

# VIEJO LITTLE LEAGUE

## 2026 LOCAL RULES

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## **Section 1: Purpose of Local Rules**

The objective of the Viejo Little League (VLL) Local Rules is to provide supplementary rules and guidelines in certain areas where leeway is allowed by the established Little League Baseball Incorporated (LLBI) Rules, Regulations, and Policies. No local rules can conflict with the published Rules, Regulations, Policies, or Principles of LLBI without the expressed written permission from the LLBI Charter Committee at Williamsport, Pennsylvania. All teams in all divisions shall adhere to all rules and there will be no modifications or "gentlemen agreements" permitted.

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## **Section 2: Team Selections**

VLL utilizes a draft process for each of its divisions to balance competitive equity within the divisions and give the opportunity for managers to choose players for their teams based on their own individual criteria. All teams are drafted from "scratch" each year. Managers may not pre-select their coaches prior to the draft to reserve that coach's son/daughter for his/her team. If a manager wants a particular coach, then he/she must draft that coach's son/daughter as an unreserved normal draft pick or trade for that player in the normal fashion at the draft.

### **A. Evaluations**

1. All players must attend an evaluation to participate in Minor "A" or higher divisions. Should a player fail to attend an evaluation, approval by the Board of Directors will be required for the player to be eligible for selection in one of these divisions.
2. Exceptions: A Player Agent shall have discretion to (1) permit a returning VLL player who cannot participate due to injury but who will be available to play by May 1 to be drafted provided the player is introduced to the managers of the appropriate division(s) at tryouts; and (2) place on a team a player who registers or moves into VLL's territory after evaluations are completed.
3. Players league age 6 and below requesting to play in the T-Ball and Coach Pitch Divisions do not attend an evaluation.

### **B. Division Eligibility**

1. All players registered by the evaluation date will be selected to a team, however, there is no guarantee of selection to the division requested by the player.
2. All returning VLL players must be drafted into the same or higher division than he/she played for VLL in the previous Spring season. The division played in the previous Fall season does not count for this requirement.
3. Listed below are the Division levels that players can be drafted into based on their League Age.

<b>League Age</b>	<b>Major</b>	<b>AAA</b>	<b>AA</b>	<b>A</b>
12	X			
11	X	X		
10		X	X	
9		X	X	X
8			X	X
7				X
6				X

4. Exceptions will be made if the safety of the child or the safety of other children is in jeopardy as determined by a Player Agent and approved by the Board. For League Age 12 players, a waiver is required to be submitted to the District for approval to play in the Minor "AAA" Division.
5. Exceptions to age restrictions may be made when the situation dictates. For example, in a scenario where we have 32 league age 11 and 12s that have registered for the season, we may wish to open up the Major Division to 10's for

that season as well so that we can have 3 Major division teams. These exceptions will be determined by the Player Agent(s) in charge of the affected division(s) before the draft.

6. Additional Eligibility Rules by Division

- a. Majors: None.
- b. Minor AAA: All eligible 11 year olds not drafted into the Major Division shall be drafted into the AAA Division. Eligible 9 year olds may be drafted into the AAA Division so long as all required 11 year olds are guaranteed a place on a AAA Division Team Roster.
- c. Minor AA: All eligible 10 year olds not drafted into the AAA Division shall be drafted into the AA division. Eligible 8 year olds may be drafted into the AA Division so long as all required 10 year olds are guaranteed a place on a AA Division Team Roster.
- d. Minor A: All eligible 8 and 9 year olds not drafted into the AA Division will be drafted into the Minor A Division. Eligible 6 year olds may be drafted into the A Division so long as all required 8 and 9 year olds are guaranteed a place on an A Division Team Roster.

