



HUNTINGTON VALLEY LITTLE LEAGUE 2026 BYLAWS and LOCAL RULES

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SECTION I: PLAYER ELIGIBILITY

A. Proof of Residency or School Attendance

Starting with the 2025 season, players league age seven (7) and under may register with Huntington Valley Little League (HVLL) without respect to any geography-related eligibility or school enrollment eligibility requirements. Players registering under this option are fully eligible to participate in all aspects of league play for the duration of their HVLL careers provided they have continuous and unbroken participation within HVLL and provided all other participation eligibility requirements have been met.

A player league-age 8 or older, who does not have a league age 7 or younger sibling who is an active participant at HVLL, or has not participated in HVLL without a break since league age 7, must provide proof that his/her parent or legal guardian resides within HVLL boundaries, or that the physical location of the school where they attended classes at the start of the school year is within the boundaries. Without proof of residence or a valid Little League waiver prior to the Majors division draft, a player league-age 8 or older will be ineligible for the initial draft in any division. Any player not meeting the above requirements must prove residency within our league boundaries before being considered for team placement. Please see Regulation II in the Little League Rule Book (LLRB) rules for further details.

B. Tryouts

Tryouts shall be conducted in the presence of all Managers. All players league-age 8 and above must participate in a league-sanctioned tryout. League-age 7 players who want to be eligible for the Minor C division draft must participate in a league-sanctioned tryout. This does not guarantee placement in Minor C, and any undrafted league-age 7 players will be placed on a Farm division team. Any player league-age 8 or older who does not participate in the initial tryout or the make-up tryout must participate in a league-sanctioned supplemental tryout arranged by the Player Agent prior to being eligible for placement on a team at the draft for which the player is eligible.

C. League Raters

Under the direction of the Player Agent, the league will provide at least one League Rater who will carefully evaluate and rate all player candidates. The League Rater evaluations will serve to advise the Board of Directors (Board) in considering the safety of a child required to play at the level typically befitting his/her age.

D. Player Assessments

The league may conduct a player assessment to determine if a player poses a safety risk and should be moved into a lower division. The League may also utilize this process to prevent a player from playing in a division that is below their skill level. This process may not be used to supersede HVLL's current league age eligibility. The League Rater(s) will perform the player assessment. The League Rater(s) will be appointed by the President.

E. Late Sign-Ups – Waiting List

Any player league-age 8 or above, who signs up, or proves eligibility after the start of the Majors division draft, must be placed on the appropriate division waiting list(s). Any player(s) league-age 12 will be placed on the Majors division waiting list.

Any player league-age 11 will be placed on both the Minor division and Majors division waiting lists. A try-out must be held for those who have not attended a previous tryout. Only players league-age 8 and above are eligible to participate in supplemental tryouts for the draft the player is eligible for. These players will

be held on waiting lists and used to replace any players lost by teams. The Player Agent will assign these players to teams, in the order in which they have signed up, as openings occur. Players may only be assigned to fill a vacancy from the waiting list if they were on the list PRIOR to the creation of the vacancy.

F. Twelve-Year-Old eligibility

1. All players league-age 12 must play in the Majors division.

G. Eleven-Year-Old eligibility

1. All participating league-age 11 players must play in the Minor A division if they have not been drafted into the Majors division.

H. Ten-Year-Old Eligibility

1. No league-age 10 player will be drafted into the Majors division.
2. All participating league-age 10 players must play in the Minor A or Minor B division.

I. Nine-Year-Old Eligibility

1. All league-age 9-year-olds will be drafted into the Minor A, Minor B, or Minor C division.

J. Eight-Year-Old Eligibility

1. All league-age 8-year-olds will be drafted into the Minor B or Minor C division. League-age 8-year-olds who would like to play in the Farm division must still attend a league-sanctioned tryout and send a request to the Upper Division Player Agent. This request will be discussed at the Minor C draft, and if the player is not drafted, they will be placed on a Farm team.

K. Seven-Year-Old Eligibility

1. Any league-age 7-year-old who would like to be eligible for the Minor C division must attend a league-sanctioned tryout. This does not guarantee placement in Minor C.
2. All league-age 7-year-old players who attend a tryout but remain undrafted will be placed on a Farm Division Team.
3. League-age 7-year-old players may be placed in the Rookie Ball division upon parent request and Player Agent approval.
4. No league-age 7-year-old will be drafted into the Minor B division.

L. Six-Year-Old Eligibility

1. All league-age 6-year-old players who have not participated in Tee Ball for at least one season, or do not have equivalent experience, as determined by the Player Agent, will be assigned to the Rookie Ball Division.
2. League-age 6-year-old players who have participated in Rookie Ball (Tee Ball prior to the 2025 season) for at least one season in the spring, or have equivalent experience as determined by the Player Agent, are eligible to participate in the Farm division (Minor League Coach Pitch).
3. No league-age 6-year-old players may be drafted into the Minor C division. No Exceptions.

M. Five-Year-Old Eligibility

1. League-age 5-year-old players with no prior experience, as determined by the Player Agent, must be placed in the Tee Ball division.
2. League-age 5-year-old players with one season of experience, as determined by the Player Agent, are eligible to be placed in the Rookie Ball division.
3. No league-age 5 players may be placed in the Farm division. No Exceptions.

N. Four-Year-Old Eligibility

1. League age 4-year-old players must be placed in the Tee Ball division.
2. League-age 4-year-old players are not eligible for the Rookie Ball or Farm division (Minor League Coach Pitch). No exceptions.

SECTION II: DRAFTS

Yearly drafts shall be conducted under “the rules of play” as set forth in the Little League Handbook and manual. The draft system to be used is described as Plan “A” and can be found in the Little League Operating Manual. All drafts will use a “serpentine” drafting order. There are no drafts for the Farm, Rookie Ball, and Tee Ball divisions.

The events that take place in the draft room must be kept confidential. This includes, but is not limited to, the order in which the Managers have chosen, the order in which players were picked, topics discussed during the process of the draft, etc. Participation in the draft expresses consent to this confidentiality agreement, and a violation of this agreement is subject to disciplinary action. See Paragraph F of this section for rules and regulations.

A. Majors, Minor A, Minor B, and Minor C Division Drafts

1. Managers will randomly select numbered slips of paper blindly from a container to determine order.
2. Special Considerations Which Apply
 - a. All returning Majors division players will be drafted back into the Majors division. All players previously drafted into a Minor division may repeat a season in that division, provided they are not league-age 12. However, they may not be drafted into a division that is lower than the one they were in the previous season.
 - b. If the Manager chooses, the option on the son and/or daughter may be waived. In the event the parent becomes a Manager in another division, that parent may not claim the son or daughter after they have been drafted.
 - c. When a vacancy occurs during the playing season, the player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulations as all members of the team selected in the draft.
 - d. All players, including sons and/or daughters of Managers and Coaches, are subject to tryout and draft. Additionally, sons/daughters of a Manager must play in a division that is suitable for their age and skill level, subject to the assessment of the League Rater. Manager option to protect multiple siblings of different ages must be assessed by the League Rater for approval of placement in the same division.
3. Draft Rounds
 - a. The son and/or daughter of a Manager must be drafted in or before the following round:

Draft Round	Little League Age
6	7-8
5	9-10
4	11
3	12

- b. For more information, see “Options on Sons, Daughters, and Siblings” under Policies in the LLRB.

B. Parent Requests Regarding a Specific Manager or Division

1. HVLL will not accept requests, nor restrict any Manager from drafting any specific player.

C. Number of Teams in Each Division

1. A committee consisting of the League President, League Vice-President, & the Player Agent shall establish the number of teams in each division and the number of players on each team. This will be approved by a majority vote from the Board. This must occur at least 24 hours prior to the scheduled drafts.

D. Draft Attendance

Attendance at the draft shall be restricted to:

1. The Team Manager or one designated team representative.
2. The League President.
3. The League Vice-President or, if unavailable, a Member of the Board selected by the League President.
4. The Player Agent.
5. Clerical help as prescribed by either the Player Agent or the League President.

E. Supplemental Draft

If it is found necessary, due to lack of eligible players in any division, a supplemental draft round may be declared by the Board, subsequent to the Initial Draft. In this event, at least 7 days prior to the start of the Majors season, the Supplemental Round of the draft for the affected division(s) will be held. The teams will choose in the same order as left off in the Initial Draft.

1. Players eligible for the Supplemental Draft will be the remainder of those late sign-ups and late qualifiers who are league ages 7, 8, 9, 10, 11, and 12.
2. Depending on the number of players eligible for the Supplemental Draft, there will be either one complete draft round (one choice for each team) or two complete draft rounds. No more than 2 rounds will be conducted for the Supplemental Draft.

F. Draft Room Rules, Regulations, & Confidentiality Agreement

1. In the event that a Manager or another team representative is unable to attend, the League President will appoint a suitable substitute to draft in the absent Manager's place.
2. All conversations that take place throughout the course of the draft are confidential.
3. The process of the draft is also confidential. This includes, but is not limited to, the order in which the Managers pick, the spot in the draft a player is chosen in, topics discussed regarding ability, safety concerns, or any other topics that may arise in the process of the draft.
4. All Managers must treat their colleagues with respect, and refrain from any negative or derogatory comments.
5. Electronic communication devices are prohibited. No outside communication will be allowed. This includes, but is not limited to, text messaging, instant messaging, voice or video conferencing, email, social media, or recordings. In the case of an emergency, a phone will be available, with the approval of the Player Agent.

6. All persons in attendance at the draft consent to this Confidentiality Agreement, with their attendance at the draft as acknowledgment of said agreement. A non-disclosure agreement will be signed prior to the draft. Refusal to sign this agreement will result in removal from the draft room. In the case of a Manager being removed, their team will be drafted by another person in attendance, chosen by the Player Agent.
7. Violation of these rules and regulations is subject to a disciplinary hearing, and also, but not limited to, removal from the draft, possible loss of management duties, suspension, or any other sanctions the Disciplinary Committee deems necessary.
8. At the conclusion of each draft night, a list of players (by tryout numbers) who have been chosen will be generated. This list will be distributed to the Managers of the division below, in preparation for the following evening's draft. This is the only communication permitted about the draft and is restricted to the persons it is sent to. Failure to follow these guidelines will be a violation of the Confidentiality Agreement.

SECTION III: FIELD DECORUM – MANAGERS AND COACHES

A. Manager Conduct

Good sportsmanship and leadership must be reflected at ALL times. Umpires, Board Members, game scorekeepers, as well as every other volunteer, must be treated with respect and courtesy. The behavior of your team's parents is the Manager's responsibility as well. Please remind your parents to set a good example as well, and refrain from any negative or vulgar comments.

1. The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior.
2. Use of profanity is strictly forbidden.
3. No disciplinary action is permitted for a player's commission of a playing error.
4. Reprimand of any player by shouting is prohibited.
5. Coaching of all players on the field shall cease when the following 3 conditions are met:
 - a. The pitcher has control of the ball on the mound; the catcher is set to receive the pitch; and the batter is set in the batter's box.
6. In the interest of speeding up the pace of play, all managers are expected to keep the games moving, which means warmups between each half inning must be limited to either 3 minutes, 8 pitches (for a new pitcher), or 5 pitches (for a returning pitcher), whichever occurs first, starting from the time the last out is recorded in the previous half inning. The defensive Manager/Coach is not allowed in fair territory between innings, which includes standing behind the pitcher while the pitcher warms up on the mound.
7. Walk-up music for batters is permitted but it must strictly abide by the following rules. The music must have clean lyrics, be at an appropriate volume that is not disruptive to other fields, and be stopped when the batter steps into the batter's box and prior to the pitcher coming set and delivering the first pitch of the at bat. Pregame music, music in between innings or half innings, and postgame music are prohibited. Music during practices is prohibited.
8. Under LLRB Rule 3.17, the use of electronic communication equipment during the game is restricted. No team shall use electronic communication equipment, including walkie-talkies, cellular telephones, etc., for communication with on-field personnel including those in the dugout, bullpen, or field. Note that a Manager or Coach is permitted to use a rulebook, scorekeeping, and/or pitch-counting application on an electronic device without penalty, provided such device is not used to receive messages of any sort.
 - a. **EXCEPTION:** A Manager or Coach is permitted to use one-way electronic devices from the dugout to the catcher while the team is on defense solely for the purpose of calling pitches. However, a Manager or Coach is prohibited from using the device to communicate with any other team member while on defense or any team member (including a Manager or Coach) while on offense, and a Manager or Coach shall not use the device outside the dugout/bench area or use the device to circumvent any other rules, such as the limit on mound visits by asking the catcher to conduct the visit instead of the Manager or Coach. In addition, the use of a one-way electronic device shall not interfere with the play and speed of the game.
 - b. If it is determined the one-way electronic devices are being used in conflict with these guidelines, at the discretion of the Executive Committee, use of one-way electronic devices will be prohibited, or a standardized set of equipment may be implemented by HVLL to ensure it can only be used as

directed.

