

LAKWOOD VILLAGE LITTLE LEAGUE BYLAWS

This organization shall be known as the Lakewood Village Little League, hereinafter referred to as "LVLL", PO Box 8446, Long Beach CA 90808. Grounds and fields located at 5680 E Carson St, Long Beach CA 90808 – Heartwell Park between Bellflower Blvd and Woodruff Ave.

The Little League Rules, Regulations and Policies provide the guidelines for the operations of Lakewood Village Little League. These Bylaws govern the local operations and practices of LVLL. Any modifications made to the Little League Rules, Regulations and Policies have been implemented with approved Little League Baseball ("LLB") waivers and/or are stricter.

ARTICLE I – REGULATIONS AND RULES - BASEBALL

MANAGERS – REGULAR SEASON

Selection Procedure - Managers – All individuals interested in managing a team must submit their letter of interest to the League Vice President. The League Vice President shall contact the individuals and schedule interviews to be conducted by the League President, League Vice President, General Manager and Baseball Operations Committee (collectively "Manager Selection Panel").

A returning Majors Division Manager for a keeper team is not subject to interview. Should a Majors Division Manager vacancy become available, any individual looking to secure one of the available Manager positions must be interviewed and the candidate must identify what team he/she would like to interview for. If multiple manager candidates select the same available franchise and they cannot mutually agree on resolution, teams will be decided by random selection for the best available managers. A Majors Division Manager who was subject to disciplinary committee/action in previous season may be required to re-interview at the discretion of the Baseball Operations Committee.

After the interviews, a majority vote of the Manager Selection Panel shall be required to approve the Manager. Approval or denial of a manager candidate shall be communicated to the candidate upon final selection of all division team managers. The League President will present a list of appointed managers to the Board of Directors once finalized.

Selection Procedure - Coaches – Upon approval, Manager shall inform the League Vice President and Player Agent of their choice(s) for assistant coach(es). The Manager Selection Panel will review the recommended coach appointees and a majority vote shall be required to approve the Coach(es). The League President will present a list of appointed coaches to the Board of Directors once finalized.

UMPIRES

Selection – Umpires shall be appointed annually by the Umpire-in-Chief, with the approval of the Board of Directors, who shall be responsible for their assignments and for their actions on the field.

Selection Procedure – The Umpire-in-Chief shall make recommendations to the Board. A majority vote of the Board shall be necessary to approve or remove any umpire.

GAME DAY REQUIREMENTS

Home Team Responsibilities – The following items are to be completed by the home team as applicable:

- (a) Drag fields AFTER game
- (b) Keep score/pitch count (Game Changer App)
- (c) Obtain 2 new baseballs from the snack bar
- (d) Farm Division Only - Take out/set up pitching machine for first game of the day
- (e) Farm Division Only - Put away pitching machine for the last game of the day
- (f) All teams/parents responsible for cleaning their dugout/bleacher area after every game
- (g) Quickball Division Only - Home Team will assist Visiting Team in setting up and tear down field equipment.

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- (h) Home Team of the last game played on either field must remain on site until the snack bar closure and workers have left the premises
 - a. If no game is played on the Majors field, then the Home Team representative on the Minors field must stay
 - b. Majors Field Home Team representative must check in with home team on the Minors field and snack bar before leaving.

Visiting Team Responsibilities – The following items are to be completed by the visiting team as applicable:

- (a) Take out/set up bases for first game of the day
- (b) Line the Field for the Next game
- (c) Put away bases for the last game of the day
- (d) All teams/parents responsible for cleaning their dugout/bleacher area after every game
- (e) Quickball Division Only - Home Team will assist Visiting Team in setting up and tear down field equipment.

Taking Infield – The following key items apply during pre-game infield warmup:

- (a) Visiting team - 25 minutes prior to the game
- (b) Home team - 15 minutes prior to the game
- (c) Managers meeting – 5 minutes prior to the start of the game
- (d) If there is not enough time for both teams to have 10 minutes, split time equally
- (e) No team shall allow players on the infield dirt (including the mound) prior to the visiting team taking infield

Game Protests – Any game protest must be based on a rule challenge and not a judgement call. Protests must be verbalized to the umpire prior to leaving the field of play. As follow up, protest must also be made in writing, by the manager or the coach (Acting manager) in absence of the manager, to the Umpire-in-Chief, within 24 hours, citing the specific rule violation identified and stating the impact to the game. President to notify the Protest Committee that a protest has been filed for review and resolution.

