

**CHOWCHILLA LITTLE LEAGUE**  
**GROUND RULES**  
**2026 REGULAR SEASON**

## ALL DIVISIONS

**Managers are responsible for their fans. If the umpire needs to send players to the dugout to control the environment, managers must assist in the process. Any player, coach, or fan asked to leave the game must leave the park immediately, sight and sound.**

## JUNIORS

**Draft:** Players will be drafted to teams using the Plan B Redraft: Alternative method (serpentine order): as stated in the operating policy. Order of draft will be determined by random draw. Player must attend one skills assessment or be granted a waiver by the board for a justifiable reason. Managers & Coaches Options will follow the rules regarding these options in the Operating Policy of Little League's Rulebook. Sibling Rule: the sibling of a drafted player must be placed on the same team in the appropriate age round, or if after that round, the following round automatically.

**Player Replacement:** If a player is not present for four (4) consecutive games/activities or the manager becomes aware that the player will not return within four (4) consecutive games, the team manager shall notify the player agent. The player agent will contact the player/parents and report to the board for approval of releasing the player. The player agent will decide if the player should be replaced. If it is decided to replace a player then a list will be given to the team manager of the available eligible players. The manager will select a player from this list to fill the vacancy, replacement shall occur in 72 hours. No replacements will be allowed in the last eight (8) regular season games.

If the team manager fails to notify the player agent of any player that has not been present for four (4) consecutive games/activities or fails to fill the vacancy within the 72 hours, the player agent will be able to select an eligible player from the eligible list and add that player to the team roster. Additionally, the team manager will be suspended for one (1) game, and the team will play with two (2) coaches. The game in which the suspension will be served will be determined by a board vote. Moreover, all player replacements will also be made following the procedures set forth in III-THE TEAMS (d) of the Little League rulebook.

**Injured player:** The player agent and safety officer must be notified of any player who is injured and is expected to miss any game(s). If the player seeks medical attention, they must have a note from the doctor to return to play. Any player who is injured and expected to return to play before the end of the season, will remain on the roster and may return to play with a doctor's note. Any player who is injured and is not expected to return to play before the end of the season will be removed from the roster and replaced. If a player is released from a team and is later cleared by the doctor to return to play, they must get a waiver from the board and district administrator. The player will be added back to the roster of the same team.

**Coaches:** In Juniors division there can be one (1) rostered manager and two (2) rostered coaches, plus two (2) additional practice coaches, which will be allowed to be on the field IF one

or more of the three (3) rostered manager/coaches are unable to attend due to work or other prior commitments: they will not be eligible for coaches draft options in future years. All coaches need to appear in appropriate team attire. There will be no more than three (3) adult coaches on the field per team during a game. Ejected coaches cannot be replaced.

**Protesting a Game:** The board will appoint a committee to hear protests in accordance with the procedures set forth in 4.19(f). Judgment calls cannot be protested. 4.19(a).

**Local Rule options:**

**10 Run Rule:** The ten (10) run rule will be followed in accordance with Rule 4.10(e).

**Batter:** Must keep one foot in the box as outlined in Rule 6.02(c).

**Base Runner:** There is no “baseline” for a runner. They can go where they want until a play is being made on them, which is a fielder with the ball attempting a tag, then the runner is allowed 3 feet left or right to get around the fielder’s tag. Usual measurement is the fielder takes a step to tag and if the runner goes beyond that, they are “out of the baseline”. Regardless of where the runner is: once a tag is being attempted/made, the runner has 3 feet right or left. In a rundown, the new spot is established every time a new play is being made on the runner. Example: A runner from 1st base will have a straight line between first and second base, whereas a batter will have an arch towards the outfield as he rounds first heading into second or third.

**Stealing Signs:** will be considered unsportsmanlike conduct (Tournament rule 3).

**Batting Order:** A continuous batting order will be used. If a player is injured and that player is taken out of the game, he/she can return to the game and must be placed back in their original place in the lineup, spot is skipped and it is not an out. If a player arrives late, he/she will be inserted at the end of the batting order.

**Time Limit:** No inning may start 2 hours after the first pitch.

**End of the Season Tournament:** At the end of the regular season there will be a double elimination tournament to determine the league champion. Regular season rules will be used for tournament play with the exception of the 7th inning on. A full 7 inning game will be played with no time limits, mercy rule will still be in effect. For the 7th inning on, each half inning will be played until 3 outs are made or the offensive team has gone once through their batting order (the 10 Run Rule as defined above will take precedence). Tournament seeding will be based upon each team’s regular season record. Home team will be the higher seed (winner’s bracket considered higher seed over loser’s bracket in championship game. Championship game #2, if needed, reverts back to tournament higher seed as home team).

**Tie Breakers:** 1) Head to head 2) Run differential 3) Runs scored 4) Runs allowed 5) Coin toss

**Home Team:** Home team will be responsible for: dragging and raking the field, chalking the field, placing the bases and putting them away at the end of the game. Home team will be the official pitch count of the game. Home team is responsible for texting the final score to the league information officer and turning in the completed pitch count sheet to the snack bar. Home team is responsible for checking all locks on all doors, gates, etc. and shutting off the lights.

**Rain-Out Games:** If the field maintenance coordinator declares the fields unplayable due to rain, or weather, games will be postponed until the FIRST Saturday or Sunday that the field maintenance coordinator declares the fields playable. The make-up game's date/times will be scheduled by the league president and umpire coordinator. In severe rain ALL Saturday & Sunday practices may be canceled.

**Bench Players (substitutes):** Any substitute player on the field between innings must be wearing a helmet at all times. The game can start with as little as 7 players. If a team is below 7, they can "borrow" players from the other team to meet the minimum to play the game.

**Pitching Violations:** It is the team manager's responsibility to ensure that the pitching rules outlined in "Regulation VI - Pitchers" are adhered to at all times. If one of the pitching rules in this section is violated, the team manager must serve an automatic one (1) game suspension. The violation must be verified by the head umpire and scorekeeper of the game in which the violation occurred, they will report said violation to the division VP. The manager will be suspended for the next local game actually played. During this suspension the manager will not be allowed at the game site. Pitchers league age 15 will be held to same maximum pitches as league age 14.