**C. Draft Process**

The Major Division and Minor "AAA" drafts are governed exclusively by Little League Rulebook rules (see "Policies: Local League Draft Methods") and overseen by District 68. Minor "AA" and Minor "A" drafts are conducted by the Player Agent assigned to that division. There are no drafts below the Minor "A" division. The League will utilize the "Alternate method for Plan B" draft process as listed in the Little League Operating Manual, which means that Managers are not required to first select returning players from that Division; i.e., there is only one draft for each Division (in contrast to two separate drafts - one for returning players and one for new players). Only Division Managers, the Division Commissioner for that division, the applicable Player Agent and other Board Members designated by the President or Player Agent may be present at the Draft.

- 1. Before the draft, the Player Agent(s) will publish a list of all eligible players to the managers including an independent, unbiased evaluation of each player's skill based upon their best judgement.
- 2. Managers will draw numbers to determine the order of player selection. First round will be numbered from lowest to highest. The second round will be numbered highest to lowest, using the "serpentine" system. All ensuing rounds will continue in the same manner. In the event teams are drafted to an odd number of players, the last round will reverse order.
- 3. The Managers will make their selections in an open, verbal draft. Each "pick" is allowed a maximum of one (1) minute.
- 4. Parental requests to play for or not play for specific Managers will not be facilitated by the Board for the Minor "A" Division and above. Every effort will be made to honor parental requests to play for a specific Manager in the T-Ball and Coach Pitch Divisions.
- 5. All managers' children at all levels are at minimum protected until the rounds specified below based on their League Age:

Draft Round	Majors	AAA	AA	A
5	10	9	7	6
4	11	10	8	7
3	12	11	9/10	8/9

For the Minor "AA" and Minor "A" divisions, the Player Agent will review the player ratings from evaluations and make recommendations for which (if any) of the managers' children should be protected until a later draft round to assist with balancing teams. Prior to the draft, the Managers will review these recommendations and come to an agreement on which round each child is protected until.

6. The sibling of a selected player is protected from being drafted until that team's next selection. If the sibling is not selected at that time, they will be placed back in the open pool of players. It is expected that every effort will be made to ensure siblings are drafted onto the same team. VLL will attempt to honor requests by parents to draft siblings onto separate teams.
- D. Managers will have 15 minutes following the draft (before leaving the draft room) to trade players on the night of the draft. A majority of the Board must approve all trades.  
*Note: players may be traded up to 14 days after the first scheduled game by Little League rules, but for the purpose of initially setting teams and in the interest of time, the 15-minute rule will apply on the night of the draft.*
- E. Viejo LL typically does not have enough players to fill an entire roster at the Intermediate, Junior and Senior levels. Teams will be determined by the Board, sometimes in combination with other local leagues within District 68, based on the number of players participating each year.
- F. After the draft, no refund of registration fees will be issued.

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### Section 3: Player Loss and Movement

- A. If desired and if player numbers allow/warrant as determined by the Player Agent(s), permanent openings on Little League Major rosters will be filled from Minor "AAA" rosters. The Player Agent will notify the Manager of eligible players. The Manager shall have forty-eight (48) hours after notification to make a selection known to the Player Agent.
- B. The Player Agent is the only person authorized to contact the player or his/her parents involved in any draft up to a higher Division. Any violation may lead to disciplinary action towards the appropriate person by the Board.
- C. Any Manager/Coach who influences a player's decision regarding player movement shall be reviewed by the Board for immediate disciplinary action.
- D. Refusal of a player from any Minor Level Division to comply with the player replacement procedures for the Minor Leagues shall result in forfeiture of further eligibility to play in the higher Division for the remainder of the season. Since all 12 year-olds must play Majors unless a waiver has been granted, if a 12 year old is on the waiting list, he/she should be taken to the major team with an opening before a call up of a Minor "AAA" player.
- E. Permanent openings on the Minor "AAA" rosters will be filled first from the waiting list as follows: The first available eleven year-old on the waiting list will be selected. If there are no eligible eleven year-olds available, the Manager may select the next available Minor "AAA" player from the top of the waiting list. If no waiting list is available and if player numbers allow/warrant as determined by the Player Agent(s), there can be a lateral move of player(s) within the AAA division or a league age 9 or 10 player may be selected from the Minor "AA" division.
- F. Openings on the Minor "AA" and lower Division rosters will be filled from the waiting list or not at all.
- G. Openings on Intermediate, Junior and Senior teams will be filled from the waiting list or not at all.
- H. No replacement will be allowed from a Minor Division team during the final four (4) weeks of the regular season. The VLL Tournament is not considered part of the regular season.
- I. A Manager shall notify the Player Agent within 24 hours if a player misses two consecutive games without explanation or if the Manager otherwise becomes aware that the player will not continue with the team.