PLAYER DRAFT

Overall Draft Rules – The following applies to the League Player Draft for all divisions (except Coach Pitch & Quickball):

- (a) With the exception of the Majors division, teams will draw to determine draft position.
 - (i) Majors draft order is determined based on the previous year’s standings, based on the results of the in-house tournament. Last place drafts first and first place drafts last and remain in this order throughout the draft.
 - (ii) If an expansion team is created, they will draft first in every round
- (b) The Team with the last draft pick will have first choice of franchise name. The team with the second to last draft pick will have the second choice of franchise name and so on in reverse order of draft.
 - (i) Majors teams have the option to keep their franchise due to keeper league. If multiple managers want to change franchises then it will go in reverse order as above.
- (c) **ALL** player rankings are final as determined by the Player Agent.
- (d) Multiple Locked Players ranked in the same round

# of Locked Players	First Round	Second Round	Third Round	Fourth Round	Fifth Round	Sixth Round
2 Players	Lose 1 st & 2 nd	Lose 2 nd & 3 rd	Lose 3 rd & 4 th	Lose 4 th & 5 th	Lose 5 th & 6 th	Lose 6 th & 7 th
3 Players	Lose 1 st , 2 nd & 3 rd	Lose 2 nd , 3 rd & 4 th	Lose 3 rd , 4 th & 5 th			
4 Players	Lose 1 st , 2 nd , 3 rd & 4 th	Lose 2 nd , 3 rd , 4 th & 5 th				

➤ Progression continues as rounds advance.

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- Progression will work in reverse in late round based on the number of players available and draft rounds.
- When the remaining draft slots are equal to remaining players required to be drafted (based on age), the Player Agent will notify the managers.

Division Draft Rules:

(a) Majors Division:

- (i) A new Manager may lock their own child on their team and be slotted in their appropriate draft position. A manager may select an assistant and lock the assistant's child providing the assistant coach has met the following:
 - i. Coached for 2 years or more within Village Baseball
 - ii. Coached with the manager in the prior Spring Season.
- (ii) Existing teams are Keeper Teams
 - i. Vacated roster spots due to players aging out or players electing to return to the player pool will be filled via draft.
 - ii. Returning players or locked players will be slotted according to overall rank. This includes the Manager's player & Assistant Coach's player.
 - iii. New Manager to the division can lock two (2) players - Manager's player & Assistant Coach's player – provided they meet the league criteria outlined.
 - iv. Provision for Assistant Coach
 - 1. A returning manager may select a new assistant coach and lock that player providing they meet the below league criteria:
 - a. Coached for 2 years or more within Village Baseball during Spring Seasons
 - b. The current assistant coach or assistant coaches have left the league and their player(s)/child(s) has left the league due to any reason.
 - c. Criteria to be reviewed by the Baseball Operations Committee before approval.
- (iii) Expansion Team (if created)
 - i. An Expansion Team will follow all rules outlined above for Majors Division. Manager can lock their player and the assistant coach's player provided they meet the league-outlined criteria.
 - ii. Locked players will be slotted according to overall rank.
 - iii. Expansion Team will be the first team to select in each draft round.
 - iv. Refer back to Little League Rules for Expansion Team draft and Locked Players options
- (iv) Teams will be a minimum of 11 players.
- (v) Must draft 12-year-old players.

(b) Minor A Division:

- (i) Two players locked to include the Manager's player & Assistant Coach's player.
- (ii) Locked players will be slotted according to overall rank.
- (iii) Teams will be a minimum of 11 players.
- (iv) Must draft available 11 and 10 year-old players.

(c) Minor B Division:

- (i) Two players locked to include the Manager's player & Assistant Coach's player.
- (ii) Must draft available 9 and 8 year-old players.
- (iii) Teams will be a minimum of 11 players.

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- (iv) Total number of 9-year-old players per team will be identified prior to draft by the Vice President and managers will be notified. This is to assure teams are balanced and accommodate pitching rules. (i.e., two (2) 9-year-olds per team)

(d) Farm Division:

- (i) Two players locked to include the Manager's player & Assistant Coach's player.
- (ii) Must draft available 7-year-old players.
- (iii) Teams will be a minimum of 11 players.

