

OCEAN VIEW LITTLE LEAGUE Local Rules 2026



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The Little League Operating Manual and Little league Official Regulations and Playing Rules are the guiding documents for operations of Ocean View Little League (OVLL) and thus govern all practices. The Local Rules address Ocean View Little League specific administrative policies, changes to the Operating Manual and Little League Official Regulations and Playing Rules based on Little League approved waivers and/or more stringent requirements adopted by the Ocean View Little League Board of Directors (BOD).

I. GENERAL/MISC

A. League Board of Directors, Officers and Appointed Positions

The Ocean View Little League Board of Directors consists of the elected Board and the selected Officers. As per Little League rules, the number of managers and coaches on the board shall not exceed a minority of the total board members.

1. Ocean View Little League Board of Directors is elected annually.

- a) President
- b) Vice President
- c) Secretary
- d) Treasurer
- e) Lead Player Agent
- f) Safety Officer
- g) Information Officer
- h) Coaching Coordinator
- i) Auxiliary Representative
- j) Player Agent (Lower Divisions)
- k) Fundraiser/Project Director
- l) Past President, at the discretion of the current President (if appointed, such position shall be a non-voting position and such appointment may be revoked upon a majority vote of the Board)

2. Ocean View Little League Commissioners are appointed by the league President and approved by the Board of Directors. The appointed commissioners do not have voting rights. Their primary responsibility includes but is not limited to, ensure that managers in their division adhere to the Little League Green Book and OVLL Local Rules, communicate to and from the appropriate board member or liaison as appointed by the league President, and function as Officer of the Day.

B. Miscellaneous Issues

1. All standard rules published by L.L.B.B will apply (Green Book).
2. OVLL provides a smoke-free environment for our players. The use of tobacco in any form is prohibited anywhere on the OVLL complex except that smoking is permitted in the blacktop parking lot areas.
3. Alcohol use is not permitted anywhere on OVLL property. In addition, any league volunteer, player parent or spectator who displays behaviors suggestive of alcohol intoxication will be asked to leave OVLL grounds immediately.
4. Pets are not permitted on the OVLL complex except in the blacktop parking lot areas. Assistance animals are exempt from this rule.
5. Bicycle riding, skateboarding, roller-skating/blading and scooter riding is prohibited.
6. Players are not allowed to practice or warm up in the common areas surrounding each field and near the snack bar to avoid injury to spectators.

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II. REGULATIONS AND RULES – BASEBALL

A. Game Preliminaries

1. The PLEDGE OF ALLEGIANCE and the LITTLE LEAGUE PLEDGE are recited prior to every game, with both teams lined up on their respective foul lines. The manager or coach of the home team selects a player from the home team to stand directly in front of home plate and lead the group in the pledges.
2. Pre-Game Warm-Up
 - a) Fields are to be shared safely between the home team and visitor team for pre-game warm-up.
 - b) For the safety of players, coaches and field preparation volunteers, the infield grass and infield dirt are not to be used for pre-game warm-up.
 - c) The home team may use the left field grass area and the wing between the 3rd base foul line and the 3rd base dugout for warm-up; the visitor team may use the right field grass area and the wing between the 1st base foul line and the 1st base dugout for warm-up.
 - d) These rules are effective 60 minutes before scheduled game time or at the point that both teams are present, whichever occurs earlier.
 - e) The manager MAY be suspended from the game for violation of these rules.

B. Conduct

The use of profanity, intimidation tactics, remarks reflecting unfavorably upon any other person, taunting or baiting is prohibited. Any individual violating appropriate field decorum is subject to the following:

1. First offense, depending on the severity, results in a warning and/or ejection from the OVLL complex.
2. Second offense, depending on the severity, results in the offending party being ejected from the game and/or expulsion from the OVLL complex.
3. Third offense will result in expulsion from the league for the balance of the season. Re-admittance will require approval from the Board.
4. The authority for the enforcement of these sanctions lies with the primary (plate) umpire for the game and/or the Officer of the Day. Either of these individuals is authorized to call upon local law enforcement, if necessary, to assure compliance.
5. There can be no coaching or cheering from the scorekeepers table. Parents must not coach from the stands or outfield.
6. All occurrences will be reported to the BOD at the next regularly scheduled meeting.

C. Umpires

The Chief Umpire and/or Assistant Chief Umpire of the League are responsible for the selection and scheduling of all the umpire crews. The Umpire schedule for the Minor A & B divisions is generated by an appointed person and prepared after the draft. Umpires should arrive at the fields no less than twenty

(20) minutes before their scheduled game assignment and check in with the Officer of the Day.

1. All umpire crews consist of at least two (2) umpires unless prior to the start of the game, the OOD decides that one umpire is sufficient.

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D. Managers and Coaches

1. Managers will, as determined by the BOD, be held responsible for the conduct of their teams' coaches, players, parents and spectators. Managers COULD be suspended for his coaches or parents actions.
2. Managers are responsible for attending tryouts, player draft, field maintenance training, first aid training, and a player/coach's clinic to participate in OVLL.
Unsportsmanlike conduct, derogatory comments, argumentative or demeaning behavior by managers, coaches or spectators toward any player or umpire could result in disciplinary action. Action could include suspension of the game by the umpire and/or immediate ejection from the fields by the Officer of the Day. The Board of Directors will review all incidents with regard to additional sanctions or penalties. Managers COULD be suspended for the actions of his coaches or parents.
3. Managers and coaches currently participating in the game are not allowed to enter the score booth area during game.
4. Manager and coaching comments shall cease when the pitcher has control of the ball on the rubber and is set to deliver the pitch.