9. Failure to adhere to these conditions shall result in the following sanctions:

- a. Upon the first occurrence, a warning will be issued from the Umpire.
- b. Upon the second occurrence, the Manager/Coach shall be sent to the dugout and shall remain in the dugout until completion of the game.
- c. Upon the third occurrence, the specified Manager/Coach shall be ejected from the game in accordance with LLRB Rule 4.07.
- d. Violations of the Field Decorum guidelines will be referred to the Disciplinary Committee for further review.
- e. HVLL will follow LLRB rules on sign stealing and enforce those consequences.

B. Player Sanction

1. Managers and Coaches are responsible for instructing their teams in Field Decorum in accordance with Section IV of this document. In line with these instructions, player disciplinary action in the form of benching is permitted for behavioral disobedience. This includes, but is not limited to, poor sportsmanship, bullying, foul language, fighting, and parent requests for punishment for events occurring outside of baseball.
2. For actions that occurred **PRIOR** to game day, the Manager must consult with and receive permission from the division Vice President to discipline a player in any way that reduces playing time. Before the game, every effort must be made by the Manager to notify the player's parents and the Player Agent about the nature and reasons for the approved discipline.
3. For situations that occur or come to the Manager's attention **ON** game day or **DURING** a game, the Manager may take disciplinary action on the spot. Whenever this occurs, the Manager must:
 - a. Notify the official game scorekeeper that a player is being sat as a disciplinary action.
 - b. Notify the opposing Manager why a player is being disciplined.
 - c. Within 24 hours of the disciplinary action, give a written notice to explain his/her reasons for disciplining a player to the division Vice President and Player Agent. The Manager may be asked to explain his/her reasons for disciplining a player before the Board.

C. Missing Players

All players must be accounted for in the official score book even if they are not present at the game. After 2 consecutive missed games, the Manager must notify the division Vice President as to the reason for possible intervention.

D. Refreshments

1. Eating in a dugout area or on a field of play during the course of the game is prohibited. This includes sunflower seeds, gum, or candy. Plastic water bottles are allowed in dugout areas.
2. No smoking or chewing tobacco is allowed at any HVLL facility during practices or games.

E. Field Preparation

- 1.** The home team Manager is responsible for getting the field ready before the baseball game. This includes:
 - a.** Dragging the infield and repairing all divots by home plate, the pitcher's mound, and all bases.
 - b.** Watering the infield.
 - c.** Lining the infield.
 - d.** Setting the bases in a safe manner, so that they are free from movement.
 - e.** Sweeping dugout and removing all trash at the conclusion of the game.
- 2.** The visiting team Manager is responsible for cleaning the field after the baseball game is over. This includes:
 - a.** Dragging the infield and repairing all divots by home plate, the pitcher's mound, and all bases.
 - b.** Making sure the brick dust is moved off the grass and back on the dirt infield.
 - c.** Watering the infield.
 - d.** Locking up the bases and all field equipment in the storage shed.
 - e.** Sweeping out the dugout at the conclusion of each game.
 - f.** Removing trash from dugout and spectator areas, and emptying trash cans into the dumpsters (for teams that are the last game of the day).
 - g.** Reporting field problems immediately to the Division VP.

F. Umpiring

It is the team Manager's responsibility to ensure that the team's Umpire requirements are fulfilled. Volunteer Umpires are a critical component of Little League as games cannot be played without Umpires. HVLL's intent is to have two Umpires for every game in the Minor C and above divisions. It is highly recommended that each Upper Division team have multiple volunteer Umpires.

- 1.** Each team is required to volunteer a designated number of umpires for a designated number of games within the league as established annually by the Umpire-in-Chief (UIC) and Board. If a team sends two youth umpires, an adult umpire must be present as a 3rd umpire on the field. No division may have two youth umpires calling a game, without an adult umpire present as well. Managers allowing a game to start, without an adult umpire present at the plate meeting, are subject to a hearing with the Disciplinary Committee.
- 2.** In Minor C, the UIC will assign up to two youth Umpires to the game. The UIC will also assign a team from another division to provide an adult third-base Umpire. In the case that there is only one or no youth Umpires available, the home team will provide an adult plate Umpire and the visiting team will provide an adult base Umpire, as needed.
- 3.** The adult Umpire must be present at all discussions that Managers have with a youth Umpire. If the Manager has a question about a call made by a youth Umpire, the Manager must ensure that the adult

Umpire is present before approaching a youth Umpire. Managers must direct their questions to the Umpire that made the call, and in accordance with Little League rules, a judgment call MAY NOT be questioned (i.e., balls and strikes, safe or out, etc.). The perceived misapplication of a rule may be discussed, after calling time out, and only after the adult Umpire is present. The adult Umpire is there to ensure that Managers are not arguing judgment calls, and are not in anyway speaking to the youth umpire in a manner that is intimidating or coercive. The adult umpire is not meant to overrule any calls, but can, along with the youth umpires, decide if a rule was misapplied or not.

4. Failure of a team to fulfill its Umpire requirements may result in the team's Manager being suspended for the next subsequent game. Failure of a team to fulfill its Umpire requirements a second time during the season, or for the Manager not fulfilling his/her game suspension, may result in a two-game suspension or further discipline, as determined by the Disciplinary Committee.
5. Training in the form of Umpire mechanics clinics and rules clinics are offered by the District and the UIC.
6. At least two representatives from each team will be required to attend the Umpire mechanics clinic. It is highly recommended that three representatives attend.
7. Youth umpires are restricted from signing up for/being assigned to a game in which a sibling is playing. An exception can only be made if there is no other alternative. Both Managers must agree with the Board Member on Duty (BMOD) present that this is acceptable.
8. Youth Umpire Age Restrictions Per Division
 - a. No youth umpire may umpire in a division that they are league-age eligible to participate in. Plate umpires must be two league-ages removed from the highest league-age eligible for the division. **Exception:** League-age 10-year-olds are allowed as plate umpires in Minor C and league-age 9-year-olds are allowed as base umpires in Minor C, provided they do not play in that division, as well as District 62 certified youth umpires who can umpire a division they are league-age eligible to participate in.

Division	Plate Umpire	Base Umpire
Majors	League-Age 14 or Older	League-Age 13 or Older
Minor A	League-Age 13 or Older	League-Age 12 or Older
Minor B	League-Age 12 or Older	League-Age 11 or Older
Minor C	League-Age 10 or Older	League-Age 9 or Older

G. Manager Absences

Managers should make every attempt to attend all games, practices, and mandatory league meetings. However, it is understood that work and other personal conflicts may require a Manager to be absent. It is the Manager's responsibility to ensure that one of his/her Coaches is prepared and fulfills all the Manager's duties while they are unavailable. Failure to show up for a mandatory meeting, without being excused directly by the League President, will result in disciplinary sanctions.

In no event will a Manager be allowed to manage more than one Upper Division team (Majors, Minor A, Minor B, or Minor C) during the same Spring season. A Manager may be a Coach on another team; however, the Manager's primary responsibility is to his/her own team. Failure to attend the game of a team he/she is Managing in order to attend a game he/she is Coaching is not allowed and may result in discipline, suspension, or removal by the Disciplinary Committee.

H. Disciplinary Sanction

Failure to comply with any of the above standards or any terms agreed to in the Manager's Agreement may result in discipline, suspension, or removal by the Disciplinary Committee. All complaints potentially leading to sanctions will be reviewed by a Disciplinary Committee comprised of the following Board members: the League Vice President, Chief Umpire, Player Agent, Division Vice President and an at-large Board Member selected by the President and approved by a majority of the Board prior to the first game of the season. All sanctions will be determined and imposed by this committee. Rule 4.07 applies. If any sanctions beyond Rule 4.07 are recommended, the League Vice President will advise the Manager, Coach, or Player of the committee's decision and present an outline of the committee's decision to the League Board.

SECTION IV: FIELD DECORUM – PLAYERS

A. Player Conduct

1. Good sportsmanship must be displayed at ALL times.
2. Unless they have permission from the Umpire, all players must remain within the confines of the dugout or be at their approved position in the field.
3. Horseplay or scuffling of any kind is strictly prohibited.
4. Choral chanting towards, continuous razzing of, and the use of given names against the opposing team are strictly prohibited. Cheering is allowed at all times, but must be in good taste and directed solely at their own team. The cheering may be as loud as the team desires, so long as there is no crescendo or shrieking when the pitch is delivered.
5. Player comments on the field of play shall cease when the following 3 conditions are met:
 - a. The pitcher has control of the ball on the mound; the catcher is set to receive the pitch; the batter is set in the batter's box.
 - b. Failure to adhere to these conditions shall result in the following sanctions:
 - i. Upon the 1st occurrence for a given player, a warning will be issued from the Umpire.
 - ii. Upon the 2nd occurrence for a given player, the Manager shall be removed from the game.
6. Verbal intimidation of the batter or any player by the opposing team is strictly prohibited.
7. Verbal abuse or physical attack of any kind to any player on any team is prohibited.
8. Bullying is prohibited. Bullying involves repeated behavior by one person or a group of people with the intent to ridicule, harass, humiliate, or intimidate another person during league games, practices, and events. Bullying must be immediately referred to the Disciplinary Committee by any observer.

B. Player Sanction

Violation of any of the above rules may result in benching, removal from the game, suspension, and/or dismissal from the league. Rule 4.07 applies. Managers shall handle disciplinary sanction as outlined in SECTION III, Paragraph B.

SECTION V: SCOREKEEPING

A. Lineups

1. Each Manager at a game is to supply the Scorekeeper, at least 15 minutes prior to game start time, with:
 - a. The team lineup, including uniform number, full name and position(s) scheduled to be played for each inning for each player.
 - b. A list of absentee players, along with reason for absence, if known, and players who are being disciplined.
2. Each Manager is to supply the opposing Manager, at least 15 minutes prior to game time, with their starting lineup and the players' positions for the first inning.
3. Each Manager must declare pitching eligibility prior to the start of each game, by supplying the pitching eligibility roster to the official scorekeeper.

B. Substitutions

Each Manager must report all substitutions and changes to the official scorekeeper when they are made. Changes include any time the actual position being played by a player differs from the position scheduled to be played by that player as presented in the lineup supplied to the official scorekeeper prior to the game.

C. Scorebooks and Pitch Count Logbooks

1. The home team shall supply an official scorekeeper for every scheduled home game.
2. The visiting team shall supply an official pitch counter for every game.
3. These books are official game records and are not to be altered or in any way manipulated, once the game has been completed and the books have been signed by the Managers.
4. Official scorebooks and pitch count logbooks must remain in the score booths. The Player Agent is the only person authorized to remove or alter these records.
 - a. Violation of this rule is subject to a disciplinary hearing and potential removal from HVLL.

SECTION VI: PLAYING RULES

A. Missed Games

The Manager and/or Coach and all available players must show up for their scheduled games. This includes makeup, rain out, or replay games. Failure to appear may result in game forfeiture and/or disciplinary action, unless otherwise directed by the Board.

B. Baseballs

1. The home team will supply baseballs for each game. After the game, the baseballs may be kept by the home team as practice balls. The scorebook is to remain in the score box.
2. Diamond or equivalent type of baseballs will be used. The specific type of ball used by each division is as follows:

Division	Diamond	MacGregor	Rawlings	TOC/All Stars
Tee Ball	DFXL 1	MCB56TBX	TVB	NA
Rookie Ball	DFXL 5	MCB5SV05	SCOR5	NA
Farm	DFXL 5	MCB5SV05	SCOR5	NA
Minor C	DFXL 5	MCB5SV05	SCOR5	NA
Minor B	DLL 1	MCB76C1X	RLLB1	DLL or Equiv.
Minor A	DLL 1	MCB76C1X	RLLB1	DLL or Equiv.
Major	DLL	MCB76CXX	RLLB	DLL or Equiv.

