action (Flagrant or Unsportsmanlike Conduct)

If ejected, the Manager, Assistant Coach, Player, Parent or Spectator will be removed from the park plus serve a one (1) game suspension from the next scheduled game. If a manager or assistant coach is ejected, the VP shall review the umpire incident report and discuss any further actions with the OCLL President.

H. Player Disciplinary Action

A manager may sit and/or remove player from any game, or portion of a game, for disciplinary reasons. The opposing manager must also be informed. The coach must immediately discuss the issues with the Vice President, Player Agent and parent of player within 24 hours and discuss the incident before that player can participate in the next scheduled game.

I. Complaints

Any complaints concerning players, managers, coaches or umpires will be accepted and acted upon only if they are submitted in writing to the Oconee Little League President. Please visit our website for contact information.

J. Volunteer Applications

All volunteers must complete the JDP Background Screening Process by sending your email address to league officials and be subjected to a background check. All applicants will be reviewed. Once approved, the league will notify the Manager specific to your request.

K. ***Personnel on the Field***

There shall be no more than 4 coaches (Minor League and above, no more than 3 coaches) in the dugout during the game. This includes the manager, assistant coaches and score keeper. During offense, coaches must occupy the 1st & 3rd base coaching boxes. An adult must be in the dugout to supervise the players. During defense, coaches are allowed to stand outside the dugout, but must not interfere with the play of the game.

Rookie/Machine Pitch: The coaches may help speed the game. See Machine Pitch playing rules for exceptions.

L. Jewelry

For the safety of the players, the only acceptable piece allowed is Medical Alert jewelry.

M. Game/Practice Cancellations, Make-ups

The Oconee County Parks and Recreation hotline is 706-769-2965. OCPRD and OCLL will work together to determine cancellations by 4 p.m. and update the hotline. Make-ups and other rescheduling will be communicated by each respective league VP. OCLL policy for makeups – the game or practice will be rescheduled for the next available date.

N. Forfeit

In the event a team cannot field eight (8) players to start any game, the game is forfeited. The umpires shall allow a 10 min. grace period before declaring the game a forfeit. As long as both coaches agree, the game can still be played with less players or borrowing players from a team; however, the outcome of the game still remains a forfeit. In the event a player arrives after the game has been called, the outcome of the game still remains a forfeit. If a team plays with 8 players, that team will take an out when the 9th position comes up in the batting order.

O. Protest

In order for a protest to be valid, the following must be complied with:

- The protest must have been timely recorded with the umpire, scorekeeper and opposing manager. The timely aspect of the protest is governed by the applicable rules of Little League Baseball and Softball.

- Such protest must be submitted in writing to the President and/or league VP within 24 hours of the game in question.
- A meeting with the protest committee will be scheduled. The managers for both teams must be present. Any final decision will be made within 48 hours. Once made, the decision is final. Protests involving judgment calls will not be heard.

P. Housekeeping

Each team is required to clean up the dugout after each game.

Q. Alcohol, Tobacco and Profanity

All alcohol, tobacco and profanity are prohibited at games and/or practices by players, coaches and spectators.

R. Protective Gear

Each child playing baseball in divisions Rookie and above shall be legally and properly equipped.

S. Home Team Responsibility

- To occupy the 1st base dugout during games
- Supply one (1) ball per contest
- Keep the official scorebook

T. Visiting Team Responsibility

- To occupy the 3rd base dugout during games.
- Supply one (1) ball per contest
- Operate the scoreboard

U. Miscellaneous

- Coaches must report the game score and pitch counts to the league VP before noon the day after the game's competition.
- Official Lineups must be provided to the scorekeeper and opposing manager with the player's jersey number plus his/her first and last name.

V. End of Season Tournament

At the conclusion of the regular season, Rookie League (Baseball and Softball) and above will participate in an end of season, single elimination tournament, as long as time permits after the regular season.

Majors and Seniors Baseball *will participate in a double elimination tournament, as long as time permits after the regular season.*

APPENDIX A - BASEBALL PLAYING RULES

TEE BALL

- No new inning will begin after 45 minutes.
- A continuous batting order will be used, i.e. all batters bat every inning.
- All players will play defense every inning.
- Encourage your players to complete a play; however, runners advancing to a base will not be sent to the dugout even if they are technically out.
- Runners will advance only one base per batter, except with the last batter where all base runners will advance to home plate, thus ending the inning.

  These are not rules, but suggestions.
- Every other inning re-position your players so they do not play the same position the entire game. Players should have a chance to play all positions some time during the season.
- Vary your batting order every game. Give all kids a chance to bat first and to bat last. The kids seem to enjoy batting last the best because they get a chance to run around the bases without stopping.
- Please encourage your ball players to learn the basics of baseball: Hit, Throw, Catch, Run Bases. This is the beginning of the basics where kids need to learn.

COACH PITCH BASEBALL

- All teams must have appropriate baseball and safety equipment
- Please have medical release forms on hand at practices and games. Keep them in the equipment bags if possible.
- All games are 2 innings to be played within 60 minutes. Extra play can be negotiated between managers if time permits for a 3rd inning. However, once your designated time allotment for the field is up, you must vacate to allow other teams to follow at their scheduled times.
- All players on team will bat each inning.
- Last batter will run all the bases (like a homerun).
- For the first 3 games, there are no “outs” as all players will bat. After the 3rd game, players will be taught what it means to be out and will return to the dugout. **All players will continue to bat no matter how many outs are made.** The intent is to begin teaching some of the rules of baseball/softball with the players.
- There is no score kept for these games.
- 5 pitches per player from one of their coaches. Some discretion can be made with a potential weaker hitter but both managers need to clarify with each other on this (i.e. no more than 7-10 for instance). This has not been a problem in the past.
- Coaches will pitch from a minimum of 20 feet using an overhand motion.
- All players to advance to first regardless if they hit or not hit for the first 3 games. All games after, the players will be considered out and return to the dugout.
- No official umpires. At the point during the season when outs will be called, the batting team will have their coaches call the out.
- Batters will advance bases until a player on the infield has the ball in possession. The batter will not advance on an errant throw to a base.
- Visiting team will bat first.