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### Section 4: Manager Selections

As the Chief Administrator, the President has the final approval on selection of Managers, Coaches, Umpires and Committees. Manager candidates shall be selected and recommended to the President by the Manager Selection Committee from all applications of prospective managers at least 21 years of age. No prospective Manager or Coach shall act in any manager or

coach capacity until his/her approval by the President. Managers serve upon appointment of the League President. The Manager's term expires July 31. Managers are not automatically reappointed from year to year.

- A. Manager Selection Committees are established by the Board of Directors to assist in selection of Managers for all levels of play.
  - 1. Each Committee will be composed of the Division Commissioner for that level, Coaching Coordinator and at least one other Board Member, excluding the President. None of the Committee members may have a child in that Division other than the Coaching Coordinator.
  - 2. Each Committee will interview the candidates identified by the President and provide feedback to the President. Should the candidate choose, they can forgo the interview process if they are a returning manager.
    - a. Criteria considered by the Committee in evaluating candidates include: Little League volunteer experience, baseball/coaching experience, leadership ability, parent reviews from previous years as Manager or Coach, and Board input.
    - b. After receiving Committee recommendations, the President will nominate the managers and present them to the Board for approval.
  - 3. There are no appeals to the Board or any other governing body on Manager selections.
- B. After the draft, Managers shall submit Coach Candidates to the President for approval. After receiving candidates, the President will nominate the coaches and present them to the Board for approval.

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## Section 5: Team Management and Responsibilities

The Manager is required to ensure that his/her team fulfills all League requirements, including but not limited to: obtaining a team sponsorship, team snack bar duties, team umpire duties, scorekeeping, and field prep. It is highly recommended that the Manager delegate these duties to other parents on the team, however, the Manager retains full responsibility for ensuring fulfillment of all team responsibilities. Managers are required to utilize the GameChanger app as the primary method for communicating with their teams.

- A. **Rules Clinics:** All Managers and at least one coach and one umpire per team in the Minor "A" Division and above are required to attend one of the preseason District 68 (D68) Rules Clinics.
- B. **Coaching Clinics:** All managers/coaches are encouraged to attend at least one pre-season coaching clinic.
- C. **Umpire Field Mechanics Clinics:** At least one adult per team from all Divisions except T-Ball and Coach Pitch will be required to attend an umpire field mechanics clinic. Attendance from previous years does not count toward this requirement.
- D. **Team Sponsor:** Each team is required to obtain a sponsor.
- E. **Snack Bar:** Each team is required to fulfill its volunteer requirements in working the snack bar. Teams that do not fulfill their required snack bar assignments are not eligible for the Viejo playoffs or for District 68 Tournament of Champions (TOC).
- F. **Scorekeeping:** Scorekeeping shall be done in the GameChanger app. Each team in the Minor "A" and above Divisions is responsible for providing a scorekeeper for each game. Each team should have at least two volunteers knowledgeable in keeping score. Every effort will be made to offer a league run scorekeeping class during the preseason.
- G. **Umpiring:** Volunteer Umpires are a critical component of Little League and the games cannot be played without umpires. The goal of the league is to have one umpire scheduled for every game in the Minor "A" Division and two umpires scheduled for every game in the Minor "AA" and above Divisions. It is highly recommended that each team have multiple volunteer umpires.