Non-Evaluated Players: Players who do not attend player evaluations will not be drafted and will be placed on teams randomly using an online random number generator or in-person drawing. If a player is selected to be locked, the Player Agent will designate ranking. The following defines age-specific rules for non-evaluated players:

(a) League Age 12:

- (i) Will be randomly selected after eligible players have been drafted in the Majors Division.

(b) League Age 11:

- (i) Will be randomly selected to fill available spots in the Majors Division, if available. An 11-year-old who has not played Majors in a prior year and did not evaluate will be placed in Minor A.
- (ii) Minor A draft will begin with randomly selecting remaining league age 11 players
- (iii) Randomly selected league age 11 players will be placed at the bottom of the draft board
- (iv) Must be selected in Minor A Division.

(c) League Age 10:

- (i) Will be randomly selected to fill available spots in the Minor A Division.
- (ii) Minor A draft will begin with randomly selecting remaining league age 10 players
- (iii) Randomly selected league age 10 players will be placed at the bottom of the draft board
- (iv) Must be selected in Minor A Division.

(d) League Age 9:

- (i) Will be randomly selected to fill available spots in the Minor A Division, if available.
- (ii) Minor B draft will begin with randomly selecting remaining league age 9 players
- (iii) Randomly selected league age 9 players will be placed at the bottom of the draft board
- (iv) May not be placed below Minor B Division.

(e) League Age 8:

- (i) Will be randomly selected to fill available spots in the Minor B Division.
- (ii) Randomly selected league age 8 players will be placed at the bottom of the draft board
- (iii) May not be placed below Minor B Division.

(f) League Age 7:

- (i) Will be randomly selected to fill available spots in the Minor B Division, if available.
- (ii) Minor A draft will begin with randomly selecting remaining league age 7 players
- (iii) Randomly selected league age 7 players will be placed at the bottom of the draft board
- (iv) May not be placed below Farm Division.

(g) League Age 6:

- (i) Will be randomly selected to fill available spots in the Farm Division.
- (ii) Randomly selected league age 6 players will be placed at the bottom of the draft board
- (iii) May not be placed below Farm Division unless the player has not played before or the player was registered in the Coach Pitch Division.

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(h) League Age 5:

- (i) Player is eligible to play in the Farm division. Same rules apply as league age 6. For consideration, parents must email the Vice President to indicate that their player would like to attend evaluation and is available for draft. Exercising this option will not guarantee placement in the Farm division.

POST-SEASON TEAMS

Tournament of Champions – The teams representing the League in the Tournament of Champions and All District Tournament shall be determined by their final league standings after the In-House Tournament. The first place team in each respective division shall represent the League at the Tournament of Champions. The second and third place teams in each respective division shall represent the League in the All District Tournament as places are available and aligned with District 38 rules.

ALL-STAR & SELECT TEAMS

Selection Procedure - All-Star & Select Team Managers – All interested Managers shall make their names known to the President and Vice President at the end of the regular season. Selection of each All-Star & Select Team Manager shall be decided through a majority vote by the Baseball Operations Committee.

- (a) All interested managers will go through an interview process
- (b) Manager Candidates will be considered by Baseball Ops Committee
- (c) Ballot Collection of Votes to be counted and verified by the League Player Agent and League General Manager

All Star teams will be selected in the following order:

- (a) Little League All Star Team
- (b) 9-11 Year Old All Star Team
- (c) 8-10 Year Old All Star Team
- (d) 9 Select
- (e) 8 Select
- (f) 7 Select

Little League All-Star Team – A ballot vote of 14 players by the Majors Managers and Majors Players will be collected. From the ballot vote up to eight (8) players will be locked onto the team. The ballot collection and count shall be conducted by the League Player Agent, General Manager, Vice President and President.

The locked criteria will be a majority vote from the collection of the ballots. Players that are tied will roll over into player pool selection round and will not be locked; if this exceeds 8 players. (i.e. players ranked 7-10 all have the same amount votes then only 6 players will be locked) Any player receiving a vote from the ballot vote will be placed into the player pool for selection.

Using the post season player pool, the Little League All-Star Team Manager, in collaboration with the League Player Agent, Vice President and President, shall select the remaining players needed to fill the team roster.