Please keep in mind these kids are young and impressionable. We hope they all come out and have fun. We really hope you as coaches will make it an enjoyable and memorable experience for both the kids and family members.

MACHINE PITCH BASEBALL

6 Innings Machine Pitch
In the absence of a specified local rule, the applicable playing rules will be the official rules of Little League Baseball.

DUGOUTS
Visiting team: 3rd base side
Home team: 1st base side

LINEUP EXCHANGE
Official lineups must be provided to the scorekeeper and opposing manager with the child's first/last name and jersey number. The exchange should take place 5 minutes before the scheduled starting time.

EQUIPMENT
The pitching machine will be set up such that the location of which the ball exits is 40 feet to the rear point of home plate. The pitching machine will be set to 40 mph. The umpire will feed the baseballs into the pitching machine for both teams.

STARTING TIME
All games are expected to begin sharply at its scheduled time. In the event a team cannot field eight (8) players to start any game, the game is forfeited. The umpires shall allow a 10-minute grace period before declaring the game a forfeit. As long as both coaches agree, the game can still be played with less players or borrowing players from a team; however, the outcome of the game still remains a forfeit. In the event a player arrives after the game has been called, the outcome of the game still remains a forfeit.

SCOREBOOK
Official book kept by the HOME team. However, it is recommended each team log the game.

GAME BALLS
The HOME and VISITING team each supply one (1) game ball to begin contest.

TIME LIMIT
No new inning will begin after 75 minutes. A new inning begins as soon as the third out is made in the bottom of an inning.

REGULATION GAME
Games are 6 innings unless the time limit is reached.

EXTRA INNINGS
At the end of regulation play, the game may end in a tie. No extra innings will be played to break the tie.

MERCY RULE
After 3 innings, if one team leads by 15 runs or greater, the game is official.
After 4 innings, if one team leads by 10 runs or greater, the game is official.
After 5 innings, if one team leads by 8 runs or greater, the game is official.

RUN LIMIT RULE
The 5 run limit per inning will be enforced for every inning.

BATTING ORDER
Continuous batting order.

PLAYING TIME
Each player is to receive one (1) at bat per game. All players must play three (3) defensive outs by the end of the 2nd inning and at least six (6) defensive outs during the course of a game. Exception, run rule games. During the players one at-bat, if they reach base they must run the bases until they are retired, score, or the inning or game ends.

INFIELD FLY RULE
No infield fly rule.

SLIDING
Head first sliding is not permitted. Runners may slide head first back to a base.
It is NOT requirement to slide into home plate, but you must try to avoid contact with the fielder.

DROPPED THIRD STRIKE
Dropped third strike is not part of the rules for Machine Pitch League. The batter is out and may not advance to first base.

PROTECTIVE WEAR
All players need to be legally and properly equipped.

BUNTING
Bunting is not allowed.

STEALING
Stealing is Not Allowed in Rookie League. Players cannot advance on a passed ball.

MACHINE PITCH RULES
Each batter will receive 4 hittable pitches or 3 swinging strikes, whichever comes first. There are no walks. If the batter fouls the third strike, the player will be awarded additional pitches until he either strikes out or hits a fair ball, unless the opposing team catches the foul ball in the air. The umpire has the right, at their discretion, to call “no pitch” in the event the pitch was deemed out of the strike zone or unhittable. That pitch will not count against the batter’s pitch count total. Both managers will be notified and adjustments can be made, if necessary, to the pitching machine.

OVERTHROWS
On all overthrows to each base (1st, 2nd, 3rd, or home) the runners will be able to advance 1 base at a time however the fielding team can throw out the runner as they advance to the next base. If there are 2 overthrows in a row the runners will be held up at the base they occupy at the time of the second overthrow.

STOPPING PLAY
The umpire shall call "time" and the ball shall be dead when the following is confirmed.
a. The pitcher possesses the ball within the 16’ circle (pitcher’s circle) around the pitcher’s mound.
b. Fielder/defensive player reaches the pitcher’s circle with the ball.
c. An overthrown ball to the pitcher while attempting to stop play.

BATTED BALLS
Batted balls that hit the pitching machine, or the umpire, while in live ball territory will result in a dead ball. The batter-runner will be awarded first base and all other runners will advance one base from the base occupied at the time of the pitch. A thrown ball that contacts either the pitching machine or the umpire shall remain live at all times.

TEAM STAFF
There will be one manager and one assistant coach per team. Additional coaches selected after the draft are welcome to help but must complete a background check.

END OF SEASON TOURNAMENT
At the conclusion of the regular season, the league will sponsor a single elimination tournament if time permits.

ROOKIE BASEBALL

2 Innings Kid Pitch – 4 Innings Machine Pitch
In the absence of a specified local rule, the applicable playing rules will be the official rules of Little League Baseball.

PITCHING
The first 2 innings of the game will be Kid Pitch. The last 4 innings will be Machine Pitch.

- Pitches 1-20 in a day no rest required.
- Pitches 21-35 in a day one (1) calendar day of rest must be observed.
- Pitches 36-50 in a day two (2) calendar days of rest must be observed. 50 pitches is the limit for a pitcher in a calendar day.
- If a pitcher reaches the day of rest threshold during the middle of an at-bat then the pitcher may continue to pitch until the at-bat is complete.