E. Line-ups: Majors, Minor A, Minor B and Minor C Divisions

1. Starting line-ups must be provided to the scorekeeper by managers before the start of the game by the respective manager and shall be distributed to each team.
2. All position changes and substitutions throughout the game are given to the scorekeeper before the change can be made.
3. If a player who is marked absent reports late, the scorekeeper is notified immediately.

F. Scorekeepers: Majors, Minor A, Minor B, and Minor C Divisions

1. The home team provides the primary scorekeeper and the visiting team provides the assistant scorekeeper.
2. The scorekeeper prepares an accurate record of attendance and playing status of each player in the Official Score Sheet. The assistant scorekeeper will keep the official Pitch Count Record Log.
3. The scorekeeper will have each manager sign the book at the end of a game. This signature means that the pitch count as well as the infield/outfield play time is correct.

G. Games Schedules: Majors, Minor A, Minor B Divisions

1. The BOD sets the date and time for all games, including, but not limited to suspended, make-up, playoff, and championship games.
2. Managers may not change the date or times set for games, or set a date or time to continue a suspended game. (All Divisions)
If a game cannot be played because of the inability of a team to place eight (8) players on the field before the game begins, the game is forfeited.
3. All games postponed or suspended due to rain/other reasons will be made up or resumed on Sundays. If the OOD and the two managers cannot agree on a time for that Sunday then the game will be at noon. If multiple games on a Saturday are rained out then games will be played in the same order on the following Sunday. No exceptions to make up a game at a later date. No games will be played on Easter Sunday or the Sunday of Memorial Day weekend. Games must be made up in the order that they were postponed. Weeknight games will be played the following Sunday. Saturday games will be re-played 8 days later on the following Sunday (not the next day). In the event there are too many postponed or suspended games in any week to be made up on the following Sunday, then the BOD will reschedule such games in the most efficient manner practical.

H. Players

1. If a player becomes injured (or ill) while a runner and cannot continue playing, the substitute runner shall be the last offensive player to be put out.
2. All missed innings for late-arriving players count toward minimum play.

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3. A manager who benches a player while a game is in progress must state the reason for such action on the roster given to the official scorekeeper. The player's name is noted on the Official Score Sheet for later review by the Division Commissioner. A manager who benches a player BEFORE the start of a game must notify the Division Commissioner prior to the start of the game and provide reason(s) for such action.
4. Non-participation in games and/or practices may be grounds for releasing a player from the League. The Division Commissioner and/or player agent is responsible for investigating all such matters and presenting a report to the Board for action.
5. Managers MUST notify the Division Commissioner of any player (s) who does not play in two (2) consecutive games and each consecutive game missed thereafter. Notification must be made within twenty-four (24) hours following the second missed game and each consecutive game missed thereafter, even if it is anticipated that the player will play in the next game.
6. Players shall not wear body paint (excluding anti-sun glare products) or objectionable markings including slogans, words, etc. on the body, uniform or equipment.
7. Player comments on the field shall cease when the pitcher has control of the ball on the rubber and is set to deliver the pitch.
8. Teams in the Majors, Minor A and Minor B divisions that are aware before a game that they will be short players may contact the division commissioner to add a player or players from the player pool. Player pools are determined by the division commissioner. Pool players will wear their own regular season team uniform. Pool players must bat last in the batting order (or after all regular team players if there is more than one pool player). Pool players may only play outfield positions. They may not play the position of pitcher, catcher or any infield position. Your pool player must not play more than your regular player.

I. Pitchers

1. Per regulation VI, section (d) of the official Little League Rules and Regulations, OVLL shall adhere to the Green Book pitching regulations.
2. In the Minor B division, players may pitch a maximum of 50 pitches per game regardless of league age. If the pitcher reaches 50 pitches while facing a batter, the pitcher may continue to pitch until that batter reaches base, is put out, or the third out is made to complete the half-inning. This rule applies to all regular season and OVLL In-House Tournament games.
3. Managers must sign the Official Score Sheet in ink after each game. By signing, each manager acknowledges agreement with the number of pitches credited to his/her team's pitcher(s) and those of the opponent's, as recorded on the Official Score Sheet and the Pitch Count Record Log.
4. In the event of a question on the eligibility of a pitcher, the Official Pitch Count Record Log is the controlling document.
5. Pitchers who exceed their pitching eligibility in any given game lose eligibility for the remainder of the game. No suspension for the player. Must meet days of rest before he/she pitches again.
6. Any Manager (or acting manager) who violates any pitching regulation (including rest rules and pitch counts) will be suspended for the next game on schedule. A one game suspension will be enforced for EACH violation and will be cumulative.

J. Player Injury

1. Managers must immediately notify the Safety Officer (Officer of the Day or Division Commissioner if Safety Officer is not available) of any injury to a player, in game or in practice, requiring professional attention.
2. The manager must submit an Accident Report to the Safety Officer within twenty-four (24) hours of the player injury.
3. The Safety Officer must notify the Division Commissioner if it is anticipated that the player will miss any games as a result of the injury.
4. The injured player is considered inactive until the Division Commissioner receives a doctor or parent release for the player to return to active play.

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K. Field Preparation and Clean-up

1. Preparation of the field is the responsibility of both teams and must be completed before the scheduled start of the game.
2. General post game cleanup, policing of playing field and spectator areas, and putting equipment and material away is the responsibility of both teams under the direction of the team managers.
3. Both teams of the last game each day are responsible for dumping into the large trash dumpster all of the trash, including the contents of all the trash receptacles, surrounding the field.