9-11 Year Old All-Star Team – A ballot vote of 14 players by the Majors Managers and Minor A Managers will be collected. From the ballot vote up to eight (8) players will be locked onto the team. The ballot collection and count shall be conducted by the League Player Agent, General Manager, Vice President and President.

The locked criteria will be a majority vote from the collection of the ballots. Players that are tied will roll over into player pool selection round and will not be locked; if this exceeds 8 players. (i.e. players ranked 7-10 all have the same amount votes then only 6 players will be locked) Any player receiving a vote from the ballot vote will be placed into the player pool for selection.

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Using the post season player pool, the 9-11 Year Old All-Star Team Manager, in collaboration with the League Player Agent, Vice President and President, shall select the remaining players needed to fill the team roster.

8-10 Year Old All-Star Team – A ballot vote of 14 players by the Majors Managers and Minor A Managers will be collected. From the ballot vote up to eight (8) players will be locked onto the team. The ballot collection and count shall be conducted by the League Player Agent, General Manager, Vice President and President.

The locked criteria will be a majority vote from the collection of the ballots. Players that are tied will roll over into player pool selection round and will not be locked; if this exceeds 8 players. (i.e. players ranked 7-10 all have the same amount votes then only 6 players will be locked) Any player receiving a vote from the ballot vote will be placed into the player pool for selection.

Using the post season player pool, the 8-10 Year Old All-Star Team Manager, in collaboration with the League Player Agent, Vice President and President, shall select the remaining players needed to fill the team roster.

9 Year Old Select Team – A ballot vote of 14 players by the Minor A Managers and Minor B Managers will be collected. From the ballot vote up to eight (8) players will be locked onto the team. The ballot collection and count shall be conducted by the League Player Agent, General Manager, Vice President and President.

The locked criteria will be a majority vote from the collection of the ballots. Players that are tied will roll over into player pool selection round and will not be locked; if this exceeds 8 players. (i.e. players ranked 7-10 all have the same amount votes then only 6 players will be locked) Any player receiving a vote from the ballot vote will be placed into the player pool for selection.

Using the post season player pool, the 9 Year Old Select Team Manager, in collaboration with the League Player Agent, Vice President and President, shall select the remaining players needed to fill the team roster.

8 Year Old Select Team – A ballot vote of 14 players by the Minor B Managers will be collected. From the ballot vote up to eight (8) players will be locked onto the team. The ballot collection and count shall be conducted by the League Player Agent, General Manager, Vice President and President.

The locked criteria will be a majority vote from the collection of the ballots. Players that are tied will roll over into player pool selection round and will not be locked; if this exceeds 8 players. (i.e. players ranked 7-10 all have the same amount votes then only 6 players will be locked) Any player receiving a vote from the ballot vote will be placed into the player pool for selection.

Using the post season player pool, the 8 Year Old Select Team Manager, in collaboration with the League Player Agent, Vice President and President, shall select the remaining players needed to fill the team roster.

7 Year Old Select Team – A ballot vote of 14 players by the Farm Managers will be collected. From the ballot vote up to eight (8) players will be locked onto the team. The ballot collection and count shall be conducted by the League Player Agent, General Manager, Vice President and President.

The locked criteria will be a majority vote from the collection of the ballots. Players that are tied will roll over into player pool selection round and will not be locked; if this exceeds 8 players. (i.e. players ranked 7-10 all have the same amount votes then only 6 players will be locked) Any player receiving a vote from the ballot vote will be placed into the player pool for selection.

Using the post season player pool, the 7 Year Old Select Team Manager, in collaboration with the League Player Agent, Vice President and President, shall select the remaining players needed to fill the team roster.