DUGOUTS
Visiting team: 3rd base side
Home team: 1st base side

LINEUP EXCHANGE
Official lineups must be provided to the scorekeeper and opposing manager with the child's first/last name and jersey number. The exchange should take place 5 minutes before the scheduled starting time.

EQUIPMENT
Coaches from both teams will be responsible for removing the portable mound and setting up the pitching machine and calibrating prior to the beginning of the 3rd inning. The pitching machine will be set up such that the location of which the ball exits is 40 feet to the rear point of home plate. The pitching machine will be set to 40 mph. The umpire will feed the baseballs into the pitching machine for both teams.

STARTING TIME
All games are expected to begin sharply at its scheduled time. In the event a team cannot field eight (8) players to start any game, the game is forfeited. The umpires shall allow a 10-minute grace period before declaring the game a forfeit. As long as both coaches agree, the game can still be played with less players or borrowing players from a team; however, the outcome of the game still remains a forfeit. In the event a player arrives after the game has been called, the outcome of the game still remains a forfeit.

SCOREBOOK
Official book kept by the HOME team. However, it is recommended each team log the game.

GAME BALLS
The HOME and VISITING team supplies one (1) game ball to begin contest.

TIME LIMIT
No new inning will begin after 75 minutes. A new inning begins as soon as the third out is made in the bottom of an inning.

REGULATION GAME
Games are 6 innings unless the time limit is reached.

EXTRA INNINGS
At the end of regulation play, the game may end in a tie. No extra innings will be played to break the tie.

MERCY RULE
After 3 innings, if one team leads by 15 runs or greater, the game is official.
After 4 innings, if one team leads by 10 runs or greater, the game is official.
After 5 innings, if one team leads by 8 runs or greater, the game is official.

RUN LIMIT RULE
The 5 run limit per inning will be enforced for every inning.

BATTING ORDER
Continuous batting order.

PLAYING TIME
Each player is to receive one (1) at bat per game. All players must play three (3) defensive outs by the end of the 2nd inning and at least six (6) defensive outs during the course of a game. Exception, run rule games. During the players one at-bat, if they reach base they must run the bases until they are retired, score, or the inning or game ends.

INFIELD FLY RULE
No infield fly rule.

SLIDING
Head first sliding is not permitted. Runners may slide head first back to a base.
It is NOT requirement to slide into home plate, but you must try to avoid contact with the fielder.

DROPPED THIRD STRIKE
Dropped third strike is not part of the rules for Rookie League. The batter is out and may not advance to first base.

PITCHING AND BASE DISTANCE
The pitching distance from the pitching rubber to the apex of home plate is 40 feet.
The base length between home and first, first and second, second and third, third and home will be 60 feet.

BUNTING
Bunting is not allowed.

STEALING
Stealing is Not Allowed in Rookie League. Players cannot advance on a passed ball.

MACHINE PITCH RULES
Each batter will receive 4 hittable pitches or 3 swinging strikes, whichever comes first. There are no walks. If the batter fouls the third strike, the player will be awarded additional pitches until he either strikes out or hits a fair ball, unless the opposing team catches the foul ball in the air. The umpire has the right, at their discretion, to call “no pitch” in the event the pitch was deemed out of the strike zone or unhittable. That pitch will not count against the batter’s pitch count total. Both managers will be notified and adjustments can be made, if necessary, to the pitching machine.

OVERTHROWS
On all overthrows to each base (1st, 2nd, 3rd, or home) the runners will be able to advance 1 base at a time however the fielding team can throw out the runner as they advance to the next base. If there are 2 overthrows in a row the runners will be held up at the base they occupy at the time of the second overthrow.

STOPPING PLAY
The umpire shall call "time" and the ball shall be dead when the following is confirmed.
a. The pitcher possesses the ball within the 16’ circle (pitcher’s circle) around the pitcher’s mound.
b. Fielder/defensive player reaches the pitcher’s circle with the ball.
c. An overthrown ball to the pitcher while attempting to stop play.

BATTED BALLS
Batted balls that hit the pitching machine, or the umpire, while in live ball territory will result in a dead ball. The batter-runner will be awarded first base and all other runners will advance one base from the base occupied at the time of the pitch. A thrown ball that contacts either the pitching machine or the umpire shall remain live at all times.

PROTECTIVE WEAR
All players need to legally and properly equipped.

TEAM STAFF
There will be one manager and one assistant coach per team. Additional coaches selected after the draft are welcome to help but must complete a background check.

END OF SEASON TOURNAMENT
At the conclusion of the regular season, the league will sponsor a single elimination tournament if time permits.

MINOR AMERICAN and MINOR NATIONAL BASEBALL

In the absence of a specified local rule, the applicable playing rules will be the official rules of Little League Baseball.

DUGOUTS

- Visiting team: 3rd base side
- Home team: 1st base side

LINEUP EXCHANGE

Official lineups must be provided to the scorekeeper and opposing manager with the child's first/last name and jersey number. The exchange should take place 5 minutes before the scheduled starting time.

STARTING TIME

All games are expected to begin sharply at its scheduled time. In the event a team cannot field eight (8) players to start any game, the game is forfeited. The umpires may allow a 10-minute grace period before declaring the game a forfeit. As long as both coaches agree, the game can still be played with less players or borrowing players from a team; however, the outcome of the game still remains a forfeit. In the event a player arrives after the game has been called, the outcome of the game still remains a forfeit.

SCOREBOOK

Official book kept by the HOME team. However, it is recommended each team log the game.

GAME BALLS

The HOME and VISITING team supplies one (1) game ball to begin contest.