L. Officer of the Day

1. The Officer of the Day represents the Board of Directors, and acting in this capacity, presides over all field activities other than games in progress, which are presided over by the Umpire on the field.

M. Practices

1. The Division Commissioners inform the managers of school sites for practices.
2. Practices on OVLL fields require approval of the Division's Commissioner.
3. Practices and games may not exceed a combined total of four (4) per week (Sunday through Saturday). (All-Star teams/TOC teams excluded). A practice shall not exceed two and one-half (2-1/2) hours (Tournament and All-Star teams excluded). Violation of these limits will result in the suspension of the manager from the team's next game. Continued violations can result in more severe penalties at the discretion of the board.

N. Mercy Rule

1. The Mercy Rule, will be enforced in the Majors division only. The Mercy Rule is enforced if a team has a 15 run lead after 3 innings of play, 10 run lead after 4 innings of play, and a 8 run lead after 5 innings of play. The Mercy Rule will not be enforced in Minor A and B during the regular season. The Mercy Rule will be in effect for Minor A and Minor B for the In-House Tourney.

O. Disputed Actions

Any issues or conflicts arising during a game that do not invoke the provisions of a standing rule are resolved by the following steps:

1. The managers of the teams involved make every effort to arrive at a mutually satisfactory resolution.
2. If the managers are unable to resolve the issue, they address the problem to the Officer of the Day.
3. If involving the Officer of the Day fails to achieve a resolution, the issue and the parties involved are referred to the President/VP of the League.
4. If the issue still cannot be resolved then it will be presented to the BOD for resolution. The board's resolution is final.
5. For a home run the ball must go over the fence and not hit the yellow (top of the fence) and stay in play.

P. Selection of Players

I. General

1. The OVLL Draft and Local Rules will govern the selection and movement of players before and during the season.

II. Draft

1. A manager's child(ren) will be pre-slotted into the draft based on their League Age. The default order for this slotting is as follows:
 - **Intermediate, Junior & Senior:** manager's children will be slotted starting in the third round, with any additional children slotted in subsequent rounds.
 - **Majors:** 12-year olds will be slotted in the third round, 11-year olds will be slotted in the fourth round.
 - **Minor A:** 11-year olds will be slotted in the second round, 10-year olds will be slotted in the

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- third round, 9-year olds will be slotted in the fourth round.
 - **Minor B:** 10-year olds will be slotted in the second round, 9-year olds will be slotted in the third round, 8-year olds will be slotted in the fourth round, 7 year olds in the 5th round.
 - **Minor C:** 8- year olds will be slotted in the second round, 7-year olds will be slotted in the third round, 6-year olds will be slotted in the fourth round.
- 2. In the instance that a Manager has multiple children playing that are of the same age (i.e. twins, triplets, etc.) the slotting will commence with the specific round listed above for their age, and the additional children will be slotted in the rounds immediately following.
- 3. "No-Pick" - Parents can request that their player not play for a maximum of 2 managers during the regular Spring Season and post-season (District 62 TOC and All-Star Tournaments). If there are 4 or fewer managers in a player's division, parents can request only 1 manager no-pick.
 - Parents must request a "Manager Do Not Play With Request" form from the President/VP or Lead Player Agent. This form must be filled out and returned to the President/VP or Lead Player Agent. The forms will be accepted from the first registration date to within 24 hours prior to draft order being determined. The one exception to this rule is if your child does not get drafted to his league age division and you are notified the next day you may still turn in a no pick for your new division. Submission of the form does NOT guarantee the request. The President, Vice President, and Lead player agent will evaluate the no picks. You will be notified prior to the draft if your request has been denied. If you no-pick a manager you may not play for him in pool play games, in house tourney games, District 62 TOC games, or All-Star Tournament games if he is the manager of those teams.
- 4. At a date predetermined by the BOD, Managers in the upper divisions will have the opportunity to attend a meeting where they or their representative will select their position in the draft order. Trading of draft spots must be turned into the president or coaching coordinator 24 hours before the draft.

III. Losing a Player from Roster

1. Any team losing a player from its roster must notify the Division Commissioner within 72 hours. The Division Commissioner will work with the Lead Player Agent to replace the lost player with a wait list candidate. Wait list players are pulled in the order their application was received.
2. The new player shall be automatically selected in order from the Division's waiting list.
3. Managers must select a player from the Player Pool list until this pool is exhausted. Managers must notify ONLY the Division Commissioner of his replacement selection. Under no circumstances shall a manager or a coach contact a parent, manager or coach of a selected player or a player under consideration for selection. Violation will result in a one game suspension of the manager and/or coach at the discretion of the Board of Directors. If a selection is not made within seventy-two (72) hours the Division Commissioner may choose a player subject to board approval.
4. The replacement of lost players terminates and shall not be allowed when 14 days or fewer are remaining in the regular season.