C. Time between Games

1. For the Majors, Minor A, and Minor B divisions, a minimum of 30 minutes will be scheduled between games.
2. For the Minor C, Farm, Rookie Ball, and Tee Ball divisions, a minimum of 15 minutes will be scheduled between games.

D. Sunday Practices

No Sunday practices are allowed. Exceptions are disfavored and can only be made with the approval of the League President in the interest of fairness in relation to field availability.

E. Participation

1. All teams in the Rookie Ball division and above will participate in games and/or practices a minimum of two (2) times per week and a maximum of four (4) times per week. For purposes of this section, the week begins on Monday and ends on Sunday.
2. Tee Ball teams may participate in games and/or practices a maximum of three (3) times per week, with no minimum.

F. Tie games and games called due to sunset or weather.

In the case of a tie game, or a game that has started because the first pitch has been thrown but is halted due to sunset or weather, as defined in Little League Playing Rules:

1. The game will be continued prior to the next game between the two teams involved, provided:

- a. The two teams are scheduled to meet again prior to the end of the season.
 - b. The outcome will affect the division standings.
 - c. It is eligible to continue, in accordance with LLRB Rule 4.12 - Starting and ending the game.
2. If the teams in a tie game are not scheduled to play each other again, the game is to be scheduled on the next available open date on the same field. Any available Monday or Friday are automatic open dates. Sunday games will be scheduled if necessary, to be determined by the League President. Pitching eligibility and back-to-back game days shall not be considered with regard to scheduling.
 3. Under LLRB Rule 4.12, tie games halted due to weather, curfew, or light failure shall be resumed from the exact point at which they were halted in the original game, a player cannot pitch in more than one game in a day, the pitcher of record may continue pitching in the same game on any subsequent date provided said pitcher has observed the required rest days for his/her age group, and the lineup and batting order of both teams shall be the same as the lineup and batting order at the moment the game was halted. Under LLRB Rule 4.01 (Note 2) and Rule 4.04 (Note 2), rostered players who arrive at the game site after a game begins may be inserted at the end of the lineup, at the option of the manager. These rules also apply when tie games are halted due to time limits.
 4. Tie games are allowed in the Minor C and will not be continued, with the exception of games during the Division Championship Tournament, in which a winner must be declared.

G. Rain Outs and Game Rescheduling

In case of a rain out (i.e., a game that has not started because the first pitch has not been thrown), the game will be replayed on the next available day. All games will be made up in the order that they are cancelled. Games will be played on the first available makeup day that the fields are deemed playable by the League President. Failure to appear or field a complete team on the designated makeup day may result in a forfeit. Managers may submit a letter to the Board requesting a makeup game be rescheduled. An inability to field a team of at least 8 players is the only reason that will be considered. Managers must show due cause and list the reasons that each player will not be able to participate. If the request does not list the reason for each player that cannot attend, the request will not be considered. The Board reserves the right to reschedule games. Games will be scheduled at the Board's discretion. Open Mondays and Fridays are automatically open days for makeup games. Sunday games may be scheduled if necessary. Necessity shall be determined by the League President. Pitching eligibility shall not be considered with regard to rescheduling the game. Games that are rescheduled due to rain outs will take priority over practices. It is the responsibility of both Managers to report to the Division Vice President and the UIC that a game needs to be rescheduled. Managers will be notified by their Division Vice President of the makeup schedule.

H. Protests

Game protests must be made in accordance with LLRB 4.19. Protests must be recorded at the scorekeeper's box before the next pitch or play. Scorekeepers will make a note in the scorebook immediately, at the time of the protest. Protests must be elaborated in writing and delivered to the Chief Umpire and President within 24 hours of the incident, either in person or by e-mail.

I. General Playing Rules

1. At least 2 weeks prior to the scheduled Opening Day, all Managers will meet with Division Vice Presidents to review the applicable Playing Rules for their division. Changes to the published rules may be submitted to the Board, by the division Vice President, for consideration.

2. Published Playing Rules for the current season shall be posted on HVLL's website and inside the score booths. It is mandatory that the scorekeeper uses the score booth. No children are to be in the booth during the game. Only scorekeepers and game officials are permitted in the score booth.
3. No member of the Board is to interfere with the progress or the control of any game once the game has started, unless specifically requested by a game Umpire.
4. Spectators and Coaches shall not "coach" the players from the spectator area.

SECTION VII: TIME LIMITS

- A. The umpire will confirm with the Managers that the start time is the scheduled game time, unless otherwise determined, and have it noted in the scorebook.
- B. Majors & Minor A Divisions:
1. For a Saturday game in a division with 7 or fewer teams, no new inning will start after 2 hours and 15 minutes from the start of the game. This is determined by the official scheduled start time, unless otherwise determined at the plate meeting with the Adult umpire confirming the change and noting it in the official scorebook. This limit will not apply to the last game of the day.
 2. For a Saturday game in a division with 8 teams, no new inning will start after 2 hours from the start of the game. This is determined by the official scheduled start time, unless otherwise determined at the plate meeting with the Adult umpire confirming the change and noting it in the official scorebook. This limit will not apply to the last game of the day.
 3. Weekday games, and the last game of the day on Saturday, may continue through 6 innings, provided official sunset is not called (see Paragraph H below).
- C. Minor B Division
1. No new inning will start after 2 hours from the start of the game. This is determined by the official scheduled start time, unless otherwise determined at the plate meeting with the Adult umpire confirming the change and noting it in the official scorebook.
 2. Weekday games, and the last game of the day on Saturday, may continue through 6 innings, provided official sunset is not called (see Paragraph H below).
- D. Minor C Division:
1. If one team is ahead and at least 4 innings have been completed, no new inning will start after 1 hour and 45 minutes from the start of the game. This is determined by the official scheduled start time, unless otherwise determined at the plate meeting with the Adult umpire confirming the change and noting it in the official scorebook.
 2. In the event the 1 hour and 45 minute time limit has been reached, and 4 innings have not been completed (or the game is tied), the game may be continued until a winner can be declared or at least 4 innings are completed.
- E. Farm Division:
- Each game will stop after 1 hour and 30 minutes from the start of the game, as determined by the Managers.
- F. Rookie Ball Division:
- Each game will stop after 1 hour and 20 minutes from the start of the game, as determined by the Managers.
- G. Tee Ball Divisions:
- Each game will stop after 1 hour and 5 minutes from the start of the game, as determined by the Managers.
- H. All Divisions:

1. No new inning of any game in any division shall start after 15 minutes prior to the official sunset time posted in the score booth, or after expiration of that division's specific time limit, whichever occurs first. Any inning started within the time limit noted above is to be completed, unless the onset of darkness or other conditions are encountered which make further play hazardous, as judged by the Umpire. In this case, play shall be suspended and the outcome determined in accordance with the LLRB and SECTION VII.
2. Exception to time limit restrictions: Weekday games and the last game of the day on Saturday may continue beyond that division's specific time limit in the event of a tie after 6 innings are completed, provided official sunset is not called. This rule does not apply to Minor C, as ties are allowed in this division.

SECTION VIII: MAJORS DIVISION SPECIFIC RULES

A. Playing Time

1. During all pre-season and regular season games, each player on a team, provided the player is present and is not being kept from playing because of disciplinary reasons, must play at least 9 defensive outs per game, unless the game ends with less than five innings completed, in which case each player must have played no less than 6 defensive outs.
2. During the Division Championship Tournament, players must play at least 6 defensive outs per game according to Regulation IV and substitutions will be made per Rule 3.03. Violation of these rules will be reviewed by the Disciplinary Committee, and by majority vote, disciplinary action will be taken as directed by the Disciplinary Committee.

Exception: If District 62 adopts any different rules for TOC, the Board may, at their discretion, adopt the same rule changes for the Division Championship.

B. Games {Refer to SECTION VII}

C. Players

1. Games shall begin if there are at least 8 players for each team present at the posted game time. If the Manager certifies a 9th player is expected to arrive imminently, the game's start may be delayed up to 10 minutes from the posted game time. If the 9th player does not arrive after 10 minutes, the game will begin, provided at least 8 players are present for each team.
2. If, during the course of a game, an injury or condition causes a player to be unable to continue, that team may continue play provided they still have at least 8 eligible players. If the injury or condition improves such that the player becomes fit to resume play, they may do so without penalty, subject to the Umpire's discretion.
3. Other than the natural consequences of having one less defensive player and one less batter in the order, there will be no additional penalty for a team playing with 8 players.

D. Lineups {No modification to the LLRB}

E. Batting Order

1. During all pre-season games and the regular season, the team batting order shall consist of all eligible players present. Players shall bat continuously in order through the entire roster, regardless of which players constitute the defensive team at any time.
2. During the Division Championship Tournament, the team batting order shall consist of all eligible players present. Players shall bat continuously in order through the entire roster, regardless of which players constitute the defensive team at any time.

Exception: If District 62 adopts any different rules for TOC, the Board may, at their discretion, adopt the same rule changes for the Division Championship.

F. Player Substitution {No modification to the LLRB}

G. Offensive Team {No modification to the LLRB}

H. Batting {No modification to the LLRB}

I. Base Running

The batting team may use a courtesy runner for the catcher of record when there are two outs. The courtesy runner shall be the last person on that team to be called out. In the case where there has not been an out recorded against that team, the courtesy runner shall be the last player scheduled to bat when the inning began.

J. Defensive Team {No modification to the LLRB}

K. Pitching

1. Pitchers may pitch a maximum of 8 innings per week during the Regular season. For purposes of this section, the week begins on Monday and ends on Sunday. An inning pitched is any inning in which the pitcher throws at least one pitch.
2. During the Division Championship Tournament, there will be no limit to the number of innings a player may pitch in a week.
3. All LLRB regulations regarding pitch counts and days of rest always apply.
4. If it is determined one-way electronic devices are being used in conflict with SECTION III, Paragraph (A)(8), at the discretion of the Executive Committee, use of one-way electronic devices will be prohibited, or a standardized set of equipment may be implemented by HVLL to ensure it can only be used as directed (i.e., by a Manager or Coach to solely call pitches from the dugout to the catcher while the team is on defense).

L. Catching {No modification to the LLRB}

M. Coaching {No modification to the LLRB}

N. Field {No modification to the LLRB}

O. Scoring {No modification to the LLRB}

P. Game Concession

LLRB Rule 4.10(e) - If after (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 after 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. If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of eight (8) runs or more, the Manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more, respectively, the home team must bat in its half of the inning. (2) A game determined by the 15-run rule, 10-run rule, or 8-run rule shall be considered a regulation game.

Q. Division Championship {Refer to SECTION XV}

R. Batting Cages

There will be no batting practice in the combination bullpen/batting cages (field adjacent) once a game begins.

S. Scheduling Batting Cage Time

- 1.** Practice slots will be divided into 3 facilities:
 - a.** Pitching machine cage;
 - b.** Combination Bullpen/Cage; and
 - c.** Field.
- 2.** The pitching machine adjacent to the Minor A field is reserved for Majors Division. Scheduling time for pitching machines will be done through the division VP, in a manner that is approved of by the Board. Managers will be informed of the process and platform used on the night of the draft.
- 3.** Field time for practice will be split up equally. Use of the combination Bullpen/Cages on both dugouts will be used by one team, and the field will be used by another. Scheduling will be done through the Division VP, in a manner that is approved by the Board. Managers will be informed of the process and platform used on the night of the draft.
- 4.** Any unclaimed practice time can be picked up on a first come, first serve basis, and will be facilitated by the Division VP. Rules regarding maximum team participation limits, as outlined in Section VI, will still apply.

T. Pre-Game Warmups

Both teams will share the field for stretching and warmups up until 50 minutes prior to the start of the game. The Home Team will take the field 50 minutes prior to the start of the game for a period of 20 minutes. During the same 20-minute period, the Visiting Team will use their dugout's cage, the main batting cage closest to the Minor A field (not the batting cage next to the opposing team's dugout), and one of the permanent soft toss nets along the right field side of the Majors field (note that during this 20-minute period, the Visiting Team may not use the field while the Home Team warms up). The Visiting Team will take the field 30 minutes prior to the start of the game for a period of 20 minutes. During the same 20-minute period, the Home Team will use their dugout's cage, the main batting cage closest to the Minor A field (not the batting cage next to the opposing team's dugout), and one of the permanent soft toss nets along the right field side of the Majors field (note that during this 20-minute period, the Home Team may not use the field while the Visiting Team warms up). During the 10 minutes prior to the start of the game, both teams should be in their respective dugouts. Managers will be at the plate meeting no less than 5 minutes prior to game time.