TIME LIMIT

No new inning will begin after 90 minutes. A new inning begins as soon as the third out is made in the bottom of an inning.

REGULATION GAME

Games are 6 innings unless the time limit is reached.

EXTRA INNINGS

At the end of regulation play, the game may end in a tie. No extra innings will be played to break the tie.

MERCY RULE

After 3 innings, if one team leads by 15 runs or greater, the game is official.
After 4 innings, if one team leads by 10 runs or greater, the game is official.
After 5 innings, if one team leads by 8 runs or greater, the game is official.

RUN LIMIT RULE

The 5-run limit per inning will be enforced for every inning.

BATTING ORDER

Continuous batting order.

PITCHERS, WARM UP

Before the game begins and in between innings, the pitcher can toss his/her warm up pitches to teammate (must wear mask).

PLAYING TIME

Each player is to receive one (1) at bat and six (6) outs in the field per game. All players must play three (3) defensive outs by the end of the 2nd inning. During the players one at-bat, if they reach base they must run the bases until they are retired, score, or the inning or game ends.

INFIELD FLY RULE

Minors Baseball does not use the infield fly rule.

SLIDING
Head first sliding is NOT permitted. A runner can slide head first back to a base.
It is NOT requirement to slide into home plate. If there is a potential play at a base, the runner must slide, avoid contact, or give themselves up.

STEALING
Stealing is allowed once a pitched ball crosses home plate.

DROPPED THIRD STRIKE
Minor American will NOT observe the dropped third strike rule.
Minor National WILL observe the dropped third strike rule.

PROTECTIVE WEAR
All players need to be legally and properly equipped.

TEAM STAFF
There will be one manager and one assistant coach per team. Additional coaches selected after the draft are welcome to help but must complete a volunteer application and background check.

END OF SEASON TOURNAMENT
At the conclusion of the regular season, the league will sponsor a single elimination tournament if time permits.

MAJOR LEAGUE BASEBALL

In the absence of a specified local rule, the applicable playing rules will be the official rules of Little League Baseball.

DUGOUTS

- Visiting team: 3rd base side
- Home team: 1st base side

LINEUP EXCHANGE

Official lineups must be provided to the scorekeeper and opposing manager with the child's first/last name and jersey number. The exchange should take place 5 minutes before the scheduled starting time.

STARTING TIME

All games are expected to begin sharply at its scheduled time. In the event a team cannot field eight (8) players to start any game, the game is forfeited. The umpires shall allow a 10-minute grace period before declaring the game a forfeit. As long as both coaches agree, the game can still be played with less players or borrowing players from a team; however, the outcome of the game still remains a forfeit. In the event a player arrives after the game has been called, the outcome of the game still remains a forfeit.

SCOREBOOK

Official book kept by the HOME team. However, it is recommended each team log the game.

GAME BALLS

The HOME and VISITING team supplies one (1) game ball to begin contest.

TIME LIMIT

No new inning shall start after 105 minutes.

REGULATION GAME

Games are 6 innings unless the time limit is reached.

EXTRA INNINGS

If a game is tied at the end of regulation, play shall continue until broken and winner declared. The Little League tiebreaker rule will be used in extra innings with the last batted out starting the inning on second base.

MERCY RULE

- After 3 innings, if one team leads by 15 runs or greater, the game is official.
- After 4 innings, if one team leads by 10 runs or greater, the game is official.
- After 5 innings, if one team leads by 8 runs or greater, the game is official.

BATTING ORDER

Major League will use a continuous batting order.

PITCH COUNTS

The manager is responsible for knowing when his/her pitcher must be removed once their player reaches their pitch limit and/or reaches their mandatory rest requirement.

PLAYING TIME

Each player is to receive one (1) at bat and six (6) outs in the field per game. Players must enter the game defensively prior to the first pitch thrown in the top of the 4th inning. During the players one at-bat, if they reach base they must run the bases until they are retired, score, or the inning or game ends

INFIELD FLY RULE

Major League uses infield fly.

SLIDING
Head first sliding is NOT permitted. A runner may slide head first back to a base.
It is NOT requirement to slide into home plate, but if there is a potential play at a base the runner must slide, avoid contact or give themselves up.

DROPPED THIRD STRIKE
Major League observes the dropped third strike rule.

PROTECTIVE WEAR
All players need to be legally and properly equipped.

TEAM STAFF
There will be one team manager and one assistant coach per team. Assistant coaches will be assigned by the team manager after the draft has completed. Additional assistance, such as dugout assistant and bookkeepers may also be selected by the team manager after the draft. All must complete a volunteer application and background check.

END OF SEASON TOURNAMENT
At the conclusion of the regular season, the league will sponsor a double elimination tournament if time permits.

SENIOR LEAGUE BASEBALL

In the absence of a specified local rule, the applicable playing rules will be the official rules of Little League Baseball.

DUGOUTS

- Visiting team: 3rd base side
- Home team: 1st base side

LINEUP EXCHANGE

Official lineups must be provided to the scorekeeper and opposing manager with the child's first/last name and jersey number. The exchange should take place 5 minutes before the scheduled starting time.

STARTING TIME

All games are expected to begin sharply at its scheduled time. In the event a team cannot field eight (8) players to start any game, the game is forfeited. The umpires shall allow a 10-minute grace period before declaring the game a forfeit. As long as both coaches agree, the game can still be played with less players or borrowing players from a team; however, the outcome of the game still remains a forfeit. In the event a player arrives after the game has been called, the outcome of the game still remains a forfeit.

SCOREBOOK

Official book kept by the HOME team. However, it is recommended each team log the game.