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III – DIVISION RULES (IN-HOUSE)

ALL DIVISIONS

The key to a season is to develop the players, especially as many pitchers and catchers as possible for your team. The below key points are applicable to all divisions:

- (a) Know your Little League Rule Book – including but not limited to the following:
 - (i) Rules and restrictions in terms of rest days and pitch counts, including how they affect the catcher position.
 - (ii) All new rules as published by Little League International ® annually.
 - (iii) A Manager/Coach may warm up a pitcher during the game or before in warm ups. This applies to both in house play as well as tournament play.
- (b) Make sure players are using approved bats (USA Baseball). Multiple offenders are subject to suspension by Board of Directors – Baseball Operations Committee vote.
- (c) If a game is rained out or postponed due to field conditions, contact the Vice President or General Manager to reschedule. When possible, rescheduled game will be played on the first available Sunday if another date cannot be identified.
- (d) During regular season:
 - (i) Free substitutions are allowed on defense to avoid players sitting multiple innings in a row.
 - (ii) Continuous batting order in effect (bat entire lineup).
 - (iii) Games may start with eight (8) players. If in need of a pool player, contact the Player Agent for pool players from the same or lower division.
 - (iv) Ties are permitted.
- (e) During In-House Tournament:
 - (i) Post season tournament rules are in effect (i.e., Continuous batting order, Courtesy Runner)
 - (ii) Games may start with eight (8) players. If in need of a pool player, contact the Player Agent for pool players from a lower division.

MAJORS DIVISION

The below rules are applicable to the Majors division:

- (a) Drop 3rd strike in effect all season
- (b) Seeding for post-season In-House Tournament decided by standings against LVLL teams only
 - (i) Rules for Tie Breakers for Seeding
 - i. Head to Head wins/losses
 - ii. Coin Flip if Head to Head is tied
- (c) Little League mercy rule in effect for all games. (15 after 3rd inning, 10 after 4th inning or 8 after the 5th inning for in season play)
 - (i) If a mercy rule game is called, the remaining time (up to 2 hour mark) may be used as developmental play if both managers agree.
 - (ii) Pitch count rules will be followed.

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III – DIVISION RULES (IN-HOUSE) – Continued

- (d) Major's games shall be 6 innings with no new inning after 2:15. Prior to daylight savings, games may be shorter if insufficient light as determined by the umpires. All In-House Tournament games will have no time limit.
- (e) Up to 4 Coaches during games – Manager plus three assistant Coaches per Team.
 - (i) The Offensive Team is permitted to have 2 coaches on the field (Base Coaches)
 - (ii) The Defensive Team is permitted to have 1 coach on the field
 - (iii) All other coaches must remain in the dugout during play with the doors shut

MINOR A DIVISION

The below rules are applicable to the Minor A division:

- (a) Drop 3rd strike is **not** in effect for Village play. It may be for post-season tournaments outside of Village depending on the venue.
- (b) Infield Fly Rule in effect for entire season.
- (f) Seeding for post-season In-House Tournament decided by standings against LVLL teams only
 - (i) Rules for Tie Breakers for Seeding
 - i. Head to Head wins/losses
 - ii. Coin Flip if Head to Head is tied
- (c) The season will be divided into 3 thirds. At the beginning of the season, Vice President & Division VP will set date to define the rule change effective date.
- (d) Inning duration is as follows:
 - (i) First 2/3 of Season - Unless 3 outs are recorded first, innings shall come to an end when a team bats the entire lineup once. The 6th inning shall be uncapped.
 - (ii) Last 1/3 of Season – Tournament rules are applied and an inning ends when 3 outs are recorded.
- (e) Little League mercy rule in effect for all games. (15 after 3rd inning, 10 after 4th inning or 8 after the 5th inning)
 - (i) If a mercy rule game is called, the remaining time (up to 2 hour mark) may be used as developmental play if both managers agree.
 - (ii) Pitch count rules will be followed.
- (f) Minor A games shall be 6 innings with no new inning after 1:50. Prior to daylight savings, games may be shorter if insufficient light as determined by the umpires. All In-House Tournament games will have no time limit.
- (g) Up to 4 Coaches during games – Manager plus three assistant Coaches per Team.
 - (i) The Offensive Team is permitted to have 2 coaches on the field (Base Coaches)
 - (ii) The Defensive Team is permitted to have 1 coach on the field
 - (iii) All other coaches must remain in the dugout during play with the doors shut

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III – DIVISION RULES (IN-HOUSE) – Continued

MINOR B DIVISION

The below rules are applicable to the Minor B division:

- (a) Know your rules for 9-year-old pitchers
 - (i) Maximum 3 innings per game total not per player or 75 Total Pitches (Combined) per game not per player; whichever comes first
 - i. 1 pitch = 1 inning
 - (ii) A game may be protested if these rules are violated. Refer to the little league rule book combined with the above for pitch counts and days of rest.
 - (iii) Multiple offenders subject to suspension by Board of Directors – Baseball Operations Committee vote.