SECTION IX: MINOR A DIVISION SPECIFIC RULES

A. Playing Time

1. During all pre-season and regular season games, each player on a team, provided the player is present and is not being kept from playing because of disciplinary reasons, must play at least 9 defensive outs per game, unless the game ends with less than five innings completed, in which case each player must have played no less than 6 defensive outs.
2. During the Division Championship Tournament, players must play at least 6 defensive outs per game according to Regulation IV.

Exception: If District 62 adopts any different rules for TOC, the Board may, at its discretion, adopt the same rule changes for the Division Championship.

3. Violation of these rules will be reviewed by the Disciplinary Committee, and by majority vote, disciplinary action will be taken as directed by the Disciplinary Committee.

B. Games {Refer to SECTION VII}

C. Players

1. Games shall begin if there are at least 8 players for each team present at the posted game time. If the Manager certifies a 9th player is expected to arrive imminently, the game's start may be delayed up to 10 minutes from the posted game time. If the 9th player does not arrive after 10 minutes, the game will begin, provided at least 8 players are present for each team.
2. If, during the course of a game, an injury or condition causes a player to be unable to continue, that team may continue play provided they still have at least 8 eligible players. If the injury or condition improves such that the player becomes fit to resume play, they may do so without penalty, subject to the Umpire's discretion.
3. Other than the natural consequences of having one less defensive player and one less batter in the order, there will be no additional penalty for a team playing with 8 players.

D. Lineups {No modification to the LLRB}

E. Batting Order

The team batting order shall consist of all eligible players present. Players shall bat continuously in order through the entire roster, regardless of which players constitute the defensive team at any time.

F. Player Substitution

1. Free substitution shall be allowed to the extent that no limit is placed upon the number of times any position player can re-enter the game at the start of any half-inning.
2. A pitcher may not be removed and reinstated as a pitcher in the same game.

G. Offensive Team {No modification to the LLRB}

H. Batting {No modification to the LLRB}

I. Base Running {No modification to the LLRB}

The batting team may use a courtesy runner for the catcher of record when there are two outs. The courtesy runner shall be the last person on that team to be called out. In the case where there has not been an out recorded against that team, the courtesy runner shall be the last player scheduled to bat when the inning began.

J. Defensive Team {No modification to the LLRB}

K. Pitching

1. Pitchers may pitch a maximum of 8 innings per week during the regular season. For purposes of this section, the week begins on Monday and ends on Sunday. An inning pitched is any inning in which the pitcher throws at least one pitch.
2. During the Division Championship Tournament, there will be no limit to the number of innings a player may pitch in a week.
3. All LLRB regulations regarding pitch counts and days of rest always apply.
4. If it is determined one-way electronic devices are being used in conflict with SECTION III, Paragraph (A)(8), at the discretion of the Executive Committee, use of one-way electronic devices will be prohibited, or a standardized set of equipment may be implemented by HVLL to ensure it can only be used as directed (i.e., by a Manager or Coach to solely call pitches from the dugout to the catcher while the team is on defense).

L. Catching {No modification to the LLRB}

M. Coaching {No modification to the LLRB}

N. Field {No modification to the LLRB}

O. Scoring

Scoring will be in accordance with LLRB Rule 5.07. During the 6th inning, the 5-Run Rule will be suspended. If the game continues after the 6th inning, the 5-Run Rule will also be suspended for those innings. If the game does not reach the 6th inning for whatever reason, the 5-Run Rule will not be suspended prior to the 6th inning. For all innings, including the 6th inning and subsequent innings during which the 5-Run Rule is suspended, the hitting team may only bat through the order once, regardless of the number of players in the lineup.

P. Game Concession

LLRB Rule 4.10(e) - If after (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 after 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. If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of eight (8) runs or more, the Manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more, respectively, the home team must bat in its half of the inning. (2) A game determined by the 15-run rule, 10-run rule, or 8-run rule shall be considered a regulation game.

Q. Division Championship {Refer to SECTION XV}

R. Batting Cages

There will be no batting practice in the combination bullpen/batting cages (field adjacent) once a game begins.

S. Scheduling Batting Cage Time

1. Practice slots will be divided into 3 facilities:
 - a. Pitching machine cage;
 - b. Combination Bullpen/Cage; and
 - c. Field.
2. The pitching machine furthest from the Minor A field is reserved for Minor A Division. Scheduling time for pitching machines will be done through the Division VP, in a manner that is approved of by the Board. Managers will be informed of the process and platform used on the night of the draft.
3. Field time for practice will be split up equally. Use of the combination Bullpen/Cages on both dugouts will be used by one team, and the field will be used by another. Scheduling will be done through the Division VP, in a manner that is approved by the Board. Managers will be informed of the process and platform used on the night of the draft.
4. Any unclaimed practice time can be picked up on a first come, first serve basis, and will be facilitated by the Division VP. Rules regarding maximum team participation limits, as outlined in Section VI, will still apply.

T. Pre-Game Warmups

Both teams will share the field for stretching and warmups up until 50 minutes prior to the start of the game. The Home Team will take the field 50 minutes prior to the start of the game for a period of 20 minutes. During the same 20-minute period, the Visiting Team will use their dugout's cage, the main batting cage closest to the Minor A field (not the batting cage next to the opposing team's dugout on the Minor A field), and one of the permanent soft toss nets along the right field side of the Majors field (note that during this 20-minute period, the Visiting Team may not use the field while the Home Team warms up). The Visiting Team will take the field 30 minutes prior to the start of the game for a period of 20 minutes. During the same 20-minute period, the Home Team will use their dugout's cage, the main batting cage closest to the Minor A field (not the batting cage next to the opposing team's dugout on the Minor A field), and one of the permanent soft toss nets along the right field side of the Majors field (note that during this 20-minute period, the Home Team may not use the field while the Visiting Team warms up). During the 10 minutes prior to the start of the game, both teams should be in their respective dugouts. Managers will be at the plate meeting no less than 5 minutes prior to game time.

SECTION X: MINOR B DIVISION SPECIFIC RULES

A. Playing Time

1. During all pre-season and regular season games, each player on a team, provided the player is present and is not being kept from playing because of disciplinary reasons, must sit out 1 inning before any of the team's players sits out a 2nd inning.
2. During the Division Championship Tournament, players must play at least 6 defensive outs per game according to Regulation IV.

Exception: If District 62 adopts any different rules for TOC, the Board may, at its discretion, adopt the same rule changes for the Division Championship.

3. Violation of these rules will be reviewed by the Disciplinary Committee, and by majority vote, disciplinary action will be taken as directed by the Disciplinary Committee.

B. Games {Refer to SECTION VII}

C. Players

1. Games shall begin if there are at least 8 players for each team present at the posted game time. If the Manager certifies a 9th player is expected to arrive imminently, the game's start may be delayed up to 10 minutes from the posted game time. If the 9th player does not arrive after 10 minutes, the game will begin, provided at least 8 players are present for each team.
2. If, during the course of a game, an injury or condition causes a player to be unable to continue, that team may continue play provided they still have at least 8 eligible players. If the injury or condition improves such that the player becomes fit to resume play, they may do so without penalty, subject to the Umpire's discretion.
3. Other than the natural consequences of having one less defensive player and one less batter in the order, there will be no additional penalty for a team playing with 8 players.

D. Lineups {No modification to the LLRB}

E. Batting Order

The team batting order shall consist of all eligible players present. Players shall bat continuously in order through the entire roster, regardless of which players constitute the defensive team at any time.

F. Player Substitution

1. Free substitution shall be allowed to the extent that no limit is placed upon the number of times any position player can re-enter the game at the start of any half-inning.
2. A pitcher may not be removed and reinstated as a pitcher in the same game.

G. Offensive Team {No modification to the LLRB}

H. Batting {No modification to the LLRB}

I. Base Running

The batting team may use a courtesy runner for the catcher of record when there are two outs. The courtesy runner shall be the last person on that team to be called out. In the case where there has not been an out recorded against that team, the courtesy runner shall be the last player scheduled to bat when the inning began.

J. Defensive Team {No modification to the LLRB}

K. Pitching

LLRB Rule 8.00 and Section VI of this document shall apply to the pitcher position with the following modifications:

1. No player over the league-age of 10 may pitch in the Minor B division.
2. If the pitcher hits 3 batters in one inning, the pitcher will be removed. If the pitcher hits 5 batters in 3 innings, they will be removed.
3. No player may pitch more than 3 innings per game or more than 6 innings per week during the regular season. For purposes of this section, the week begins on Monday and ends on Sunday. An inning pitched is any inning in which the pitcher throws at least one pitch.
4. During the Division Championship Tournament, there will be no limit to the number of innings a player may pitch in a week or a day.
5. All LLRB regulations regarding pitch counts and days of rest always apply.

Note: If it is determined one-way electronic devices are being used in conflict with SECTION III, Paragraph (A)(8), at the discretion of the Executive Committee, use of one-way electronic devices will be prohibited, or a standardized set of equipment may be implemented by HVLL to ensure it can only be used as directed (i.e., by a Manager or Coach to solely call pitches from the dugout to the catcher while the team is on defense).

L. Catching {No modification to the LLRB}

M. Coaching {No modification to the LLRB}

N. Field {No modification to the LLRB}

O. Scoring

Scoring will be in accordance with LLRB Rule 5.07. During the 6th inning, the 5-Run Rule will be suspended. If the game continues after the 6th inning, the 5-Run Rule will also be suspended for those innings. If the game does not reach the 6th inning for whatever reason, the 5-Run Rule will not be suspended prior to the 6th inning. For all innings, including the 6th inning and subsequent innings during which the 5-Run Rule is suspended, the hitting team may only bat through the order once, regardless of the number of players in the lineup.

P. Game Concession

LLRB Rule 4.10(e) - If after (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 after 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. If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead

of eight (8) runs or more, the Manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more, respectively, the home team must bat in its half of the inning. (2) A game determined by the 15-run rule, 10-run rule, or 8-run rule shall be considered a regulation game.

Q. Division Championship {Refer to SECTION XV}

R. Batting Cages

There will be no batting practice in the combination bullpen/batting cages (field adjacent) once a game begins.

S. Scheduling Practice Time

1. Practice slots will be divided into 2 facilities:
 - a. Field Time; and
 - b. Combination Bullpen/Cage.
2. Field time for practice will be split up equally. Use of the combination bullpen/cages on both dugouts will be used by one team, and the field will be used by another. Scheduling will be done through the Division VP, in a manner that is approved by the Board. Managers will be informed of the process and platform used on the night of the draft.
3. Any unclaimed practice time can be picked up on a first come, first serve basis, and will be facilitated by the Division VP. Rules regarding maximum team participation limits, as outlined in Section VI, will still apply.

T. Pre-Game Warmups

Both teams will share the field for stretching and warmups up until 50 minutes prior to the start of the game. The Home Team will take the field 50 minutes prior to the start of the game for a period of 20 minutes. During the same 20-minute period, the Visiting Team will use only their dugout's cage for batting practice (note that during this 20-minute period, the Visiting Team may not use the field while the Home Team warms up). The Visiting Team will take the field 30 minutes prior to the start of the game for a period of 20 minutes. During the same 20-minute period, the Home Team will use only their dugout's cage for batting practice (note that during this 20-minute period, the Home Team may not use the field while the Visiting Team warms up). During the 10 minutes prior to the start of the game, both teams should be in their respective dugouts. Managers will be at the plate meeting no less than 5 minutes prior to game time.

SECTION XI: MINOR C DIVISION SPECIFIC RULES

A. Playing Time

1. Each team's players present at a game must sit out 1 inning before any of the team's players sits out a 2nd inning. No players present at a game may sit out 3 innings.
2. No player can play any 1 position more than 2 innings in one game.
3. All players must play 2 infield innings before the start of the fifth inning. The pitcher, first base, second base, third base, and shortstop positions will count as infield positions. For purposes of this rule, the catching position will count as an infield position for only one inning per game, per player.
4. Violation of these rules will be reviewed by the Disciplinary Committee and, by majority vote, disciplinary action will be taken as directed by the Disciplinary Committee.