GAME BALLS

The HOME and VISITING team supplies one (1) game ball to begin contest.

TIME LIMIT

No new inning shall begin after 120 minutes. However, if the game is tied, play will continue until there is a winner or 10 p.m. curfew.

REGULATION GAME

Senior League considers a game complete after 7 innings unless the run limit rule applies or a rainout. In the case of a rainout, a complete game is 4 and 1/2 innings of play.

BATS

Players must use BBCOR-Drop 3 bats.

EXTRA INNINGS

If a game is tied at the end of regulation, follow the Little League Tie Breaker rule.

RUN LIMIT RULE

After 4 innings, if one team leads by 15 runs or greater, the game is official.
After 5 innings, if one team leads by 10 runs or greater, the game is official.
After 6 innings, if one team leads by 8 runs or greater, the game is official.

BATTING ORDER

Senior League will use a continuous batting order.

PITCH COUNTS

The manager is responsible for knowing when his/her pitcher must be removed once their player reaches their pitch limit and/or reaches their mandatory rest requirement.

- 13/14 League Age, 1-20 pitches, No days off
- 15/16 League Age, 1-30 pitches, No days off

PLAYING TIME

Each player is to receive one (1) at bat and six (6) outs in the field per game. Players must enter the game defensively prior to the first pitch thrown in the top of the 4th inning. During the players one at-bat, if they reach base they must run the bases until they are retired, score, or the inning or game ends.

INFIELD FLY RULE
Senior League uses infield fly.

SLIDING
Head first sliding is permitted. It is NOT requirement to slide into home plate, but if there is a potential play at a base the runner must slide, avoid contact or give themselves up.

DROPPED THIRD STRIKE
Senior League observes the dropped third strike rule.

PROTECTIVE WEAR
All players need to be legally and properly equipped.

TEAM STAFF
There will be one team manager and one assistant coach per team. Assistant coaches will be assigned by the team manager after the draft has completed. Additional assistance, such as dugout assistant and bookkeepers may also be selected by the team manager after the draft. All must complete a volunteer application and background check.

END OF SEASON TOURNAMENT
At the conclusion of the regular season, the league will sponsor an end of season tournament.

PITCHING RULES BASEBALL

PITCHERS:

- Any player on a regular season team may pitch. (**NOTE**: There is no limit to the number of pitchers a team may use in a game.)
- A pitcher once removed from the mound cannot return as a pitcher.
- The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.
- Any pitcher with 40 or fewer pitches in the game may play catcher after pitching. If they reach 40, they can finish the batter and still be able to catch.
- Any player who plays catcher in more than 3 innings is not eligible to pitch for that day.

LEAGUE AGE PITCH LIMITS:

- 15 – 16, 95 pitches per day
- 13 – 14, 95 pitches per day
- 11 – 12, 85 pitches per day
- 9 – 10, 75 pitches per day
- 7 – 8, 50 pitches per day

SENIOR LEAGUE

League Age 13/14

- 1-20 pitches, No days off
- 21-35 one day off
- 36-50 two days off
- 51-65 three days off
- 66-95 four days off

League Age 15/16

- 1-30 pitches, No days off
- 31-45 one day off
- 46-60 two
- 61-75 three
- 76-95 four

Exception*: If a pitcher reaches the limit for league age 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.*

REST REQUIREMENTS:

Pitchers league age 12 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

f) Each team must designate the scorekeeper or another person as the official pitch count recorder.

g) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

h) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. However, the

failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

i) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with the OCLL Local Rules.

j) A player may not pitch in more than one game in a day.

NOTES:

- The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
- Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.
- In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

APPENDIX B - SOFTBALL PLAYING RULES

5/6 SOFTBALL COACH PITCH

- All teams must have appropriate softball and safety equipment
- Please have medical release forms on hand at practices and games. Keep them in the equipment bags if possible.
- All games are 2 innings to be played within 60 minutes. Extra play can be negotiated between managers if time permits for a 3rd inning. However, once your designated time allotment for the field is up, you must vacate to allow other teams to follow at their scheduled times.
- All players on the team will bat each inning.
- Last batter will run all the bases (like a homerun).
- For the first 3 games, there are no "outs" as all players will bat. After the 3rd game, players will be taught what it means to be out and will return to the dugout. **All players will continue to bat no matter how many outs are made.** The intent is to begin teaching some of the rues of softball with the players.
- There is no score kept for these games.
- 5 pitchers per player from one of their coaches. Some discretion can be made with a potential weaker hitter but both managers need to clarify with each other (i.e., no more than 7 for instance).
- Coaches will pitch from a minimum of 20 feet using an underhand motion.
- All players to advance to first regardless if they hit or not hit for the first 3 games. All games after, the players will be considered out and return to the dugout.
- During the first 3 games, the coaches may use a tee after the batter tries to hit 5 balls. After the first 3 games, tees should not be utilized.
- No official umpires. At the point during the season when outs will be called, the batting team will have their coaches call the out.
- Batters will advance bases until a player on the infield has the ball in possession. The batter will not advance on an errant throw to a base.
- Visiting team will bat first.

Please keep in mind these kids are young and impressionable. We hope they all come out and have fun. We really hope you as coaches will make it an enjoyable and memorable experience.

ROOKIE LEAGUE SOFTBALL

GENERAL:

Home team shall:

- Occupy the 1st base dugout
- Keep the official scorebook
- Supply one (1) new game ball to start the game
- Report the game score and pitcher's innings to the league VP within 24 hours of game completion.
- Official lineups must be provided to the umpire, scorekeeper, and opposing manager with the player's first name-last name and jersey number.