- (b) Drop 3rd strike is **not** in effect for entire season.

- (c) The season will be divided into 3 thirds. At the beginning of the season, Vice President & Division VP will set date to define the rule change effective date.

- (d) Inning duration is as follows:
 - (i) First 2/3 of Season - Unless 3 outs are recorded first, a 4-run cap for innings 1-5 shall be in effect all season. The 6th inning shall be uncapped.
 - (ii) Last 1/3 of Season – Tournament rules are applied and an inning ends when 3 outs are recorded.

- (e) If a batter cannot appear in his/her place in the batting order (late arrival, leave early, bathroom), his/her place shall be skipped without penalty. On a second bathroom break, the batter will be ruled out.

- (f) Little League mercy rule in effect for all games. (15 after 3rd inning, 10 after 4th inning or 8 after the 5th inning)
 - (i) If a mercy rule game is called, the remaining time (up to 2 hour mark) may be used as developmental play if both managers agree.
 - (ii) Pitch count rules will be followed.

- (g) Minor B games shall be 6 innings with no new inning after 1:50. Prior to daylight savings, games may be shorter if insufficient light as determined by the umpires.

- (h) Up to 4 Coaches during games – Manager plus three assistant Coaches per Team.
 - (i) The Offensive Team is permitted to have 2 coaches on the field (Base Coaches)
 - (ii) The Defensive Team is permitted to have 1 coach on the field
 - (iii) All other coaches must remain in the dugout during play with the doors shut

- (i) In House Tournament seeding shall be by blind draw.
 - (i) Home/Visiting Teams shall be decided by coin flip at the start of the game. Coin Flip will occur 1 hour prior to start of game.

FIRST 1/3 SEASON:

- (a) No Bases on Balls

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- (b) On Ball 4 thrown by a kid pitcher, a coach will pitch to complete the at-bat. The batter inherits his/her strike total. The coach will throw up to 4 pitches to cause the ball to be put in play or the player to strike out. A foul ball on the last pitch will extend the at-bat by 1 pitch.
- (c) Coaches will pitch from anywhere on the mound surface. Pitching from the grass area is not permitted.
- (d) On coach pitches:
 - (i) No bunting
 - (ii) No stealing
 - (iii) No walks
 - (iv) No hit-by-pitch
- (e) When a coach pitches, the kid pitcher will take a defensive position next to the coach pitch but no closer than the pitching rubber
- (f) A batted ball that hits the coach pitcher shall be treated the same as if hitting an umpire
- (g) Stealing of home plate or advancing home on an overthrow allowed only once per inning.
- (h) Players may not advance on an overthrown ball from the catcher's position. This rule is to help develop players playing the catcher position to try and throw out stealing runners. This pertains to plays from the catcher to a base and not back to the pitcher.
- (i) Coach pitchers cannot instruct from the mound.

SECOND 2/3 SEASON:

- (a) Bases on balls may occur
- (b) Coach pitching is no longer permitted.
- (c) Runners may run at will on overthrows (unless the ball is out of play). This is not meant to encourage a track meet. Try to continue to teach sound baseball to prepare the players for the next level; not exploit weaker players by gambling they cannot make a play.
- (d) Home plate is open for stealing at will.

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III – DIVISION RULES (IN-HOUSE) – Continued

FARM DIVISION

The below rules are applicable to the Farm division:

- (a) The pitching machine will be used for all games – regular and post season.
 - (i) There must be at least 1 adult (manager/coach/team parent) monitoring the pitching machine and each dugout at all times.
 - (ii) Minimum Pitching Speed to be set at 35MPH; a coach can elect to speed up the machine.
 - (iii) The batting team shall control the pitching machine. The adult controlling must always stay within the pitching circle. Do not abandon the machine until another adult takes over between innings. No coaching from the pitching circle during live plays.
 - (iv) The Pitching Machine is permitted to be adjusted no more than 3 times during an half inning
 - (v) No player may position themselves in front of the safety line next to the pitching machine.