1. **Umpire Point Requirement:** Each team is required to attain a minimum number of umpire points each season to be eligible for post-season play (combination of clinics attended and games umpired). Creation of the point system each season will be done by the league UIC(s) and that season's requirements will be communicated to all managers prior to the start of the regular season. Teams that do not meet their point requirements are permitted to be regular season champions, but they may not participate in Viejo's post-season tournament or the District 68 Tournament Of Champions (TOC), and their managers/coaches are not eligible to be All-Star managers/coaches. Each team must sign up to umpire enough games by April 1 to meet the point requirement for the season.
2. The UIC(s) may elect to assign specific games to teams for which they will be required to provide umpire coverage.
3. Training in the form of Umpire Field Mechanics Clinics and Rules Clinics are offered by District 68 and/or the VLL UIC(s).

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## Section 6: Season Format

- A. Intermediate, Junior and Senior Division formats will be determined by District 68. No other policies under this section of the Local Rules are applicable to the Intermediate and above Divisions.
- B. Little League Majors and all Minor Divisions, including T-Ball, will play one overall season typically consisting of approximately 18-20 games. T-Ball will play about half of that number, as they do not play on weeknights.
- C. VLL, at the discretion of the Board of Directors, may choose to participate in interleague play with other Little Leagues in District 68.
- D. Standings will be kept in the Minor "A" and above Divisions. No score or standings will be kept in the T-Ball and Coach Pitch Divisions.
- E. At the end of the regular season, a regular season champion and runner-up will be declared in the Minor "A" Division and above (see section 10). Awards given are determined each year by the Board (i.e. trophies, medals, rings, etc.).
- F. All teams in each Minor "A" Division and above will participate in the VLL Tournament. (See section 10).

### G. Rain Out/Rescheduling Policy

Weekday Games - Field status will be determined by the city at <https://cityofmissionviejo.org/city-mission-viejo-sports-field-status>.

Weekend Games - The President or designee will inspect the fields before 8:00 a.m. to determine whether the fields are playable and communicate his/her decision by league-wide email.

#### Rescheduling of Games:

Minor "A" and above division games that are rained out or postponed will be rescheduled by the league scheduler. T-Ball and Coach Pitch rain-outs will not be rescheduled unless both managers wish to play the game instead of having one of their weekday practices. The league scheduler will alert the league UIC(s) immediately upon rescheduling any game.

1. Regular season make up games will be rescheduled for the next available date as determined by both team managers and the league scheduler and as determined by field availability. Practices that were to be held on that field will be cancelled to make way for the makeup game. Communication of this to all managers involved is the responsibility of the league scheduler. It is expected that teams will utilize the "pool player" process to fill out their rosters as needed for re-scheduled games. Once a game has been rescheduled, that becomes the current official schedule and that time slot is no longer available for other games to be rescheduled into.
2. It is the responsibility of the home team's scheduler to reschedule all postponed interleague games by working with both team's managers and the other league's scheduler.

3. VLL Tournament games will be played in the order that they were originally scheduled. Rained out or postponed games will be played the next day. Any previously scheduled games impacted by the rescheduled game(s) will be pushed out accordingly.

#### H. Forfeits

If, for any reason, ten minutes after the designated starting time of a game, or at any time during the game, a team cannot field at least eight (8) players in a game, that team will forfeit the game. If both teams, at the designated starting time of a game, cannot field eight (8) players the matter will be determined by the Viejo LL board for a decision. Once a forfeit has occurred, the two teams will use the allotted game time for a practice game or a joint practice and, if the managers desire, may request the umpire to officiate a practice game. Once a forfeit has occurred, it cannot be undone. The official score of a forfeited game is 6-0. It is expected that all managers will fully utilize the pool-player process and the reschedule request process to eliminate the need for forfeitures. NOTE: If a team plays a game with eight (8) players, the team may skip over the ninth (9th) position in the batting line-up each turn at bat without penalty (no out is called).

#### I. Reschedule requests

Any Manager requesting a game be rescheduled due to the inability to field a team must submit an email request to the league scheduler with the opposing manager cc'ed in a timely manner.