Visiting team shall:

- Occupy the 3rd base dugout during the game
- Operate the scoreboard
- Supply one (1) "good" back-up ball to start the game.
- Report the game score and pitcher's innings to the league VP within 24 hours of game completion.
- Official lineups must be provided to the umpire, scorekeeper, and opposing manager with the player's first name-last name and jersey number.

GAME RULES:

DEFENSE

The defensive team shall be allowed no more than ten (10) players in the field at a time. Four (4) players shall be positioned in the outfield. If a team has less than ten (10) players present for a game, that team shall use three (3) outfielders and have a total of nine (9) position players.

INNING RUN RULE

A five (5) run rule per inning shall be in effect for each team.

GAME RUN RULE

A fifteen (15) run "mercy" rule shall be in effect after 3 innings of play.
A ten (10) run "mercy" rule shall be in effect after 4 innings of play.
An eight (8) run "mercy" rule shall be in effect after 5 innings of play.

THE GAME

All games shall be six (6) innings unless the time limit is reached.

TIME LIMIT

No new inning shall begin after the game has reached 70 minutes.

PITCHING RULES

- The pitching distance shall be 35 ft from the back tip of home plate to the front edge of the pitcher's plate.
- Each team will use a player to pitch the first two (2) innings of play. Pitchers shall pitch from the pitching rubber. This is an instructional league where the girls shall pitch from a distance that they can reach the plate. Regardless of the starting position of the pitcher, the pitcher's feet shall remain inside the circle during their entire delivery. The pitcher is not required to maintain contact with the pitcher's plate.
- No walks are allowed. After a pitcher has thrown 4 balls (not pitches) to any batter, a coach shall pitch (and the strike count carries through to the coach pitch). Each team shall supply a coach to pitch to its own players. The batter is allowed 3 hittable pitches from the coach with no more than 5 pitches whether hittable or not. When a batter hits a foul ball with two strikes, the batter shall receive an additional pitch. Coaches shall also remain in the pitcher's circle during delivery.
- Hit by pitch is an automatic walk.
- After the first two innings of play, the coach shall pitch to all batters. The batter is allowed 3 hittable pitches from the coach with no more than 5 pitches whether hittable or not. When a batter hits a foul ball with two strikes, the batter shall receive an additional pitch. During coach pitch, a fielding pitcher shall be designated and be stationed within the pitching circle.
- It is recommended by the league that all pitcher wear face mask. One is provided for all teams.

COACHES
Each team will be allowed a maximum of 3 defensive coaches assisting the fielders and 3 offensive coaches assisting the batters. At least one offensive coach will be stationed near the backstop to assist the batters, collect passed balls and pitch when needed. No coach may come in contact with a ball in play at any time. If a coach who is pitching is hit by a hit, it's a dead ball and all runners get one base. Any coach coming in contact with a "live" ball shall be warned and possibly ejected if repeated; unless in the umpire's sole judgment, the contact could not be avoided.

BATTING ORDER
A continuous batting order is required. Any player coming to the game late will be automatically moved to the last batting lineup position.

BALLS AND STRIKES
The umpires shall call balls and strikes.

BUNTING
Players are NOT allowed to bunt.

INFIELD-FLY RULE
The infield-fly rule shall NOT apply to 6-8 Softball.

STEALING
Stealing is allowed from 1st and 2nd and from 2nd to 3rd. Stealing is NOT allowed at home.

ADVANCEMENT AFTER A HIT
A player can run until the ball is back inside the pitching circle and the umpire calls time.

ADVANCEMENT ON FIELDER OVERTHROWS
Runners can only advance one (1) base on an overthrow to any base. An overthrow will be defined as a ball thrown to 1st, 2nd, 3rd or home plate while attempting to get a runner out. This is allowed once per play. After the overthrow, the runner may advance at their own discretion; however, once the runner reaches the next base, the play will be stopped by the umpire calling "time". The runner is not guaranteed the advancement of a base. Fielders may be allowed to throw the runner out on an attempted advancement. The nature of the rule is to prevent multiple overthrows in the same play. It is in the umpire's sole discretion what constitutes an overthrow.

BASE RUNNING
If the base runner has crossed the mid-point between bases when the umpire calls time, they are awarded the next base; otherwise they are returned to the prior base.

SLIDING
A runner advancing to a base where a play is being made must either slide, avoid contact, or give themselves up.

PLAYING TIME
Each Player is to receive 1 at bat and 6 defensive outs in the field per game. During the players one at-bat, if they reach base they must run the bases until they are retired, score, or the inning or game ends.

UMPIRES
- One umpire is required per game. The umpire will call the game from behind the plate.
- The umpire will keep the official time and communicate it to the official scorekeeper and both managers.

UNIFORMS
- All players on a team shall wear numbered uniforms identical in color, trim and style as provided by OCLL
- Shorts are permitted – however approved ball pants are encouraged for safety purposes.
- Wearing of hats, visors, and or mask are optional for each player while on defense.

- No Jewelry (watches, rings or necklaces unless it is a specific alert to a medical condition.) Please note that this includes no ponytail holders placed on the wrist.

MINOR LEAGUE SOFTBALL

GENERAL:

Home team shall:

- Occupy the 1st base dugout during the game
- Keep the official scorebook
- Supply one (1) new game ball to start the game
- Report the game score and pitchers' innings used to the league VP within 24 hours of game completion.
- Official Lineups must be provided to the umpire, scorekeeper and opposing manager with the child's - first name – last name – and jersey number.

Visiting team shall:

- Occupy the 3rd base dugout during the game
- Operate the scoreboard
- Supply one (1) "good" back-up ball game ball to start the game
- Report the game score and pitchers' innings used to the league VP within 24 hours of game completion.
- Official Lineups must be provided to the umpire, scorekeeper and opposing manager with the child's – first name-last name – and jersey number.