B. Games

1. No new inning may begin after 1 hour and 45 minutes from the start of the game. This is determined by the official scheduled start time, unless otherwise determined at the plate meeting with the Adult umpire confirming the change and noting it in the official scorebook.
2. Except during the Division Championship Tournament (playoffs), a game can end in a tie subject to the playing time limit rules described in SECTION VII.

C. Players

1. Games shall begin if there are at least 8 players for each team present at the posted game time. If the Manager certifies a 9th player is expected to arrive imminently, the game's start may be delayed up to 10 minutes from the posted game time. If the 9th player does not arrive after 10 minutes, the game will begin, provided at least 8 players are present for each team.
2. If, during the game, an injury or condition causes a player to be unable to continue, that team may continue play if they still have at least 8 eligible players. If the injury or condition improves and the player becomes fit to resume play, they may do so without penalty, subject to the Umpire's discretion.
3. Other than the natural consequences of having one less defensive player and one less batter in the order, there will be no additional penalty for a team playing with 8 players.

D. Lineups {No modification to the LLRB}

E. Batting Order

The team batting order shall consist of all eligible players present. Players shall bat continuously in order through the entire roster, regardless of which players constitute the defensive team at any time.

F. Player Substitution

1. Free substitution shall be allowed to the extent that no limit is placed upon the number of times any position player can re-enter the game at the start of any half-inning.
2. A pitcher may not be removed and reinstated as a pitcher in the same game.

G. Offensive Team

Modifications to the LLRB for the Offensive Team are specified in Paragraphs H and I below.

H. Batting

LLRB Rule 6.00 shall apply with the following modifications:

1. The batter will receive up to six pitches from the pitcher.
2. If one of the six pitches from the pitcher hits the batter, the batter is awarded first base. **THE OPTION TO RECEIVE COACH PITCH AFTER A HIT-BY-PITCH IS NOT ALLOWED.**
3. If the batter hits the ball into fair territory, then a live play will be in progress.
4. If the batter receives three strikes, the batter is out.
5. If the batter receives four balls or has received six pitches from the pitcher without receiving three strikes, the batter shall receive a minimum of two (2) pitches from the Manager or a Coach. If the batter hits one of these pitched balls into fair territory, then a live play will be in progress. Should the batter foul off the second or any subsequent pitch from the Manager or Coach, they shall continue to receive pitches until the ball is put in play, they are put out, or they fail to put the ball in play (in which case the batter is out), with the exception of hitting another foul ball. In the event a Manager or Coach pitch is unhittable (i.e., it bounces before home plate or is way out of the strike zone), no extra pitches may be thrown.
 - a. The Manager or Coach shall deliver the pitched balls to the batter from the circle area of the pitcher's mound from a kneeling or standing position in an overhand manner. No underhand is allowed, and they must be touching a part of the mound dirt.
 - b. If a batted ball unintentionally contacts the Manager or Coach pitcher, the ball is declared foul.
6. The Infield Fly Rule does not apply.
7. Intentional bunting is not allowed.
8. A ball put in play must reach the arc of the infield grass or will be considered a foul ball.
9. **The batter cannot be walked, and intentional walks are not allowed.**

I. Base Running

1. Base stealing is prohibited.
2. No bases will be awarded or taken on an overthrow when the batted ball is thrown to first base on any infield play.
3. On an overthrow to second, third, or home plate, or batted balls thrown from an outfielder to first base, a runner may advance at their own risk to the next base. Should a second overthrow occur in attempting to put any runner out, all runners shall not be allowed to advance.
4. The ball is dead when one of the defensive team's infielders, pitcher, or catcher has control of the ball in the infield area and is not attempting to make any further play as determined by the Umpire. "Attempting to make any further play" should be interpreted narrowly and does not include the act of raising the ball in one hand without throwing it.
5. Placement of runners during dead ball situations is based on an Umpire's judgment and may not be

protested.

J. Defensive Team {No modification to the LLRB}

1. The defensive team will consist of 9 players.
2. Outfielders cannot make an unassisted play other than a batted ball caught in flight. Such a play will not result in an out and the play stands as is.
3. Outfielders must be lined up a minimum of 5 feet back from the edge of the infield dirt.

K. Pitching

LLRB Rule 8.00 and Section VI of this document shall apply to the pitcher position with the following modifications:

1. If the pitcher hits 3 batters in one inning they shall be removed.
2. No player may pitch more than 2 innings per game and 6 innings per week. Innings pitched shall be consecutive.
3. The player/pitcher will stand with at least one foot on the clay area of the pitcher's mound while the Manager or Coach delivers any Coach-pitched balls.

Note: If it is determined one-way electronic devices are being used in conflict with SECTION III, Paragraph (A)(8), at the discretion of the Executive Committee, use of one-way electronic devices will be prohibited, or a standardized set of equipment may be implemented by HVLL to ensure it can only be used as directed (i.e., by a Manager or Coach to solely call pitches from the dugout to the catcher while the team is on defense).

L. Catching

LLRB Rule 4.03 shall apply to the catcher position:

1. The catcher must wear full protective gear in accordance with the little league safety rules.
2. A hard-protective cup must be worn by the catcher.
3. The catcher must wear a catcher's mitt.

M. Coaching

1. Only Coaches are permitted in the coaching area.
2. Coaches may instruct a batter at home plate after asking for and being granted time-out by the Umpire once per inning.
3. Defensive Coaches are permitted on the field for instructional purposes when the Umpire has granted time-out and shall be charged a visit to the pitcher.
4. In the event a base coach touches a ball in play, the nearest runner will be declared out.
5. The batting team will provide Coaches in the first (1st) and third (3rd) base coaching boxes. Players may not occupy these positions at any time.

6. A silent Coach may be positioned behind the Umpire for the purpose of backing up the catcher and in the interest of speeding up play. No “coaching” may be done from this position.
7. No “coaching” shall be made from behind the backstop by Coaches or spectators. It is the responsibility of Managers to control their spectators and Coaches.
8. 4 coaches of record are allowed in this division, if desired. This will consist of 1 Manager and 3 assistant coaches. This exception is allowed so that there is always an adult present in the dugout. Defensive coaches are not allowed in the field and must remain in the dugout unless time has been granted.

N. Field {No modification to the LLRB}

O. Scoring

Scoring will be in accordance with LLRB Rule 5.07. During the 6th inning, the 5-Run Rule will be suspended. If the game continues after the 6th inning, the 5-Run Rule will also be suspended for those innings. If the game does not reach the 6th inning for whatever reason, the 5-Run Rule will not be suspended prior to the 6th inning. For all innings, including the 6th inning and subsequent innings during which the 5-Run Rule is suspended, the hitting team may only bat through the order once, regardless of the number of players in the lineup.

P. Game Concession

LLRB Rule 4.10(e) - If after (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 after 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. If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of eight (8) runs or more, the Manager of the team with the least runs shall concede the victory to the opponent.

NOTE: (1) If the visiting team has a lead of fifteen (15), ten (10), or eight (8) runs or more, respectively, the home team must bat in its half of the inning. (2) A game determined by the 15-run rule, 10-run rule, or 8-run rule shall be considered a regulation game.

Q. Division Championship {Refer to SECTION XV}

R. Batting Cages

There will be no batting practice in the combination bullpen/batting cages (field adjacent) once a game begins.

S. Scheduling Practice Time

1. Practice slots will be divided into 2 facilities:
 - a. Combination bullpen/ Cage; and
 - b. Field.
2. Field time for practice will be split up equally. Use of the combination bullpen/cage will be used by one team, and the field will be used by another. Scheduling will be done through the Division VP, in a manner that is approved by the Board. Managers will be informed of the process and platform used on the night of the draft.
3. Any unclaimed practice time can be picked up on a first come, first serve basis, and will be facilitated

by the Division VP. Rules regarding maximum team participation limits, as outlined in Section VI, will still apply.

T. Pre-Game Warmups

Both teams will share the field for stretching and warmups up until 50 minutes prior to the start of the game. The Home Team will take the field 50 minutes prior to the start of the game for a period of 20 minutes. During the same 20-minute period, the Visiting Team will use the combination bullpen/batting cage on the Home Team's side, and the permanent soft toss net along the side of the cage (during this 20-minute period, the Visiting Team may not use the field while the Home Team warms up). The Visiting Team will take the field 30 minutes prior to the start of the game for a period of 20 minutes. During the same 20-minute period, the Home Team will use their dugout's cage, and the permanent soft toss net along the side of the cage (during this 20-minute period, the Home Team may not use the field while the Visiting Team warms up). During the 10 minutes prior to the start of the game, both teams should be in their respective dugouts. Managers will be at the plate meeting no less than 5 minutes prior to game time.

SECTION XII: FARM DIVISION SPECIFIC RULES

A. Playing Time

1. Each team's players present at a game must sit out 1 inning before any of the team's players sits out a 2nd inning. No players present at a game may sit out 3 innings.
2. No player can play any one position more than two innings in one game.
3. All players must play two infield innings per game.
4. Violation of these rules will be reviewed by the Disciplinary Committee and, by majority vote, disciplinary action will be taken as directed by the Disciplinary Committee.

B. Game

1. The game will conclude at the completion of 6 innings, or the time limit of 1 hour and 30 minutes, whichever comes first. If the time limit is reached, the inning shall not be completed. If the time limit is reached in the middle of an at bat, it may be continued until the at bat is completed.

C. Players {No modification to the LLRB}

D. Lineups {No modification to the LLRB}

E. Batting Order

The team batting order shall consist of all eligible players present. Players shall bat continuously in order through the entire roster, regardless of which players constitute the defensive team at any time.

F. Player Substitution

Free substitution shall be allowed to the extent that no limit is placed upon the number of times any position player can re-enter the game at the start of any half-inning.

G. Offensive Team

1. Base stealing is prohibited.
2. No bases will be awarded or taken on an overthrow.
3. The ball is dead when the defensive team has control of the ball within the infield grass area.
4. Unless already occupied, a runner will return to the previous base without risk of being put out if he or she is less than halfway to the next base at the time the ball is declared dead. If the previous base is already occupied, the runner must attempt to advance to the next base at his/her peril.

H. Batting

1. The batter will be allowed up to 7 coach pitches. If the 7th pitch is fouled off, pitches may continue to be thrown until either: (1) the ball is put in play; or (2) they fail to hit the next pitch.
2. The batter is out when:
 - a. He/she fails to place any of the 7 pitches, including foul balls, into play, or

- b. He/she hits a foul ball and the ball is caught by a defensive player, or
 - c. He/she successfully puts the ball into play and is put out under normal rules of play.
3. “Base on Balls” and “Hit by Pitch” do not apply.
 4. An arc of 10-foot radius, centered on home plate, will define the area in which a batted ball must pass in order to be considered in play. If a batted ball fails to pass this arc, it shall be considered a foul ball.

I. Base Running

1. A runner may not advance on a wild pitch, passed ball, or overthrow to first base.
2. Continuous, uncontrolled running of the bases is not allowed. It should be understood by Managers and Coaches that the inability to make defensive plays is not a reason to allow base runners to run unrestricted.
 - a. Accordingly, base runners should typically advance one base per hit.
 - b. Subject to the guidelines described in Rule (2), base runners may advance up two bases on a hit that is well hit and comes to a stop behind an outfielder playing at no more than average depth. Managers may play outfielders at deeper than average depth in anticipation of catching a ball in the air but this should not otherwise limit a base runner’s opportunity to advance two bases pursuant to this rule.
 - c. Irrespective of the above, all base runners may advance to home plate on a ball hit in fair territory and over the outfield fence before bouncing (a “home run”).

J. Defensive Team

1. The defensive team will consist of 10 players: 1 pitcher, 1 catcher, 4 regulation infielders (1st base, 2nd base, 3rd base & shortstop), 3 regulation outfielders, and 1 outfield rover.
2. Outfielders cannot make an unassisted play other than a batted ball caught in flight. Such a play will not result in an out and the play stands as is.
3. Outfielders must be lined up a minimum of 3 feet back from the edge of the infield dirt.