1. Requests to reschedule a game can only be made if a team is unable to field a team of at least nine players even after requesting the use of pool players. Note: a manager may choose to play a game with eight players at any time.
2. Should the request be approved by both the scheduler and the opposing manager, the scheduler will confirm with the managers of both teams involved the change and the new date and time. The scheduler will also be responsible for notifying the UIC of the change.
3. Should the request be denied and the team that has made the request cannot field a team of at least eight players on the date and time scheduled, a game forfeiture will be recommended to the Board. The board will make the final decision on all forfeits that do not get to the point of teams showing up on fields.

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### Section 7: General Rules and Regulations

- A. INTERLEAGUE RULES: Rules governing interleague play will be decided upon each year by all leagues involved at every division and will be posted separately from each league's local rules. Interleague rules supersede local rules during interleague play. All "blue book" rules still apply and still supersede all other rules.
- B. UMPIRES: The UIC and Assistant UIC (AUIC) will make every effort to ensure games have umpire coverage. However, in the event there is no umpire scheduled, the home team will be responsible to provide an umpire(s) for the game. No games shall be rescheduled because of a lack of an umpire. If the umpire designated fails to appear, the managers shall resolve the problem by using a person who is covered by applicable Little League insurance and is willing to serve as an umpire. The President and league UIC shall be advised of the umpire's absence by the Manager of the home team. The following Umpire restrictions apply for Umpire scheduling:
  - MAJOR Division: Majors managers, coaches, parents and family members cannot umpire in the Major division. Only tournament umpires, and experienced umpires (as determined by the UIC) may umpire in the Major Division. Exception: If an umpire has not signed up for the game 24 hours prior to game time, parents, managers/coaches from the Major Division may request the game as a last resort. If there is no base umpire, the plate umpire will decide whether to continue solo or request help from a parent (adult) in the stands.
  - AAA Division: AAA managers, coaches, parents and family members can umpire in their own division but not their own child's game. Exception: If an umpire has not signed up for the game 24 hours prior to game time, parents, managers/coaches from the AAA Division may request their own game as a last resort. If there is no base umpire, the plate umpire will decide whether to continue solo or request help from a parent/Jr umpire in the stands.

Playoffs: Managers & coaches cannot umpire within their division unless already eliminated from the playoffs (with UIC approval).

- AA Division: AA managers, coaches, parents and family members can umpire within the AA division, but not their own game. Exception: If an umpire has not signed up for the game 24 hours prior to game time, parents, managers/coaches from the AA Division may request their own game as a last resort.

Playoffs: Managers & coaches cannot umpire within their division unless already eliminated from the playoffs (with UIC approval).

- Single A Division: Single A managers and coaches can umpire in the Single A division, but not their own game. Parents and family members can umpire in the Single A division, including their child's game. Exception: If an umpire has not signed up for the game 24 hours prior to game time, coaches and managers may request to umpire their own game as a last resort.

Playoffs: Managers & coaches cannot umpire within their division unless already eliminated from the playoffs (with UIC approval).

- C. **UNIFORMS**. Players must wear the full uniform (hat, jersey, socks and belt) made available to them by VLL as well as designated uniform pants at all games and specially designated VLL functions. Players can wear sleeves under their uniform shirt provided that they are within the designated color scheme for that team and are not, in the opinion of the UIC, distracting from the game. White sleeves, for example, are not allowed to be worn by pitchers. It is mandatory that all male players wear a protective cup, and all players wear athletic or baseball shoes. No alteration of the VLL game uniform is permitted. In the Major, AAA and AA Divisions, players who do not have a jersey shall be deemed an "ineligible player" for that game. With the approval of the President, a temporary substitution can be used when size or availability is a problem. The Little League patches (which are worn by players in all Divisions) must be worn on the left shoulder.
- D. **OFFICER OF THE DAY**. The Officer of the Day represents the Board during scheduled games. The Officer of the Day shall have the right to enforce all standing rules whenever a game or play is not under the control and responsibility of the umpires. Once any game has started, it becomes the responsibility of the Umpire-in-Chief.
- E. **PLAYOFF FORMAT**: Post-season games will continue to use regular season rules, including these VLL Local Rules.
- F. **FALL BALL SEASON**: All current and local rules will apply to fall ball, unless agreed upon by the Interleague committee. For Fall Ball games, managers shall be responsible for umpire coverage. As it is primarily the goal of fall ball to allow continued player development while also allowing for friends to remain together, formation of teams will be at the discretion of the Board President in coordination with the Fall Ball Commissioner. For levels with more than one team, a draft may be used or teams may be individually assigned as determined by the Board President. If teams are assigned, the Fall Ball Commissioner, the Board President, and at least one other board member (preferably the Player Agent or someone else with good knowledge of the kids involved) will assign them together. If there is a Fall Elite program run at any level, the Elite program manager may choose up to 14 age-appropriate kids that have registered for fall to fill out their roster before any other rosters are filled. If there is a player that qualifies for more than one Elite team and both teams want to put that player on their roster, the decision of which team to join will be left to the player and their family. Any player may refuse to play Elite in favor of traditional fall ball if they so choose