IV. Age Requirements by Division

1. League Age (LA) 13-14 players are required to play in the Junior Division.
 - Any LA13-14 player who wishes to play in the Intermediate division must notify the Lead Player Agent and receive approval.
2. League Age (LA) 12 players are required to play in the Major Division.
 - Any LA12 player who wishes to remain in the Minor A Division must notify and receive approval from the OVLL President, Lead Player Agent and District 62 administrator. The Lead Player Agent will submit waiver V(a) to District 62 on behalf of the player. If this waiver is not approved, the player will be required to play in the Major Division.
3. League Age (LA) 11 players are required to play in the Major or Minor A Division.
 - Any LA11 player who wishes to play in Minor B must notify and receive approval from the OVLL President and Lead Player Agent.
4. League Age (LA) 10 players are required to play in the Minor A or Minor B Division.
5. League Age (LA) 9 players are required to play in the Minor A, Minor B or Minor C Division.
6. League Age (LA) 8 players are required to play in Minor B or Minor C Division. Exception: If a player played in Minor B as LA 7 they can get a Minor A tryout as LA 8 with an 80% or more yes vote from the Minor B managers from that player's LA 7 Minor B season.
7. League Age (LA) 7 players are required to play in the Minor B, Minor C or Farm Division.

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8. League Age (LA) 6 players are required to play in the Minor C, Farm or Rookie Ball Division.
9. League Age (LA) 5 players are required to play in the Rookie or Tee Ball Divisions
10. League Age (LA) 4 players are required to play in the Tee Ball Division.
11. Exceptions may be granted based on Board of Directors evaluation and approval.
12. If considering a player with special needs, the Board of Directors can authorize play in an appropriate division.
13. The Board has final approval on all decisions.

V. Playing-Up

1. LA6-7 participants may choose to “play-up” one division through Minor B.
2. If a player chooses to “play up”, the player will be required to play at least two seasons in Minor B to comply with divisional league age requirements for the Minor A and Major Divisions (exception refer to IV.6).
3. Players must notify and receive approval from the President, VP, or a Player Agent.

VI. Tryouts

1. Per Little League rules, ALL players LA 7-14 are required to participate in tryouts each year in order to be drafted/placed on a team. There are no exceptions.
2. Players are eligible to try out for the division(s) in which they are eligible to play during the season. As such, LA10 players will not be granted a Major Division tryout and LA8 players will not be granted a Minor A Division tryout (exception refer to IV.6).
3. Any LA7 players requesting to “play-up” in Minor B are required to participate in a Minor B tryout.
4. Any LA6 players requesting to “play-up” in Minor C are required to participate in a Minor C tryout.

Q.Selection of All-Star Teams & Players

1. All Star teams shall be chosen to represent Ocean View Little League: Junior, Intermediate (50/70), 11-12-year-old, 10-11-year-old, 9-10-year-old, and 8-9-year-old.
2. The Junior All Star team will consist of a minimum of twelve (12) players to be chosen by a majority vote of the managers of the Junior Division.
3. The Intermediate (50/70) All Star team will consist of a minimum of twelve (12) players to be chosen by a majority vote of the managers of the Intermediate (50/70) Division.
4. The 11-12-year-old All Star team will consist of a minimum of twelve (12) players to be chosen by the players and managers of the Majors Division. Five (5) players shall be voted on and selected by the Majors players. All Majors players will be provided a ballot and will each cast eight (8) votes. Players cannot vote for any player on their own team. The five (5) players receiving the most votes shall automatically make the All-Star team. The remaining players will be chosen by a majority vote of the Majors Division managers.
5. The 10-11-year-old All Star team will consist of a minimum of twelve (12) players to be chosen by the players and managers of the Majors Division. Five (5) players shall be voted on and selected by the Majors players. All Majors players will be provided a ballot and will each cast eight (8) votes. Players cannot vote for any player on their own team. The five (5) players receiving the most votes shall automatically make the All-Star team. The remaining players will be chosen by a majority vote of the Majors Division managers.
6. The 9-10-year-old All Star team will consist of a minimum of twelve (12) players chosen by a majority vote of the Minor A Division manager.
7. The 8-9-year-old Super Star team will consist of a minimum of twelve (12) players chosen by a majority vote of the Minor A Division managers.
8. If a team loses a player after the selection of the All-Star teams, the team’s manager, with the approval of the President, will select the replacement player. Replacement players will not be taken from other All-Star teams.
9. Each All-Star manager will be selected by a majority vote of the Board of Directors.
All Star coaches for each team will be selected by the manager and will require approval by a majority vote of the Board of Directors. Coaches must be an official upper level coach during the season to qualify. A manager or coach that is ejected/suspended from a game might not be eligible to coach in all stars. The board will decide on this issue.

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R. OVLL Tournament & Tournament of Champions Team Selection (Majors, Minor A & Minor B)