K. Pitching

1. Pitching will be performed by an adult Manager or Coach.
2. Manager or Coach Pitching
 - a. The Manager or Coach shall deliver pitched balls to the batter from a position inside a 10-foot diameter circle around the pitching rubber from a kneeling or standing position in an over-hand manner. The front of the circle should be 25 feet from the back of Home Plate
 - b. If a batted ball unintentionally contacts the Manager or Coach pitcher, the ball is declared a foul ball.
 - c. If the Manager or Coach pitcher is hit by a thrown ball, while he/she is inside the 10-foot circle, the ball becomes a dead ball and the runners will be awarded the bases they were headed toward at the time the ball struck the team pitcher.
 - d. If the Manager or Coach pitcher interferes with or is hit by a ball outside the 10-foot circle, the ball is declared a dead ball, and the base runners must return to their last occupied bases.

- e. The Manager or Coach pitcher may coach or encourage the batter and may coach the base runners.

3. Location of the Player Pitcher

- a. A defensive player shall be designated the defensive pitcher. This player may be positioned anywhere on the field, provided he/she has one foot inside the 10-foot pitching circle, but may not take a position that could interfere with the Manager or Coach pitcher.
- b. A helmet is not required to be worn by the defensive pitcher.
- c. No part of the player may extend in front of the Coach prior to the ball being put into play.

4. Pitched Balls Are Dead When:

- a. The pitcher has control of the ball inside the pitcher's box. The batter/runner may advance to first base and all forced runners can advance one base.
- b. The batted ball hits the Coach Pitcher.

L. Catching {No modification to the LLRB}

M. Coaching

- 1. Every effort shall be made by the Managers and Coaches of both teams to maintain control of the game. Each play and situation for offensive and defensive play must be treated as a learning experience.
- 2. The batting team will provide coaches in the first and third base coaching boxes. Players will not occupy these positions at any time.
- 3. The batter may be assisted by the Manager or Coach in positioning their batting stance.
- 4. 4 coaches of record are allowed in this division, if desired. This will consist of 1 Manager and 3 assistant coaches. This exception is allowed so that there is always an adult present in the dugout. Defensive coaches are allowed in the field in this division, but 1 must remain in the dugout if there are players in it.

N. Field {No modification to the LLRB}

O. Scoring

Score will be kept throughout the season. Scoring will be in accordance with LLRB Rule 5.07. During the last half inning for either team, the 5-Run Rule will be suspended. Limitation on batting through the order in accordance with LLRB Rule 5.07 is in effect. For all innings, including the last half inning for either team during which the 5-Run Rule is suspended, the hitting team may only bat through the order once, regardless of the number of players in the lineup.

P. Game Concession

Games will not be conceded based on score and will be played until such time as the game is completed or the time limit has elapsed.

Q. Division Championship

There will be no championship tournament for the Farm division.

SECTION XIII: ROOKIE BALL DIVISION SPECIFIC RULES

A. Organization

The Rookie Ball division shall be organized based on age and previous Little League participation. League-age 5 players who have participated in Tee-Ball for at least one season in the spring or have equivalent experience, as determined by the Player Agent, will be eligible to participate in Rookie Ball. Any League-age 6 player is eligible for Rookie Ball. League-age 7 players may be placed in the Rookie Ball division upon parent request and Player Agent approval. No league-age 4 or league-age 8 player shall play in Rookie Ball, and no exceptions will be allowed.

B. Playing Time

1. Each team's players present at a game must sit out 1 inning before any of the team's players sits out a 2nd inning. No players present at a game may sit out 3 innings.
2. No player may play any one position more than two innings in one game.
3. All players must play two infield innings per game.
4. Violation of these rules will be reviewed by the Disciplinary Committee and, by majority vote, disciplinary action will be taken as directed by the Disciplinary Committee.

C. Game

1. The game will conclude at the completion of 6 innings, or the time limit of 1 hour and 20 minutes, whichever comes first. If the time limit is reached, the inning shall not be completed. If the time limit is reached in the middle of an at bat, it may be continued until the at bat is completed.
2. No win/loss records will be kept, and there will be no league standings.

D. Players {No modification to the LLRB}

E. Lineups

Each team's lineup shall consist of all players present for the game.

F. Batting Order

The team batting order shall consist of all eligible players present. Players shall bat continuously in order through the entire roster, regardless of which players constitute the defensive team at any time.

G. Player Substitution

Free substitution shall be allowed to the extent that no limit is placed upon the number of times any position player can re-enter the game at the start of any half-inning.

H. Offensive Team

1. Base stealing is prohibited.
2. No bases will be awarded or taken on an overthrow.

I. Batting

1. The batter will be allowed a maximum of 5 machine pitches (if the option of a machine is not used, the batter will be allowed 5 coach pitches, which is mandatory in the second half of the season), regardless of a “bad pitch.” If the ball is not put into play after 5 pitches, a batting tee must be used. The batter gets two swings on the batting tee to put the ball into play.
2. The batter is out when:
 - a. They hit a foul ball and the ball is caught by a defensive player;
 - b. They successfully put the ball into play and are put out under normal rules of play; or
 - c. They fail to put the ball into play after two swings on the tee.
3. “Base on Balls” and “Hit by Pitch” do not apply.
4. An arc of 10-foot radius, centered on home plate, will define the area in which a batted ball must pass in order to be considered in play. If a batted ball fails to pass this arc, it shall be considered a foul ball.

J. Base Running

1. A runner may not advance on a wild pitch, passed ball, or an overthrow in the field.
 - a. Accordingly, base runners may only advance one base per hit, with the following exceptions:
 - i. A ball hit over the fence in fair territory will be ruled a home run.
 - ii. After 50% of the scheduled games for the season have been played, players may advance 2 bases on a well hit ball that goes beyond the outfielders.

K. Defensive Team

1. The defensive team will consist of 10 players: 1 pitcher; 1 catcher; 4 regulation infielders (1st base, 2nd base, 3rd base & shortstop); 3 regulation outfielders; and 1 outfield rover.
2. Outfielders cannot make an unassisted play other than a batted ball caught in flight. Such a play will not result in an out and the play stands as is.
3. Outfielders must be lined up a minimum of 3 feet back from the edge of the infield dirt.

For the purposes of infield play requirements, the catcher position will only qualify as an inning played at an infield position for 1 inning. Players may play catcher a second inning, but it will not satisfy the minimum 2 innings of infield play requirement.

L. Pitching

1. For the first half of the season, pitching in the Rookie Ball division will be performed optionally by a pitching machine that is operated ONLY by an adult Manager or Coach of the current offensive team, or by an adult Manager or Coach Pitcher. If, during the game, the pitching machine is determined to be out of working order and removed from play, the Manager who made that determination must advise the Division VP within 48 hours.
2. For the second half of the season (50% of games played), coach-pitch will be used. If both participating Managers do not agree to use coach-pitch prior to each game, the pitching machine may continue to be used. All other pitching rules for this division remain in force, including the number of pitches allowed to a batter as well as the use of a batting tee.

3. Manager or Coach Pitching

- a.** The Manager or Coach shall deliver balls to the batter from a kneeling or standing position in an over-hand manner. They shall be positioned at the front of a circle with a 10-foot radius, measured 25 feet from the back of Home Plate.
- b.** If a batted ball unintentionally contacts the Manager or Coach pitcher, the ball is declared a foul ball.
- c.** If the Manager or Coach pitcher is hit by a thrown ball, while he/she is inside the 10-foot circle, the ball becomes a dead ball and the runners will be awarded the bases they were headed toward at the time the ball struck the team pitcher.
- d.** If the Manager or Coach pitcher interferes with or is hit by a ball outside the 10-foot circle, the ball is declared a dead ball, and the base runners must return to their last occupied bases.

4. Pitching Machine Usage (Optional)

- a.** Use of the pitching machine is optional for either team. The pitching machine can be used if one team wishes to use it but the other does not.
- b.** Only authorized adults will set up and put away the pitching machine. Managers are responsible for safety inspections and aiming tests for the pitching machines.
- c.** At no time will children be allowed to touch or feed balls into the pitching machine.
- d.** During the game, only Managers or Coaches will be allowed to operate the pitching machine. The team that is at bat will supply the pitching machine operator. The pitching machine will not be left unattended.
- e.** Managers will be subject to disciplinary action by the Board for any violations of these rules.
- f.** The home team will be responsible for setting up the pitching machine.
- g.** The pitching machine shall be placed in the front portion of the 10-foot circle, closest to home plate.
- h.** The speed of the pitch should be fast enough that the ball could reach the catcher safely and slow enough that the batter can hit the ball.

5. Location of the Player Pitcher

- a.** A defensive player shall be designated the defensive pitcher. This player may be positioned anywhere on the field, provided he/she has one foot inside the 10-foot pitching circle, but may not take a position that could interfere with the Manager or Coach pitcher.
- b.** A helmet is not required to be worn by the defensive pitcher.
- c.** No part of the player may extend in front of the pitching machine prior to the ball being put into play.

M. Catching {No modification to the LLRB}

N. Coaching

1. Every effort shall be made by the Managers and Coaches of both teams to maintain control of the game. Each play and situation for offensive and defensive play must be treated as a learning experience.
2. The batting team will provide coaches in the first and third base coaching boxes. Players will not occupy these positions at any time.
3. The batter may be assisted by the Manager or Coach in positioning their batting stance.
4. 5 coaches of record are allowed in this division, if desired. This will consist of 1 Manager and 4 assistant coaches. This exception is allowed so that there is always an adult present in the dugout. Defensive coaches are allowed in the field in this division, but 1 must remain in the dugout if there are players in it.

O. Field

Games will be played on the Farm field and the Tee Ball field when necessary.

P. Scoring

1. 5 runs or 3 outs, whichever occurs first, will retire the offensive team in each half inning. There is no “open inning” in this division.
2. The Home team will supply an official scorekeeper for the purpose of ensuring the 5-Run Rule is followed.

Q. Game Concession

Games will not be conceded based on score and will be played until such time as the game is completed or the time limit has elapsed.

R. Division Championship

There will be no championship tournament for the Rookie Ball division.

SECTION XIV: TEE BALL DIVISION SPECIFIC RULES

A. Organization

The Tee Ball division shall be organized based on age (league-age 4 and 5) and lack of previous Little League participation. Little League rules prohibit league age 4 and 6-year-old players from participating together. See SECTION I, Paragraphs M and N, for player eligibility.

B. Games

1. Each game will consist of 3 innings.
2. No record shall be made of hits, runs, outs, etc.
3. No record shall be kept of the winning or losing teams. There will be no league standings.

C. Lineups

1. Each team's lineup shall consist of all players present for the game.
2. Each player must bat in each inning. The offensive lineup shall consist of all players in the batting lineup.
3. The defensive lineup shall consist of all players present. The first 8 players will be positioned as follows, with all additional players positioned in the outfield:
 - a. Pitcher, with a helmet worn.
 - b. 4 Infielders (first base, second base, shortstop, and third base); and
 - c. 3 Outfielders.
4. There will be no Catcher position.
5. Each player must play at least one inning of infield each game.

D. Batting

1. The batting tee shall be used at all times throughout season.
 - a. Absolutely no pitching to players by adults will be allowed in the Tee Ball division.
2. An arc of 12-foot radius, centered on home plate, will define the area in which a batted ball must pass in order to be considered in play. If a batted ball fails to pass this arc, it shall be considered a foul ball.
3. There are no strikeouts.
4. Bunting is not allowed.

E. Defense

The player designated as the pitcher shall remain in contact with the pitching rubber until the ball is hit. The player designated as the pitcher shall wear a helmet with a full protective cage at all times while playing the position of pitcher.

F. Base Running

Continuous, uncontrolled running of the bases is not allowed. Base runners may advance a maximum of 1 base on any hit that stays within the baseball field. Batters that hit a homerun over the fence may advance all the way around the bases with all of the base runners. The last batter of each half inning may attempt to advance all the way around the bases.

G. Coach Participation

1. Every effort shall be made by the Managers and Coaches of both teams to maintain control of the game. Each play and situation for offensive or defensive play must be treated as a learning experience for the players.
2. The batting team will provide the coaches for the coach's boxes at first and third bases. Players may not occupy these positions at any time.
3. The batter may be assisted by the Manager, Coach, or an Umpire in adjusting his/her stance and positioning the ball on the Tee.
4. 4 Coaches of record are allowed in this division, if desired. This will consist of 1 Manager, and 3 assistant coaches. This exception is allowed so that there is always an adult present in the dugout. Three coaches on the defensive team may be positioned in the outfield to assist the fielders. They shall help in guiding the defensive play but may not interfere with the play.

H. Field

The playing field shall have bases 40 feet apart. The pitching rubber shall be placed halfway between home plate and second base.