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## Section 8: Pool Players

The purpose of Pool Players is to prevent game forfeitures. In Minor "A" and above, to supplement teams with absent or temporarily injured players, VLL will utilize a rotating list of volunteer players (Pool Players) which may be assigned to play a game with another team. The Pool Players list will be administered by the Player Agent(s) and President following LL rules and the below additional provisions. The Player Agent(s) will not divulge the order of players on the Pool Player list to anyone except a "stand in" if they are unavailable. Please note that interleague rules will likely vary from these rules for the interleague portion of the season (if there is one).

- A. In order to be eligible to request a Pool Player, a team will provide at least 2 players from their own roster for the Pool Player list.
- B. A Manager must request a pool player if he will be unable to field a team of at least eight players. The Manager is responsible for requesting the use of pool players as soon as possible, but no later than the day before the scheduled game or a game forfeiture may be recommended to the Board. The Board may consider special circumstances in determining game forfeiture.
- C. A Manager may request a pool player if he is not likely to have ten or more players available to play for a regular season game.
- D. A team may not use more than two pool players in a game.
- E. A player at the top of the Pool Player list that rejects a proposed assignment, for any reason other than an overlapping game with their regular team, shall be moved to the bottom of the list.
- F. If a player is at or near the top of the Pool Player list and is due for assignment but is ineligible due to an overlapping game with their regular team the player shall be skipped and retain their position on the list for later assignment.
- G. Once a Pool Player is requested and a specific Pool Player assigned, the requesting manager shall not refuse the assignment. The Pool Player must play a minimum of nine (9) consecutive defensive outs and bat once.
- H. Pool Players must wear their regular team uniform when playing for other teams.
- I. A Pool Player shall not play more defensive innings than any roster player in the line-up for the same game.
- J. Pool Players shall be placed at the end of the batting order after roster players.
- K. Pool Players are not eligible to pitch or play the position of catcher.
- L. Pool players are not allowed to be used during the VLL postseason tournament.
- M. Pool players are not allowed to move vertically between Divisions unless there are no other pool players available from the same division and the lack of a pool player would cause a forfeit. The Player Agent will maintain a separate list of pool players who are rated as strong enough players to potentially move up a division for a game, and will draw from that list only in this situation. Age restrictions are removed (i.e. a 10 year old Pool Player may play in Majors) in this circumstance.
- N. If the game is not played on the scheduled date and the team still needs a pool player for the rescheduled game, the originally assigned pool player will be contacted first to fill the spot.

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## Section 9: Playing Rules

### A. General Rules

1. The Home team manager is responsible for preparing the field for play (if not already prepared by VLL field operations personnel) and for putting the equipment away. Pregame field prep should be finished no later than 45 minutes before the start of the game.
2. The Visiting team will take infield first, no sooner than thirty (30) minutes before game time. Each team's infield session will not exceed ten (10) minutes. No pitching from the mound will be allowed during this warm up time. If a prior game or other delays encroach on this time the teams will evenly split whatever time is available.
3. In the Minor "A" and above Divisions, the Home team is responsible for providing the official GameChanger scorekeeper. GameChanger will also be used to provide pitch counts. The official scorekeeper is responsible for completing the pitch count log for both teams. The visiting team shall provide a backup scorekeeper for redundancies, technical issues and/or scorekeeping errors. However, the official score will be kept by the home scorekeeper.