GAME RULES:

DEFENSE

10 players will be in the field on defense (4 outfielders)

INNING RUN RULE

A five (5) run rule per inning shall be in effect for each team.

GAME RUN RULE

A fifteen (15) run "mercy" rule shall be in effect after 3 innings of play.
A ten (10) run "mercy" rule shall be in effect after 4 innings of play.
An eight (8) run "mercy" rule shall be in effect after 5 innings of play.

THE GAME

All games shall be six (6) innings unless the time limit is reached.

TIME LIMIT

No new inning shall begin after the game has reached 80 min in length.

PITCHING RULES

- The pitching distance shall be 35 ft from the back tip of home plate to the front edge of the pitcher's plate.
- Each team will use a player to pitch. **Four consecutive walks** by the fielding team pitcher or pitchers will require a coach of the team batting to pitch the remainder of the inning. The coach is allowed to throw 3 pitches per batter (a foul ball on third pitch constitutes another pitch to be thrown until missed or put into play).
- No walks are allowed during coach pitch.
- No stealing or advancing a base on a passed ball is allowed during coach pitch.
- A player may pitch in a maximum of twelve (12) innings in a day. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.
- If a coach who is pitching is hit by a hit, it's a dead ball and all runners get one base.
- Hit by pitch is an automatic walk.

BATTING ORDER

A continuous batting order is required. Any player coming to the game late will be automatically moved to the last batting lineup position.

BALLS AND STRIKES

The umpires shall call balls and strikes.

BUNTING
Players are allowed to bunt and slap hit. Fake bunts are not allowed locally.

INFIELD-FLY RULE
The infield-fly rule shall NOT apply to Minors Softball.

STEALING
Stealing is allowed once the pitched ball reaches the batter inside the regulated batter's box.

ADVANCEMENT AFTER A HIT or FIELDER OVERTHROWS
A player can run until the opposing team stops their progress and the umpire calls time.

SLIDING
Each player must make an attempt to avoid contact when advancing to a base when a play is being made. If the runner does not attempt to avoid contact (such as sliding) when a play is being made, the umpire shall call them out.

PLAYING TIME
Each Player is to receive 1 at bat and 6 defensive outs in the field per game. During the players one at-bat, if they reach base they must run the bases until they are retired, score, or the inning or game ends.

UMPIRES
- Two umpires are required per game (one field umpire and one plate umpire) if for some reason only one umpire it at the game that umpire will be positioned behind the plate.
- The umpire will keep the official time and communicate it to the official scorekeeper and both managers.

UNIFORMS
- All players on a team shall wear numbered uniforms identical in color, trim and style as provided by OCLL
- Shorts are permitted – however approved ball pants are encouraged for safety purposes.
- Wearing of hats, visors, and or mask are optional for each player while on defense.
- No Jewelry (watches, rings, earrings or necklaces unless it is a specific alert to a medical condition.) Please note that this includes no ponytail holders placed on the wrist.

MAJOR LEAGUE SOFTBALL

GENERAL:

Home team shall:

- Occupy the 1st base dugout during the game
- Keep the official scorebook
- Supply one (1) new game ball to start the game
- Report the game score and pitchers' innings used to the league VP within 24 hours of game completion.
- Official Lineups must be provided to the umpire, scorekeeper and opposing manager with the child's - first name – last name – and jersey number.

Visiting team shall:

- Occupy the 3rd base dugout during the game
- Operate the scoreboard
- Supply one (1) "good" back-up ball game ball to start the game
- Report the game score and pitchers' innings used to the league VP within 24 hours of game completion.
- Official Lineups must be provided to the umpire, scorekeeper and opposing manager with the child's - first name – last name – and jersey number.

GAME RULES:

DEFENSE

- 9 players will be in the field on defense. A team will be allowed to start and play the game with 8 players.

INNING RUN RULE

- A seven (7) run rule per inning shall be in effect for each team.

GAME RUN RULE

- A fifteen (15) run "mercy" rule shall be in effect after 3 innings of play.
- A ten (10) run "mercy" rule shall be in effect after 4 innings of play.
- An eight (8) run "mercy" rule shall be in effect after 5 innings of play.

THE GAME

All games shall be six (6) innings unless the time limit is reached.

TIME LIMIT

No new inning shall begin after the game has reached 90 mins. in length.

PITCHING RULES

- The pitching distance shall be 40 ft from the back tip of home plate to the front edge of the pitcher's plate.
- Each team will use a player to pitch.
- A player may pitch in a maximum of twelve (12) innings in a day. If a player pitches in seven (7) or more innings in a day, one calendar day of rest is mandatory. Delivery of a single pitch constitutes having pitched in an inning.
- It is recommended by the league that all pitcher wear face mask.
- Hit by pitch is an automatic walk.

BATTING ORDER

A continuous batting order is required. Any player coming to the game late will be automatically moved to the last batting lineup position.

BALLS AND STRIKES

The umpires shall call balls and strikes. Players shall make every effort to swing at hittable pitches.

BUNTING
Players are allowed to fake bunt, bunt and slap hit.

INFIELD-FLY RULE
The infield-fly rule shall be in effect for Major Softball.

STEALING
Runner is allowed to advance once the pitched ball leaves the pitcher's hand.

ADVANCEMENT AFTER A HIT or FIELDER OVERTHROWS
A player can run until the opposing team stops their progress and the umpire calls time.

ADVANCEMENT BY BATTER ON 3rd STRIKE
The batter becomes a runner when the 3rd strike called by the umpire is not caught, providing (1) first base is unoccupied or (2) first base is occupied with two out. Note: A batter forfeits her opportunity to advance to first base when she enters the dugout or any other dead ball area.