SECTION XV: DIVISION CHAMPIONSHIPS

A. General

No Division Champion will be declared in any division comprised of only one team.

B. Majors, Minor A, and Minor B Divisions

There will be a Division Championship Tournament (DCT). This tournament will be a double-elimination tournament set in the last three weeks of the season. Regardless of regular season standings, the team in the winners' bracket will be the home team in the championship game. If a second championship game is required, a coin flip will determine the home team, which will be called by the higher seeded team from the regular season. The coin flip will be held after the first Division Championship game concludes. The teams will be seeded in the DCT based upon their record in the regular season. If there are an odd number of teams in the division, the number 1 seed will have a first round bye.

1. The first-place trophy will be awarded to the winner of the DCT. The second-place trophy will be awarded to the runner up in the DCT.
2. Per LLRB Rule 4.13, the Majors division may play 2 double headers in a calendar week, and the Minor Divisions may play one double header in a calendar week.
3. If two teams have identical win-loss records, the following tiebreakers shall be used to determine seeding in the DCT:
 - a. Head-to-Head record.
 - b. Total runs scored Head-to-Head.
 - c. Total runs allowed Head-to-Head.
 - d. Total runs allowed for the season against all teams.
 - e. Coin flip. A committee comprised of the President, Vice President, and Division VP will conduct the coin flip. Managers of the teams involved are welcome, but not required, to attend.
4. If three or more teams have identical win-loss records, the following tiebreakers shall be used to determine seeding in the DCT (and note that final determinations for tiebreakers will be confirmed by the Division VP):
 - a. Total runs scored by teams with identical win-loss records in all games played against each other.
 - b. Total runs allowed by teams with identical win-loss records in all games played against each other.
 - c. Total runs allowed for the season against all teams.
 - d. Team names will be drawn out of a hat to determine seeding. A committee comprised of the President, Vice President, and Division VP will conduct the drawing. Managers of the teams involved are welcome, but not required, to attend.
5. Tournament Rules, as outlined in the Little League rule book, are only used for All-Star Tournaments. Tournament Rules are not used for the DCT.
6. During the DCT, the time limits described in Section VII are not in effect. Official sunset rules as described in Section VII are still in effect.

7. During the DCT, all game protests must be reported immediately to the Board Member on duty, who will communicate the issue(s) to the member(s) of the Protest Committee for a decision. Play may not resume until a decision is made. All decisions are final. If this process is not followed, the protest will not be accepted or considered.

8. Tournament of Champions (TOC) Berth

District 62 hosts a post-season tournament (TOC) comprised of all leagues in the district. As of the 2026 season, TOC has transitioned into a format of a single representative for each division from each league.

- a. The winner of the DCT will represent HVLL in the District 62 TOC.
- b. In the event that District 62 reverts to a two-team format (i.e., pre-2026):
 - i. The undisputed 1st place team of the regular season gets an automatic berth to TOC.
 - ii. If the undisputed 1st place team wins the DCT, they go to TOC as the 1st seed and the runner up goes as the 2nd seed.
 - iii. If the undisputed 1st place team does not win the DCT, they go to TOC as the 2nd seed, and the winner of the DCT goes to TOC as the 1st seed.

C. Minor C Division

There will be a DCT. This tournament will be a double-elimination tournament set in the last three weeks of the season. Regardless of regular season standings, the team in the winners' bracket will be the home team in the championship game. If a second championship game is required, a coin flip will determine the home team, which will be called by the higher seeded team from the regular season. The coin flip will be held after the first Division Championship game concludes.

1. The teams will be seeded in the tournament based upon their record in the regular season. If there are an odd number of teams in the division, the number 1 seed will have a first-round bye.
2. The first-place trophy will be awarded to the winner of the DCT. The second-place trophy will be awarded to the runner up in the DCT.
3. No double headers may be played.
4. If two teams have identical win-loss records, the following tiebreakers shall be used to determine seeding:
 - a. Head-to-Head record.
 - b. Total runs scored Head-to-Head.
 - c. Total runs allowed Head-to-Head.
 - d. Total runs allowed for the season against all teams.
 - e. Coin flip. A committee comprised of the League President, League Vice President, and Division VP will conduct the drawing. Managers of the teams involved are welcome to attend the drawing, but attendance is not required.
5. If three or more teams have identical win-loss records, the following tiebreakers shall be used to determine seeding:

- a. Total runs scored in games with all teams with identical win-loss records.
 - b. Total runs allowed in games with all teams with identical win-loss records.
 - c. Total runs allowed for the season against all teams.
 - d. Team names will be drawn out of a hat to determine seeding. A committee comprised of the League President, League Vice President, and Division VP will conduct the drawing. Managers of the teams involved are welcome to attend the drawing, but attendance is not required.
6. Tournament Rules are only used for All-Star Tournaments. Tournament Rules are not used for the DCT.
7. All regular season rules will be in effect for the DCT, with the following modifications:
- a. In the event the time limit has been reached, but 4 innings have not been completed or the game is tied, the game should continue until a winner can be declared and at least 4 innings are completed, provided official sunset is not called as described in Section VII, Paragraph (H)(1). Should a tournament game be discontinued because official sunset is called, it will be resumed on the next available open date on the same field until 4 innings have been completed and a winner can be declared.
8. During the DCT, all game protests must be reported immediately to the Board Member on duty, who will communicate the issue(s) to the member(s) of the Protest Committee for a decision. Play may not resume until a decision is made. All decisions are final. If this process is not followed, the protest will not be accepted or considered.

D. Farm, Rookie Ball, and Tee Ball Divisions

There will be no win/loss records kept, nor will there be a Division Champion declared for the Farm, Rookie Ball, or Tee Ball divisions.

SECTION XVI: ALL-STAR TEAM AND MANAGER SELECTION

A. Number of All-Star Players

The number of players on each All-Star Team shall be determined by the all-star tournament rules. There shall be no fewer than 12 and no more than 14 players on an All-Star Team. All Majors division teams shall have at least one representative on either the 11-12 or 10-11 All-Star Team.

B. All-Star Team Coaching Staff

1. Approval of any regular season Manager or Coach to represent HVLL in the All-Star Tournament will be based on several factors including, but not limited to, fulfillment of Manager assignments (Meetings, Umpire duties), being ejected from games, sportsmanship demonstrated by them and their team during the regular season, how they conducted themselves during the regular season, and how their team conducted itself during the regular season. Qualified individuals interested in becoming All-Star Managers will declare themselves to their Division Vice-President. Additionally, an All-Star Manager will have served as a regular season manager or coach and meet District 62 eligibility requirements.
2. An All-Star Team Manager Interview Committee will interview all prospective Managers. This committee will consist of the League President, League Vice-President, Division Vice-President, Player Agent, and one at-large Board member. The at-large Board member will be nominated by the President from the Board and be approved by a majority vote of the Board. In the event a member of the interview committee is involved in the division for which an All-Star Manager is being selected (i.e., they have a player who is nominated for an All-Star roster spot in that division, or is a potential All-Star Coach or Manager for that division), they will be replaced with an additional at-large Board Member. All at-large Board Members will be approved by a majority of the Board.
3. The League President, after conferring with the committee, will pick a candidate for each division, to present to the Board for approval.
4. The League President will present their recommended All Star Managers for approval by majority vote of all Board members, who are not candidates for an All-Star Team Manager. Should the first recommended candidate not receive majority Board approval, the League President will present an alternate manager to the Board for approval by majority vote. Should the second candidate not receive majority Board approval, the League President would then select the All-Star Team Manager from one of the two recommended candidates.
5. Each All-Star manager will select 2 Coaches who served as a regular season manager or coach, meet District 62 eligibility requirements, and are subject to Board approval.

C. All-Star Team Selection

1. 8-9-year-old Super-Star Ballot
 - a. All league age 8 or 9 players from the Minor A division are eligible to be nominated to the Super-Star Ballot by their Manager. Each Manager within the Minor B division will nominate 2 league-age 8 or 9 players from his/her team for the ballot. Nominations shall take place no later than 2 weeks prior to the last scheduled league game. Nominations will be delivered to the Player Agent on or before this date.
 - b. Ballots for the 8-9 Super-Star Team will be distributed to all Minor A division Managers by the Player Agent at the division All-Star meeting. Each Manager will vote for 12 players with no more than 4 from their own team. The top 4 vote recipients will be awarded Roster positions.
2. 9-10-year-old All-Star Ballot

Each Manager within the Minor A division will nominate 4 league-age 9 or 10 players from his/her team to be on the All-Star Ballot. Nominations shall take place no later than 2 weeks prior to the last scheduled league game. Nominations will be delivered to the Player Agent on or before this date. Managers may request to nominate an additional player to the ballot by petitioning the Board.

3. 10-11 and 11-12-year-old All-Star Ballots

Each Manager within the Majors division will nominate up to 4 league-age 12 and up to 4 league-age 11 players from their team's roster to be on the All-Star Ballot. Nominations shall take place no later than 2 weeks prior to the last scheduled league game. Nominations will be delivered to the Player Agent on or before this date. Managers may request to nominate an additional player to the ballot by petitioning the Board.

4. Voting and Selection Process

- a.** All-Star Ballots for all teams, except the 8-9 Super-Star Team, will be distributed to all players by the Player Agent or his/her designee. Each player will select 12 players from the ballot to be on the All-Star Team. A player may select a maximum of 4 players from their own team. Ballots must be returned to the Player Agent that same day. The All-Star Ballot will be tallied by a committee made up of the Player Agent, Division Vice-President, and an at-large Board member. The at-large Board member will be nominated by the President and approved by a majority vote of the Board. The top 4 vote recipients for each age group will be awarded All-Star Roster positions. In the case of a tie, more than 4 vote recipients may be awarded positions.
 - b.** The 11-12-year-old All-Star Team will be selected first. The 10-11-year-old All-Star Team will be selected second. The 9-10-year-old All-Star Team will be selected third. The 8-9-year-old Super-Star Team will be selected fourth.
 - c.** The remaining All-Star Team positions will be filled by one of the following procedures at the division Managers' All-Star meeting using the original pool of All-Star nominees minus those players already selected to the team:
 - i.** Managers will agree in an open forum with the All-Star Manager on the remaining All-Star players.
 - ii.** If the Managers are unable to agree:
 - Players with consensus will be placed on the team.
 - Managers will then nominate 1 player from his/her team (if any player remains eligible) and 2 players from any other team(s) in the division.
 - Managers will then vote by secret ballot. The players receiving the highest number of these votes to fill the team to 12 will be added to the All-Star Team. In the event of a tie, the managers will re-vote until the tie is broken.
 - iii.** The All-Star Manager, if he/she elects to carry 13 or 14 players, must declare this possibility during their interview. Both the approval of additional roster spot(s) and approval of specific player(s) to fill those spot(s) is subject to a 2/3rds vote from the regular season managers of the division. He/she may only select players from the original pool of All-Star nominees.
- 5.** The President of the League reserves the right, with the Board's approval, to place an additional player or players on any of the All-Star Ballots.

6. Draft Confidentiality Rules apply to the All-Star Draft (see SECTION II).
7. To be eligible to be nominated for an All-Star or Super-Star Ballot, players must participate in at least ten (10) regular season games. If the player does not satisfy this requirement, the player will still be eligible for an All-Star or Super-Star Team but must be selected by the Managers in accordance with Paragraph 4(c) of this Section.
8. A player selected to an All-Star or Super-Star Team can be removed from the team if the player fails to attend All-Star or Super-Star practices. This decision will be at the All-Star or Super-Star Manager's discretion, subject to the Board's approval. Note that TOC practices/scrimmages take priority over All-Star or Super-Star Team practices/scrimmages, but managers/coaches from both teams must work together to avoid conflicts so that players can participate in practices/scrimmages for both teams.

D. All-Star Timetable (Approximate dates, subject to change)

Apr 9:	President nominates All-Star Manager Committee members, All-Star player Nomination/Selection Committee members, and submits to Board for approval
Apr 9:	President meets and confers with Committee regarding All-Star process
Apr 20-21:	All-Star Manager Candidate interviews
Apr 27:	Managers submit player nominations to the Player Agent for all divisions
April 28:	All-Star Managers presented to the Board of Directors
April 30:	All-Star nominations are announced to the league
May 2:	Majors and Minor A All-Star votes conducted
TBD:	Managers select All-Star Teams
TBD:	All-Star Teams announced
TBD:	All-Star Team Parent Meeting

SECTION XVII: PLAYER PLACEMENT

Player placements shall be made as described herein.