1. Teams participating in the District's Tournament of Champions (TOC) will be determined by the OVLL Tournament. The winner of the OVLL Tournament will go to District 62 TOC as the first OVLL team and the runner up will go as the second OVLL team.
2. The regular season standings shall determine seeding for the OVLL Tournament. Seeding for the OVLL Tournament will be based on the won/loss record of teams during the regular season. That is, the team with the best record will be seeded first, the team with the second-best record will be seeded second, and so on.
3. Tournament schedules will be determined before the midpoint of the regular season.
4. If two teams tie for a seed position, a tie breaker shall be used to determine the seed in the OVLL Tournament. The tie breaker order will be as follows:
 - a) Head to Head record between the tied teams
 - b) Least runs allowed Head to Head between the tied teams
 - c) Least runs allowed, total, for the entire portion of the season that counts toward seeding
 - d) Coin flip
5. If three or more teams tied for a seed position a tie breaker shall be used to determine the seed in the OVLL Tournament. Once a team breaks from the tie – the tie breaker resets to (a) below for the remaining teams. The multi team tie breaker order will be as follows:
 - a) Head to Head record between the tied teams
 - b) Least runs allowed Head to Head between the tied teams
 - c) Least runs allowed, total, for the entire portion of the season that counts toward seeding
 - d) Draw Straws
6. All OVLL Tournament games will be played a regulation six (6) innings; except in Minor B. In Minor A, the "last inning (s)" is/are automatically the 6th inning and any extra innings played thereafter. In Minor B, the "last inning(s)" is are/automatically the 5th inning and any extra innings played thereafter. During this/these "last inning (s)" the teams have the ability to score more than 5 runs and bat through the order in each of these innings, as defined for the regular season. Umpires, managers and league management will encourage efficient changes between innings and make every effort to get the games completed without delay.
7. If an OVLL Tournament game runs long and intrudes on the start or warmup time for the following scheduled game, no more than 30 minutes, as measured from the last out of the prior game, will be given between the games for field preparation and team warmup.
8. No new inning may begin within ten (10) minutes of the official sunset time posted in the snack bar or official scorebook – start time and enforcement of sunset time is managed by the home plate umpire and the OOD.
9. Minimum play rules will be enforced and all other local rules apply unless otherwise stated. Minor B must still play one inning of infield(Not the pool player).
10. Pitching eligibility: Except for the 50-pitch limit for players in Minor B as described above, the Little League Green Book pitch-count and rest-day rules will exclusively govern the OVLL Tournament and be used to determine eligibility coming into the tournament. A pitcher will be eligible to pitch in the first game of the tournament so long as all Green Book pitcher eligibility requirements have been met.
11. The home team for each OVLL Tournament game will be given to the higher seed.
12. Unless approved by the League President, Player Agent and Division Commissioner, all teams in the OVLL Tournament must use a full roster for tournament games. Absent player spots must be filled by a pool player. A "full roster" means the number of players that were on the roster of the relevant team at the beginning of the season. Your game MAY be forfeited if not followed.
13. The Mercy rule is in effect in the in house tourney.

MAJORS DIVISION

- A. Teams shall bat in a continuous batting order. The batting order may not change during a game.

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Tournament Rules

- B.** Every player on a team plays a minimum of twelve (12) defensive outs in a six (6) inning game, with free substitution. The signed scorebook is the official record of minimum play requirements. In an official complete game is shortened for any reason (such as weather), the LL minimum play rule IV(i) must be met. If any game exceeds six (6) innings, beginning with the seventh (7th) inning no player may sit out for more than three (3) consecutive outs unless such player becomes ill or is injured in the course of play such that the player is incapable of playing.
- C.** No new inning may begin within ten (10) minutes of the official sunset time posted in the snack bar or official scorebook – start time and enforcement of sunset time is managed by the home plate umpire.
- D.** Player Pool. Teams that are aware 4 hours or more in advance that they will be short players may add a player from the player pool determined by the Division Commissioner.
- E.** OVLL player pool policy is in effect immediately when a player is injured. If needed.
- F.** At the discretion of the Board, the season may consist of one or more preseason games (depending on the number of teams and games available in any given year) followed by a series of regular season games where each team plays every other team. The regular season games will usually be a double round-robin depending on the number of teams in the Major division. All games will be played under identical rules, but only the round-robin games will count toward the season standings and tournament seeding. If the season's schedule happens to result in an exact number of round-robins without room for preseason games, then that season will be played without any preseason games, and all games will count toward the division standings.
- G.** Any pitcher who hits three (3) batters in one inning or four (4) batters in one game shall be removed from the position. Batters hit by a pitch must take their base. New pitchers are allowed no more than 8 warm up pitches, and returning pitchers are allowed no more than 5 warm up pitches.
- H.** Per D62 rules from the 8th inning on we will start with a runner on second base to start all following innings. The runner shall be the last runner put out in the previous inning.
- I.** You may run for your Pitcher or Catcher of record once there are two outs. Of record means the pitcher or catcher that was in last inning. Not the one you are going to be putting in next inning.

IV. MINOR A DIVISION

- A.** Teams shall bat in a continuous batting order. The batting order may not change during a game. The side shall be retired when three outs are recorded or when all players on the roster have batted one time in the half-inning, or 5 runs have scored.(See LL Rule 5.07)
- B.** Any pitcher who hits three (3) batters in one inning or four (4) batters in one game shall be removed from the position. Batters hit by a pitch must take their base. New pitchers are allowed no more than 8 warm up pitches, and returning pitchers are allowed no more than 5 warm up pitches.
- C.** Every player on a team must play a minimum of twelve (12) defensive outs in a six (6) inning game. Any half inning that is not played due to a shortened game is counted toward the mandatory number of defensive outs. Any player not receiving the minimum play in any game shall start the next game and complete the minimum play requirements for BOTH games before being removed. The signed scorebook is the official record of minimum play requirements. In an official complete game shortened for any reason (such as weather), the LL minimum play rule in section IV(i) must be met. If any game exceeds six (6) innings(In House Tourney), beginning with the seventh (7th) inning no player may sit out for more than three (3) consecutive outs unless such player becomes ill or is injured in the course of play such that the player is incapable of playing. Regular season games are 6 innings max.
- D.** A new inning starts the moment the third out is made completing the previous inning. The final inning and end of game are defined as follows:

No new inning will begin after two (2) hours of playing time or within 10 minutes of the official sunset time, whichever is less. Any inning beginning within 15 minutes of the 2- hour time limit or sunset,

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whichever is less, shall automatically be deemed the last inning by the plate umpire. The official sunset time is posted in the official scorebook. Start time and enforcement of sunset time is managed by the home plate umpire. You may ask for help from the scorekeepers and the OOD.