- (b) 3 defensive outs or batting the entire lineup will end the inning
 - (i) NOTE: Team A has nine (9) players, they get three (3) outs, or they bat their nine (9) players. Team B has fourteen (14) players, they get three (3) outs, or they bat nine (9) players

- (c) 5 runs per half inning maximum for innings 1-6
 - (i) The last 1/3 of Season and In-House Tournament. 1-5 will have run cap and the 6th inning will be uncapped.

- (d) Mercy rule in effect for all games. (20 after 3rd inning, 15 after 4th inning or 10 after the 5th inning)
 - (i) If a mercy rule game is called, the remaining time (up to 2 hour mark) may be used as developmental play if both managers agree.

- (e) Farm games shall be 6 innings with no new inning after 1:50. Prior to daylight savings, games may be shorter if insufficient light as determined by the umpires. In House Tournament seeding shall be by blind draw. The whole regular season is for practice. Play nice. Play fair. Develop the players.

- (f) Up to 5 Coaches during games – Manager plus four assistant Coaches per Team.
 - (i) The Offensive Team is permitted to have 3 coaches on the field (Base Coaches and One at the Machine)
 - (ii) The Defensive Team is permitted to have 1 coach on the field (Behind Home Plate, Help Shagging Balls)
 - i. A defensive coach is permitted in the OUTFIELD During the first 1/3 of the season. After That time only 1 defensive coach permitted, behind home plate. This coach is there to help the players get in position and be baseball ready.
 - (iii) All other coaches must remain in the dugout during play

- (g) Batting teams may have a 1st and 3rd base coach. No kids may serve as base coaches.

- (h) One defensive coach SHALL stand behind the catcher as to assist with shagging balls. The coach is there to assist the catcher with collecting balls.

- (i) No stealing

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- (j) No bunting
- (k) No lead offs
- (l) No bases on balls
- (m) No advancing bases on a passed ball.
- (n) Each batter is allowed 3 swinging strikes or 6 total pitches. No player shall strike out on a foul ball. On a VERY wild pitch, the umpire may call “no pitch” prior to the ball reaching the swinging zone and discard the pitch regardless of if put in play.
- (o) On deck hitters must stay in the dugout until the prior play has stopped.
- (p) If a batter cannot appear in his/her place in the batting order (late arrival, leave early, bathroom), his/her place shall be skipped without penalty. On a second missed at-bat for a bathroom break, the batter will be ruled out.
- (q) For the first 1/3 of the season a runner may only advance 1 base, at their discretion, regardless of the number of overthrows. This is Farm. We are supposed to develop and teach baseball fundamentals. Support and encourage players to try to make play.
- (r) For the last 2/3 of the season, base runners will be allowed only one base per overthrow, at the runner’s discretion.
- (s) The Ball is ruled dead when the following occurs; A batted ball is controlled by a defensive player in the fair part of the infield; after the initial play on the batted ball, no further play is attempted, the ball is thrown to the adult at the pitching machine and time is granted by the umpire.
 - (i) The ball must be thrown back to the coach at the pitching machine to end the play
 - (ii) No advancements will take place on balls thrown back to the coach at the machine. This is farm and some of the throws will not always be directly to the coach’s glove.
 - (iii) Encourage the outfield players to throw it in to a cut off or the coach if possible
- (t) If the ball hits the pitching machine and bounces out of the pitching circle, it is a live ball (i.e., if it bounces foul before reaching a base, it’s a foul ball). **If any player enters the circle to make a play at any time, play is dead and each player advances one base.**
- (u) If a batter throws his/her bat in a dangerous way, the play will stand, and the player will get a warning. On a second offense by the same batter, the batter will receive another warning and will then miss his/her next at bat. This will continue throughout the game if the player throws their bat more than once.
- (v) No player shall sit out two consecutive defensive innings.
- (w) Every player must play at least 2 innings in the infield each game. Failure to give players infield time will result in suspension of the manager one game per offense

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- (x) 10 defensive players will be allowed on the field at a time for the first 1/3 of the season only. 4 outfielders must be used. Outfielders must play in the outfield. Teach the outfielders to throw the ball in to an infielder to stop play.

- (y) There are no standings. Seeding for the In-House Tournament will be drawn at random. The In-House Tournament will determine final standings for post season.
 - (i) Home/Visiting Teams shall be decided by coin flip at the start of the game. Coin Flip will occur 1 hour prior to start of game.
 - (ii) Will follow District 38 Farm/7 Select Tournament rules for in house tournament