A. Majors, Minor A, Minor B, and Minor C Divisions

All eligible league-age 7 to 12-year-olds will be assigned to teams by the Player Agent in accordance with the division draft process.

B. Farm Division

1. There will be no tryout or draft for the Farm division. Players will be assigned to teams by draw, school, or specific request of a Manager or parent. Every effort will be made to honor parental requests for players to be on the same team, provided the requesting player has signed up on or before the 2nd Document Check date.
2. All eligible league-age 7 players who participated in a tryout, but were not drafted to a Minor division team, will be assigned to a Farm division team by the Player Agent.
3. Any eligible league-age 6 players that have met all stipulations of Section I, Paragraph L, will be assigned to a Farm division team by the Lower Division Player Agent.

C. Rookie Ball Division

1. There will be no tryout or draft for the Rookie division. Players will be assigned to teams by draw, school, or specific request of a Manager or parent. Every effort will be made to honor parental requests for players to be on the same team, provided the requesting player has signed up on or before the 2nd Document Check date.
2. League-age 7 players may be placed in the Rookie Ball division upon parent request and Player Agent approval.
3. All league-age 6 players who have not participated in Tee Ball for at least one season, or do not have equivalent experience as determined by the Player Agent, will be assigned to the Rookie Ball division.
4. Any eligible league-age 5 players that have met all stipulations of Section I, Paragraph M, will be assigned to a Rookie Ball division team by the Lower Division Player Agent.

D. Tee Ball Division

1. There will be no tryout or draft for the Tee Ball division. Players will be assigned to teams by draw, school, or specific request of a Manager or parent. Every effort will be made to honor parental requests for players to be on the same team, provided the requesting player has signed up on or before the 2nd Document Check date.
2. All eligible league-age 4 players will be assigned to a Tee Ball division team by the Player Agent.
3. All eligible league-age 5 players with no prior experience, as determined by the Player Agent, must be placed in the Tee Ball Division.

SECTION XVIII: PLAYER REPLACEMENT

A. Permanent Roster Vacancy

When a Permanent Roster Vacancy causes a team to have fewer than the original drafted number of players with at least two weeks left before the end of that division's current regular season, this player must be replaced within seven days, as described in this section. For purposes of determining that a Permanent Roster Vacancy exists, the end of the division's current regular season is considered the last scheduled game prior to the beginning of the division tournament.

1. The team's Manager shall inform the Player Agent and division Vice President within 24 hours from the time the Manager discovers that a Permanent Roster Vacancy MAY exist. Discovery that a "Permanent Roster Vacancy may exist" is defined as no communication between the Manager and the parents for a period of one week, or a player has not attended three team meetings (practices or games) in a row. Notice must be in writing or email and is to include the player's name and explanation for the vacancy.
2. In the event of a possible vacancy due to injury, the Player Agent should be notified immediately. The determination of a Permanent Roster Vacancy will occur when the player's doctor informs the player that he or she will not be able to resume playing baseball prior to the end of the season.
3. Notice of a Permanent Roster Vacancy is deemed perfected only upon receipt of a written or emailed notice by the Player Agent.
4. The Manager providing the Player Agent with a dated notice of a Permanent Roster Vacancy first in time shall be first to receive a replacement player.
5. Players on the waiting list are only eligible to fill a vacancy if they were on the list PRIOR to the creation of the vacancy. The date used for the "creation of the vacancy" will be defined as the time of the injury. A player on the waiting list, for the purposes of executing this process, is defined as a prospective player not currently placed on a team.

B. Player Replacement

MANAGERS, COACHES, OR ANY BOARD MEMBER MAY NOT CONTACT POTENTIAL REPLACEMENT PLAYERS OR THE PARENTS OF POTENTIAL REPLACEMENT PLAYERS. It is the sole responsibility of the Player Agent to contact all parties involved. After the draft, player replacements shall be made as described herein.

Sanctions and/or penalties for a Manager, Coach, Board Member, or other person found to be in violation of the above shall be determined by the Disciplinary Committee. Said sanction/penalty may include, but shall not be limited to, suspension or removal. A recommendation of removal of the Manager or Coach shall be approved by a majority of the Board.

1. Majors Division

- a. The Player Agent will assign a player from the appropriate waiting list if there was an eligible player on the list PRIOR to the creation of the vacancy. All eligible players on the waiting list will be invited to attend a special tryout within 48 hours.
 - i. If the vacancy is created by the loss of a league-age 12 player, this player will be replaced by a league-age 12 player from the Majors division waiting list.
 - ii. If the vacancy is created by the loss of a non-league-age 12 player or if there are no league-age 12 players on the Majors division waiting list, the replacement player will be a league-age 11

player from the waiting list.

- b. If there are no eligible players on the waiting list, the Player Agent shall send an email to all league-age 11 players in Minor A to create a pool of players interested in being drafted up. Players shall be given 48 hours to respond. The team's Manager shall select a replacement player from the pool within 2 days of the creation of the pool of interested players and notice from the Player Agent.
- c. If no players express interest in being drafted up, the team's Manager shall select a replacement player within 2 days of determination that there is no pool of interested players and notice from the Player Agent. The replacement player must have been eligible for the Major division draft, drafted to a Minor A team, and currently on a roster in the Minor A division.
 - i. Sons and/or daughters of Managers and the two Coaches of record for each team are not eligible for selection.
 - ii. Each team within any division must have given up one player as a replacement before a second player can be drawn from any team.

2. Minor A, Minor B, and Minor C Divisions

- a. The Player Agent will assign a player from the appropriate waiting list if there was an eligible player on the list PRIOR to the creation of the vacancy. All eligible players on the waiting list will be invited to attend a special tryout within 48 hours.
- b. If there are no eligible players on the waiting list, the Player Agent shall send an email to all eligible players in the division directly below to create a pool of players interested in being drafted up. Players shall be given 48 hours to respond. The team's Manager shall select a replacement player from the pool within 2 days of the creation of the pool of interested players and notice from the Upper Division Player Agent.
- c. If no players express interest in being drafted up, the team's Manager shall select a replacement player within 2 days of determination that there is no pool of interested players and notice from the Player Agent. The replacement player must have been eligible for the Minor division draft, drafted to a team in the division directly below, and currently on a roster in the division directly below.
 - i. Sons and Daughters of Managers and the two coaches of record for each team are not eligible for selection.
 - ii. Each team within any division must have given up one player as a replacement before a second player can be drawn from any team.

3. Farm, Rookie, and Tee Ball Divisions

- a. The Player Agent will assign a player from the appropriate waiting list.
- b. If there are no eligible players on the waiting list, the opening will remain until a player becomes available on the waiting list.

C. Parent, Player, and Current Manager Notification

- 1. Notification of the replacement player selection shall be made **ONLY BY THE PLAYER AGENT** or his/her selected representative. Notification shall occur in the following order:
 - a. The parent(s) of the selected replacement player.

- b. The selected replacement player's current Manager to notify him/her that the player has been released, so that he/she might select a replacement player for his/her team.
- c. The replacement player's new Manager to notify him/her of the player change. Any prior notification shall be treated as a serious offense of these Bylaws by the Board.

D. Player Pool

1. In order to prevent forfeits, the Player Agent will manage a player pool.
 - a. The Player Agent will create and run the pool. The Player Agent will use the pool to assign players to teams that are short of players on a rotating basis.
 - b. Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
 - c. Any player from the player pool will bat last, cannot pitch, and will be limited to playing in the outfield.
 - d. During the regular season, a team can request a player from the player pool, allowing a team to play with up to 9 players. During the Division Championship, a team can request no more than one player from the player pool, which will allow a team to play with up to 9 players.

E. Player Refusal

Replacement players may not refuse to be drafted up. Once the Upper Division Player Agent transfers a player to a new roster, they may not return to their former team. If a player does not report to his/her new team within 3 meetings, they will reinitiate the creation of a Permanent Roster Vacancy on the team.

SECTION XIX: HVLL REFUND POLICY

Prior to tryouts, HVLL will honor all refund requests in full. After tryouts begin, no requests for refunds will be honored.

CERTIFICATION:

This is to certify that I am the duly elected, qualified and acting officer of HVLL and that the above and foregoing Bylaws were adopted as the Bylaws of this Corporation.

IN WITNESS WHEREOF I have hereunto set my hand this 5th day of January 2026.



Louie Palmerin - President, Huntington Valley Little League

APPENDIX I: GENERAL SAFETY

A. All managers and coaches are required to review and adhere to guidance in the league's Safety Plan, which Little League refers to as "Little League SAFE" and "SAFE to Play" and is posted on the HVLL website.

B. Adult Responsibilities

- 1.** It shall be the responsibility of all members of HVLL to ensure that no player is subjected to any hazardous conditions or situations.
- 2.** There shall be no scheduled practices unless supervised by the Manager, Coach, or an adult who has also passed the Little League mandated background check, as well as the concussion protocol training.
- 3.** Medical Release Forms shall be in the possession of the responsible adult conducting the practice or game at all times.
- 4.** All injuries shall be reported by the Manager to the League Safety Officer and President as soon as possible.

C. Player Instruction

- 1.** Proper instruction should be given to all players to avoid the possibility of serious injury especially:
 - a.** Proper bunting technique, to avoid being hit by the ball.
 - b.** Proper sliding technique, to prevent base impact.
 - c.** Proper techniques to avoid endangering catchers.
 - d.** Safe techniques to be used by catchers, including:
 - i.** No lunging forward for balls.
 - ii.** No turning of head or body sideways (i.e. staying squared up).
 - iii.** Protecting the throwing hand behind back or behind glove.

APPENDIX II: SAFETY RULES

A. All managers and coaches are required to review and adhere to guidance in the league's Safety Plan, which Little League refers to as "Little League SAFE" and "SAFE to Play" and is posted on the HVLL website.

B. Proper Equipment

1. Only players in team uniforms are allowed on the playing field (including dugout area). Only uniforms issued by HVLL are permitted to be used unless otherwise approved by the Board. Alternate hats do not require Board approval but must be appropriate in cost, function, and design.
2. Players are not to wear any jewelry (watches, rings, bracelets, earrings, necklaces, etc.).
3. Players may not practice in short pants.
4. Baseball shoes with metal cleats are not allowed.
5. Any player warming up a pitcher must wear a facemask with throat protector, and a protective cup. This is to be followed during pre-game warm-ups, in the bullpen, on the mound between innings, and at practices.
6. All offensive team members on the field must wear protective helmets. Offensive players include the batter, youth base coaches, and base runners.
7. Magnetic safety bases are to be used on all fields at all bases. This is mandated to reduce leg injuries caused by short, hard slides.

C. Safe Playing Practices

1. Bats and balls are to be used only under strict, organized adult supervision.
2. Bats are to be handled only by the batter.
3. No ball throwing or swinging of bats near the spectator areas is allowed.
4. There shall be no climbing on backstops or standing on benches.

D. Adult Practices

1. Managers and Coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time, including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.
2. Managers and Coaches are to assure that all bases are securely attached to the ground and Home Plate is flush to the ground.
3. Managers, Coaches, and other adults should watch for and remove children whose fingers are sticking through the fences surrounding the playing fields.

APPENDIX III: FIRST AID

- A. All managers and coaches are required to review and adhere to guidance in the league's Safety Plan, which Little League refers to as "Little League SAFE" and "SAFE to Play" and is posted on the HVLL website.
- B. First Aid Preparedness
 - 1. Managers and/or Coaches must have Medical Release Forms at all practices and games.
 - 2. Each Manager shall have a First-Aid Kit provided by the League. The First-Aid Kit shall be brought to every practice and game.
 - 3. The Manager should instruct parents of team members that Little League insurance is a supplemental insurance to any primary insurance that they may have.
- C. Injury Response
 - 1. Each injured player must be evaluated immediately after an accident to determine the extent of the injury.
 - 2. In the event of a serious injury, the Fire and/or Police Department should be called at 911.
 - 3. If an injury is deemed serious, but the injured party is mobile, the injured party's team Manager must ensure that the injured party is transported to a hospital Emergency Room for treatment.

Following an incident/injury, a notification needs to be submitted to the Safety Officer, Division VP, or Board Member on Duty. Any incident as described above must be reported to the Safety Officer within 48 hours.