- E. A maximum of five runs can be scored by a team in each half inning. The fifth run shall immediately complete the half inning. Additional runs beyond the fifth will be allowed ONLY in the event of an outside-the-park home run or ground-rule double. The five-run limit will NOT apply in the 6th, or final inning. In the 6th, or final inning and in the event that three outs are not recorded, each team will be allowed to bat continuously through one full cycle of the batting order. In the final inning, each half inning will end when three outs are recorded or when each batter in the lineup has batted.
- F. The final inning will be the sixth inning or as determined by the umpire in the event of time factors or a tie.
- G. The season may consist of a number of preseason games (typically the first 4-6 games) followed by a series of regular season games where each team. The regular season games will usually be a single round-robin, but could possibly be a double round-robin depending on the number of teams in the Minor A division. All games will be played under identical rules, but only the round-robin games will count toward the season standings and tournament seeding. If the season's schedule happens to result in an exact number of round-robins without room for preseason games, then that season will be played without any preseason games, and all games will count toward the division standings.
- H. You may run for your Pitcher or Catcher of record once there are two outs. Of record means the pitcher or catcher that was in the last inning. Not the one you are going to be putting in next inning.

III. MINOR B DIVISION

- A. Teams shall bat in a continuous batting order. The batting order may not change during a game. The side will be retired when there have been three outs or when all players on the roster have batted one time in the half-inning. (See LL Rule 5.07)
- B. Minimum Play Rule – Every player on a team must play a minimum of nine (9) defensive outs in a five (5) inning game. Every player MUST play one (1) inning(3 outs) in the infield. If a player does not get his one (1) inning in the infield the manager will be suspended for the next game. No exceptions. Any half inning that is not played due to a shortened game is counted toward the mandatory number of defensive outs. Regardless of how a game is shortened, including weather, the minimum infield play must be met. Any player not receiving the minimum infield play in a game shall start the next game and complete the minimum game requirements for BOTH games before being removed. The signed scorebook is the official record of minimum play requirements. If any game exceeds five (5) innings(In house Tourney), beginning with the sixth (6th) inning no player may sit out for more than three (3) consecutive outs unless such player becomes ill or is injured in the course of play such that the player is incapable of playing. Regular season games are 5 innings max.
- C. Infield Fly Rule shall not be in force.
- D. Any pitcher who hits three (3) batters in one inning or four (4) batters in one game shall be removed from the position. Batters hit by a pitch must take their base. New pitchers are allowed no more than 8 warm up pitches, and returning pitchers are allowed no more than 5 warm up pitches.
- E. The BOD shall allot an equal number of games for each team as “practice games”. Practice games (typically the first 5-8 games) shall not count towards standings. During these “practice games”, stealing home on the catcher/pitcher exchange is prohibited. Players may only go home on a batted ball during these games. The final 2 practice games home plate will be open. The standing will only count for real games.
- F. A new inning starts the moment the third out is made completing the previous inning. The final

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inning and end of game are defined as follows:

No new inning will begin after two (2) hours of playing time or within 10 minutes of the official sunset time, whichever is less. Any inning beginning within 15 minutes of the 2-hour time limit or sunset, whichever is less, shall automatically be deemed the last inning by the plate umpire. The official sunset time is posted in the official scorebook. Start time and enforcement of sunset time is managed by the home plate umpire. You may ask for help from the scorekeepers and the OOD.

- G.** A maximum of five runs can be scored by a team in each half inning. The fifth run shall immediately complete the half inning. Additional runs beyond the fifth will be allowed ONLY in the event of an outside-the-park home run or ground-rule double. The five-run rule shall not apply in the 6th, final, or extra inning. In the 6th, final, or extra inning, and in the event that three outs are not recorded, each team will be allowed to bat continuously through one full cycle of the batting order. In the final inning, each half inning will end when three outs are recorded or when each batter in the lineup has batted.
- H.** The final inning will be the sixth inning or as determined in accordance with rule F, by the umpire in the event of time factors or a tie.
- I.** You may run for your Pitcher or Catcher of record once there are two outs. Of record means the pitcher or catcher that was in the last inning. Not the one you are going to be putting in next inning.

IV. MINOR C DIVISION

- A.** Teams shall bat in a continuous batting order, the batting order may not change during a game.
- B.** Either three (3) outs, one time through the batting order, or five (5) runs shall complete a half-inning.
- C.** The score will be kept per the guidelines of section II.F (Scorekeepers :Majors, Minor A, Minor B, and Minor C Divisions).
- D.** The designated "Home" team shall provide an adult or league trained youth(LA12+) plate umpire for each game. Umpires shall allow for an enlarged strike zone while umpiring balls and strikes. The strike zone shall be defined as the bottom of the batter's knees to below the chin and a one-baseball width beyond both the inside and outside corner of the plate.
- E.** No walks are allowed.
- F.** Intentional bunting is prohibited.
- G.** No Infield Fly Rule shall be declared.
- H.** No base stealing is allowed.
- I.** Managers are allowed a maximum of three (3) registered coaches. Only three coaches are allowed on the field during a game. An additional 4th adult must remain in the dugout to supervise if occupied by any players.
- J.** No new inning will begin after 1 hour and 45 minutes of playing time. Exception: For games played on a weekend, the game will end at 1 hour and 45 minutes of playing time. An inning starts the moment the third out is made completing the preceding inning. No new inning may begin within 10 minutes of the official sunset time.
- K.** In a five-inning game every player must play a minimum of nine (9) defensive outs and a minimum of two (2) innings in an infield position. In a game shortened for any reason (including weather), the Little League minimum play rule must be met. No player may sit out a second inning until all players have sat out at least one inning.