SLIDING
Each player must make an attempt to avoid contact when advancing to a base when a play is being made. If the runner does not attempt to avoid contact (such as sliding) when a play is being made, the umpire shall call them out.

PLAYING TIME
Each Player is to receive 1 at bat and 6 outs in the field per game. During the players one at-bat, if they reach base they must run the bases until they are retired, score, or the inning or game ends.

ALL OTHER RULES SHALL BE BY THE OFFICIAL RULE BOOK.

UMPIRES:
- Two umpires are required per game (one field umpire and one plate umpire) if for some reason only one umpire it at the game that umpire will be positioned behind the plate.
- The umpire will keep the official time and communicate it to the official scorekeeper and both managers.

UNIFORMS:
- All players on a team shall wear numbered uniforms identical in color, trim and style as provided by OCLL
- Shorts are permitted – however approved ball pants are encouraged for safety purposes.
- Wearing of hats, visors, and or mask are optional for each player while on defense.
- No Jewelry (watches, rings, earrings or necklaces)

SENIOR LEAGUE SOFTBALL

GENERAL:

Home team shall:

- Occupy the 1st base dugout during the game
- Keep the official scorebook
- Supply one (1) new game ball to start the game
- Report the game score and pitchers' innings used to the league VP within 24 hours of game completion.
- Official Lineups must be provided to the umpire, scorekeeper and opposing manager with the child's - first name – last name – and jersey number.

Visiting team shall:

- Occupy the 3rd base dugout during the game
- Operate the scoreboard
- Supply one (1) "good" back-up ball game ball to start the game
- Report the game score and pitchers' innings used to the league VP within 24 hours of game completion.
- Official Lineups must be provided to the umpire, scorekeeper and opposing manager with the child's - first name – last name – and jersey number.

GAME RULES:

ALL GAME RULES SHALL BE BY THE OFFICIAL RULE BOOK. Game time limit shall be 1 hour and 45 minutes. No new inning shall begin after 105 min. The current inning shall be completed.

GAME RUN RULE

- A fifteen (15) run "mercy" rule shall be in effect after 3 innings of play.
- A ten (10) run "mercy" rule shall be in effect after 4 innings of play.
- An eight (8) run "mercy" rule shall be in effect after 5 innings of play.

PITCHING

- Hit by pitch is an automatic walk.

UMPIRES

- Two umpires are required per game (one field umpire and one plate umpire) if for some reason only one umpire it at the game that umpire will be positioned behind the plate.
- The umpire will keep the official time and communicate it to the official scorekeeper and both managers.

UNIFORMS

- All players on a team shall wear numbered uniforms identical in color, trim and style as provided by OCLL
- Shorts are permitted – however approved ball pants are encouraged for safety purposes.
- Wearing of hats, visors, and or mask are optional for each player while on defense.
- No Jewelry (bracelets, watches, rings, earrings or necklaces unless it is a specific alert to a medical condition.) Please note that this includes no ponytail holders placed on the wrist.

APPENDIX C – ALL-STAR SELECTION PROCESS

OCONEE COUNTY LITTLE LEAGUE ALL-STAR MANAGER/COACH & PLAYER SELECTION PROCEDURES

MANAGER SELECTION

SERVICE

- The selected All-star manager must have been a regular season OCLL team manager or coach within the division/age group OR the next higher division/age group, as outlined in the Little League rulebook.

COACHING/MANAGING ABILITY

- Win/Loss record during the regular season or post season tournament will be a major factor in the decision
- Above average knowledge of the rules and substitution protocols
- Above average ability to organize and plan for practices and games
- Above average knowledge of the strategies necessary for the game
- Leadership and motivation ability
- Prior All-star coaching experience will be evaluated and aid in the decision process.

CONDUCT

- Demonstrates the ability to be fair-minded and non-partial
- Calm under pressure and displays excellent sportsmanship in victory and defeat
- Promotes teamwork and is a positive influence on players
- Ability to represent OCLL in most favorable light
- Follows and supports Little League rules
- Conduct during the regular season
- Displays and encourages the utmost integrity for the game, league and Little League Tournament

MANAGER COMMITMENT

All regular season managers and coaches that would like the opportunity to manage or coach an All-star team must submit a formal request and statement of commitment. The OCLL Board of Directors will review the submitted request and appoint Managers based on, but not limited to the above criteria.

In order to be considered for appointment, managers and all coaches must be 100% committed to attending all games and majority of practices during the All-Star season.

ASSISTANT COACH SELECTION

The All-star Manager will be allowed to recommend coach(es) from the current regular season managers or coaches in the division / age group that they will be managing for All-stars. However, all All-star coaches are also subject to OCLL Board of Directors approval.

MANAGER NOTIFICATION

The All-star managers will be notified after the regular season/tournament.

PLAYER SELECTION

- Managers from each team will submit their top 3-4 players to the VP of the League.
- These players/parents must complete an All-star application and commitment form to be considered for selection.
- Player's names will be given to the All-star managers and they will select a minimum of 12 players per team.
- All players selected must play the minimum regular season games set by Little League.
- Players must be able to make a 100% effort to attend all practices and games throughout the All-star season.

OCLL ALL-STAR STATEMENT

The All-star goal of the OCLL Board of Directors is to put the best teams together to represent OCLL at All-star tournaments. Past processes are not necessarily what will be decided year to year. This document and processes contained herein must be

approved annually. The number of teams and age of teams will vary year to year but the goal will not change, which is to represent OCLL at the highest level of All-star competition. The playing ages for each All-star team will be decided by the OCLL Board of Directors.