- In the Minor "A" and above Divisions, approximately ten (10) minutes prior to game time, the umpire(s) and managers will have a plate meeting. Managers are responsible to provide the umpire-in-chief with their line-up card in quadruplicate. The line-up card must contain the last name of the player, the first name or initial of the player, age, jersey number, and position in the batting order. The line-up card must indicate the starting pitcher and catcher and which players are ineligible to pitch in the game. Managers must also provide an up-to-date pitch count log. The umpire-in-chief shall make certain that the original and the duplicate copies are the same, then provide a copy of each line-up to the opposing manager, the Official Scorekeeper and the visiting team's Scorekeeper. The original copy retained by the umpire shall be the official batting order. The managers must inform the umpire-in-chief of their in-game (Pitcher and Catcher) substitutions.

Note: Player age and pitcher and catcher information does not apply to the Minor "A" division.

- A summary of VLL minimum play requirements for the Minor "A" and above Divisions is shown below. The number of innings missed due to arriving late, leaving early, or games shortened because of time limit or the mercy rule may reduce a player's minimum playing time proportionally, but not below the Little League mandatory play (6 defensive outs, 1 at bat). For the purposes of minimum play an inning shall be defined as 3 outs. If an inning ends because of the imposition of a run limit and a player has played for the entire half-inning that player will be considered to have played for three outs. If a player has not played for the entire half-inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.

Division	Minimum Play
Majors	<ul style="list-style-type: none"> <li>Every player must play nine (9) defensive outs.</li> </ul>
Minor AAA	<ul style="list-style-type: none"> <li>Every player must play nine (9) defensive outs.</li> <li>Every player must play a minimum of one (1) complete inning at an infield position.</li> </ul>
Minor AA	<ul style="list-style-type: none"> <li>No player shall play any one (1) position for more than two (2) consecutive innings, except pitcher.</li> <li>All players must sit out one inning before any player sits for a second inning unless the pitcher is unable to do so and still throw their third inning. In this instance, the pitcher will sit a full inning at the next available opportunity.</li> <li>Every player must play a minimum of one (1) complete inning at an infield position.</li> </ul>
Minor A	<ul style="list-style-type: none"> <li>No player shall play any one position for more than two consecutive innings.</li> <li>All players must sit out one inning before another player sits for a second inning.</li> <li>Unless the duration of the game makes it impossible, every player must play a minimum of two complete innings in the infield, not necessarily consecutive. The catcher position does not count toward the two innings in the infield minimum requirement. All players that did not play a minimum of two complete infield innings in a game shall start in an infield position at the next scheduled game. They also must be the first players to play two complete infield innings in that game.</li> </ul>

- Managers in the Minor Divisions, ("AAA", "AA", "A") will be responsible for keeping a position sheet for each game that records the defensive positions and innings played by each player showing compliance with the Viejo Little League minimum play requirements above. They should provide 1 copy to the opposing team at the plate meeting.
- Approximately five (5) minutes prior to game time, players and coaches shall line up at the base lines in front of their respective dugouts. Each Manager shall select one or more player(s) from his/her team to lead the recitation of the Little League Pledge at the pitcher's mound.