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L. Each team is allowed nine (9) defensive players, using three (3) outfielders.

M. Minor C will be player pitch

1. The batter will be out after three (3) called or swinging strikes.
2. The batter will be allowed six (6) pitches to hit a playable ball. If the player fails to hit the sixth pitch, the player shall be deemed out. If the last pitch is fouled off; the batter is allowed another pitch. A foul ball will not count as the final pitch unless it is caught on the fly.
3. After four (4) pitched balls out of the strike zone; the offensive team's coach shall throw up to three(3) total pitches per batter. If the 3rd pitched ball is a foul ball the batter is allowed another pitch. If a batter fails to hit the 3rd coach pitched ball, the batter is out.
4. If the coach-pitcher hits the batter with a pitch, the batter is not awarded first base.
5. If a player-pitcher hits a batter, the batter is awarded first base. If a pitcher hits three (3) batters in one inning, the pitcher must be removed from the pitching position.
6. Players may pitch a maximum of one (1) inning.
7. Any batted ball that directly and inadvertently hits the coach- pitcher will be declared a dead ball and the batter runner will advance to first base. All other runners will not advance unless forced to do so.

V. FARM DIVISION

Organization

The Farm division shall be organized based on age and prior Little League participation. League age 6 players who have participated in Tee-ball or Rookie 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 the Farm division. League age 7 players may be placed in the Farm division upon parent request and Player Agent approval. League age 7 players who are not drafted into Minor C will be placed in the Farm division.

- A.** Teams shall bat in a continuous batting order, the batting order may not change during a game.
- B.** Three outs, or one time through the batting order, whichever comes first shall complete a half inning.
- C.** Coach-pitch or machine pitch shall be employed for all Farm game as determined by the league. The official ball for a Farm game is the Little League approved baseball as provided by the League.
- D.** "Walks" are not allowed.
- E.** The batter will be allowed six (6) pitches. If they fail to put the ball into play it will be considered an "out" and they will return to the dugout.
- F.** Each ball pitched while the batter is in the batter's box counts as a pitched ball, notwithstanding whether the ball passes through the strike zone or does not pass through the strike zone. If the sixth

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F. Foul ball is fouled off the batter gets another pitch. A foul ball will not count as the final pitch.

- G.** A batter hit by a pitch will not be awarded first base.
- H.** Base runners shall not leave their bases from the time the offensive pitcher has possession of the ball and until the ball has been delivered, and is hit by the batter.
- I.** No base stealing is allowed.
- J.** No runner advances after a fielder returns the ball to the defensive pitcher on the mound at the conclusion of a play, even if the pitcher misses the ball thrown by the fielder. NOTE: Returning the ball to the pitcher does not stop any play in progress.
- K.** A runner may advance only one (1) base upon an overthrow to any base.
- L.** No Infield Fly Rule shall be declared.
- M.** Managers are allowed a maximum of three (3) official registered coaches on the field during a game. An adult must remain in the dugout to supervise if occupied by any players.
- N.** There are no protests, forfeits, official scoring or official standings.
- O.** In a five-inning game every player on a team plays a minimum of nine (9) defensive outs. In all games, the LL minimum play rule in section IV(i) must be met.
- P.** Each team shall play ten (10) defensive players, using four (4) outfielders. All four outfielders must be positioned in the outfield and may not be used to make what are normally infield plays.
- Q.** No player may play any position for more than two innings in one game. All players must play two infield innings per game (catcher is considered infield for one of these innings)
- R.** Games will be five (5) innings or one hour and twenty minutes, Whichever comes first.

Pitching Machine Usage (if it has been determined by the league for usage)

1. Only authorized adults will set up and put away the pitching machine.
2. Managers are responsible for safety inspections and an aiming test prior to use.
3. At no time will children be allowed to touch or feed balls into the pitching machine.
4. During the game only trained managers or coaches will be allowed to operate the pitching machine. The offensive team will supply the pitching machine operator. The pitching machine will never be left unattended.
5. The home team will be responsible for setting up and taking down the pitching machine.
6. The pitching machine should be placed on the designated pitching mound on the field of play.
7. The speed of the pitch should be fast enough that the ball will reach the catcher safely and slow enough that the batter can hit the ball.

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VI. Rookie Ball Division Rules

Organization

The Rookie Ball division shall be organized based on age and prior 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. Games will be played on the T-ball field.

Game Preliminaries

Rookie Ball will be coach pitched.

General

- A. The team batting order shall consist of all eligible players present in a continuous roster order.
- B. No player shall sit out two innings before all players have sat out at least one inning. No player shall sit out a third inning until all players have sat out a second inning. Every attempt to have all players in a defensive position every inning should be made.
- C. No player may play any position for more than two innings in one game. All players must play two infield innings per game (catcher is considered infield for one of these innings)
- D. Free substitutions 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.
- E. Game Time
 - 1. The game will conclude at the completion of 5 innings, or the time limit of 1 hour, whichever comes first.
 - 2. No score is kept. No win/loss record will be kept, and there shall be no league standings.
 - 3. Once through the batting order will retire the offensive team in each half inning. All runners thrown out at a base, tagged out, or out on a fly ball will return to the dugout.
 - 4. Games will not be conceded based on score (no mercy rule) and will be played until such time as the game is completed or the time limit has elapsed.
- F. The batter will be allowed six pitches. If they fail to put the ball into play after 6, the batter will use the tee to hit the ball off of.
- G. Each ball pitched while the batter is in the batter's box counts as a pitched ball, notwithstanding whether the ball passes through the strike zone or does not pass through the strike zone. If the sixth ball is fouled off the batter gets another pitch. A foul ball will not count as a final pitch.
- H. If a batter is hit by a pitch, they will not be awarded 1st base.

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- I. Intentionally bunting is not allowed.
- J. No infield fly rule shall be declared.
- K. No base stealing is allowed.
- L. "Walks" are not allowed.
- M. No runner advances after a fielder returns the ball to the defensive pitcher on the mound at the conclusion of a play, even if the pitcher misses the ball thrown by the fielder. NOTE: Returning the ball to the pitcher does not stop any plays in progress.
- N. A runner may not advance on a wild pitch, passed ball, or an overthrow in the field, accordingly base runners may only advance one base per hit, with the following exception. After 50% of the scheduled games for the season have been played, players may advance two bases on a well hit ball that goes beyond the outfielders.
- O. "Outs"
 - a. They hit a foul ball that is caught by a defensive player
A ball must reach the infield grassline in order to be considered in play. If a batted ball fails to pass this arc, it shall be considered a foul ball.
 - b. They successfully put the ball into play and are put out under normal rules of play.
- P. Field placement for the defensive team will be dependent on the number of players present for the game, the team will consist of 1 pitcher, 1 catcher, 4 regulation infielders (1st base, 2nd base, 3rd base, and shortstop), 3 regulation out fielders and one outfield rover if needed.
 - a. A defensive player designated as the defensive pitcher may be positioned within 10 feet of the pitching mound but may not take a position that could interfere with the Manager or Coach pitching.

Coaching

Every effort shall be made by the manager 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. Managers and coaches may act as umpires. It is recommended that offensive coaches be stationed at first and third bases to advise runners. Defensive coaches can be on the field in the same general area but must stand behind the bases by several feet to not create an obstruction. Batters may be assisted by the manager or coaches in positioning their batting stance. A team parent may be designated to supervise the dugout as an adult shall remain in the dugout area as long as there are any players present. No additional parents should be on the field of play unless needed due to a player safety issue.

VII. TEE-BALL DIVISION

In ALL cases other than the following, Little League Baseball and OVLL local rules apply.

A. Field Decorum

- 1. Managers and coaches may stand near batters and defensive players to offer advice, but not interfere with play.

B. Game Preliminaries

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1. Managers and coaches may act as umpires. It is recommended that offensive coaches be stationed at first and third bases to advise base runners. Defensive coaches may be located in the same general area, but should remain several feet beyond the bases so as not to obstruct the runner's view of the base coaches.

C. Rules and Regulations

1. Placement of players to team rosters is the responsibility of the league player agents.
2. Each team should have a minimum of seven (7) eligible players ready to play at the scheduled starting time. Players who arrive late are immediately placed on the field their team is playing defense.
3. Each team plays all players on the field in conventional defensive positions. If desired, an additional infielder may be used as needed.
4. Before the ball is hit, all infielders, except pitcher and catcher, are positioned no closer than two (2) feet in from the base lines running between first base and second base, and second base and third base. All other players are positioned in the outfield. Before a ball is hit, all outfielders must be at least five (5) feet behind the start of the outfield grass.
5. Defensive positions of players may change at any time during the game.
6. Every player presents at a game bats in a continuous batting order. The batting order may not change during a game. Each player will bat every inning. Players who arrive late are added immediately to the bottom of the line-up and the opposing team manager is notified of the additional player.
7. After the ball is batted fairly, the ball continues in play until the ball is returned to the pitcher's mound and is held there.
8. There are no outs.
9. Base runners stay in contact with the base until the ball is hit. No lead-offs or stealing.
10. No Infield Fly Rule shall be declared.
11. Catchers are stationed at one corner of the backstop until the ball is hit. After the ball is hit, the catcher may assume a position at Home Plate.
12. A game should be 4 innings or one (1) hour whichever comes first.
13. Practices and games are not to exceed a combined total of two (2) per week (Sunday through Saturday). It is recommended that practice is 45 minutes in length and does not exceed one (1) hour.
14. There are no protests, forfeits, official scoring or official standings in Tee-Ball.
15. This is an introductory instructional league. Any manager or coach who keeps score and/or makes the game into a win-lose situation may be removed from his position by agreement of the T-ball Division Commissioner and the League President.
16. No manager, coach, adult or child shall pitch to a Tee-Ball player during a game.
17. The following subsections describe the Tee-Ball playing rules:
 - a). The ball is hit off a batting tee.

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- b). When all defensive players are in proper position, the defensive manager indicates to the offensive coach that the team is ready. The offensive coach places the ball on the tee and says, "Play!"
- c). It is the responsibility of the batting coach stationed near home plate to remove the batting tee and bat after each hit.
- d.) Batting coach stands back away from the batter until the ball is hit.
- e). Foul balls are called the same as conventional baseball.
- f.) Coaches should use restraint in advancing base runners. A single for an infield hit and a double for an outfield hit are appropriate. Beyond that, bases should not be awarded by any defensive errors so prevalent in Tee-Ball.