## B. Game-Time Rules

1. Playing rules for the Intermediate, Junior and Senior Divisions will be determined by District 68. Playing rules conform to the Official Little League Rules for Minor AAA and Majors divisions. Minor AA, Minor A, Coach Pitch and T-Ball have additional rules or rule modifications as described in Sections D - G below.
2. Managers and/or coaches shall not agree to play by rules other than the applicable Little League Baseball Rules supplemented by VLL Local Rules. It is the manager and coach's duty to make sure that all players understand and adhere to the rules and regulations of Little League Baseball as well as the VLL Local Rules. Any Manager who notices rule violations may request time out and notify the umpire. In addition, after the game, such Manager should notify the league UIC and their Division Commissioner.
3. Viejo Little League has a zero-tolerance policy toward unsportsmanlike conduct by players, coaches, and spectators - especially as it applies to the badgering of umpires and/or any of the opposing team's personnel. Adult umpires or game coordinators (in the case of a game umpired exclusively by youth umpires) may eject any player, manager, or coach from the field of play for such conduct (see blue book 9.01(d)). Unsportsmanlike conduct by spectators may result in suspension of play by the umpire until such time as league officials (officers of the day) are able to deal with the situation. Failure of league officials to adequately handle unruly spectators can result in the game remaining suspended until a later date and referred to the Board of Directors for further action (see blue book 9.01(g)). All adults in VLL will at all times remember that the game is for the kids.
4. The official game time begins with the first pitch of the game and will be kept by the umpire-in-chief. Where a time limit is specified, a new inning begins at the moment the final out of the previous inning is recorded. A new inning will not be started to break a tie score in regular season games.
5. After the game begins, the manager and his two (2) (Major and AAA Divisions) or three (3) (Minor AA and below Divisions) coaches are to remain in the dugout at all times, except (a) when time out is requested and granted for a conference with a defensive player(s) or umpire, (b) when coaching first or third base or (c) for an injury. Base coaches are to remain in the dugout until the catcher throws down to second base.
6. Managers and coaches are encouraged to utilize the "courtesy runner" for their pitchers and catchers and should encourage players to hustle on and off the field between innings such that half-innings do not exceed 90 seconds. Managers and coaches shall not deliberately stall play and should keep conferences to less than 60 seconds. The home plate umpire has the final authority on the pace of play.
7. Only the Managers may discuss calls/rulings with the umpires on the field.
8. All players must be in the dugout and on the bench when not playing or base coaching. Leaning, pulling or climbing on the fences is prohibited.
9. Parents are not allowed to be in the dugout or interfere with the manager, coach, umpire, or player in any way. Yelling and badgering is included in the definition of interference.

### C. Viejo Little League Local Rule Options

A summary of which Local League Options Viejo Little League chooses to adopt from the Official Little League Rules are shown below:

Rule Number(s)	Viejo Local Rule	Divisions			
		A	AA	AAA	Majors
1.01, 4.16, 4.17	A game may not be started or continued with less than eight (8) players on each team.	Yes	Yes	Yes	Yes
4.04, 6.05(n)	When a team plays a game with eight (8) players, the team may skip over the ninth (9th) position without penalty.	Yes	Yes	Yes	Yes
4.04	Continuous batting order is used	Required	Required	Required	Yes
3.04, 7.14(b)	A “courtesy runner” is permitted for the catcher and/or pitcher of record when there are two (2) outs.	Yes	Yes	Yes	Yes
6.02(c)	After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at bat.	No	No	Yes	Yes
6.05(b)(2)	Adopt the Minor League rule that a batter is out when a third strike is caught or not caught by the catcher.	N/A	N/A	N/A	No
4.10(c)(2), 4.11(d)	A game will be regulation if the game has been played for 1 hour and 45 minutes. Any inning which has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit has expired.	Refer to specific time limits for Minor A and Minor AA below.		Yes	No
4.10(e)	The 15-run rule, 10-run rule and 8-run rules (mercy rules) are applied.	No	Yes	Yes	Yes
4.19(g)	Protests must be resolved before the next pitch or play.	Yes	Yes	Yes	N/A
5.07	The five-run rule is suspended in the last half-inning for either team.	Yes	Yes <sup>1</sup>	Yes <sup>2</sup>	N/A
5.10(b)	Viejo does not adopt its own regulations governing games interrupted by light failure.	N/A	N/A	N/A	N/A
9.01(d)	The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior.	N/A	No	Yes	Yes
9.04(a)	The plate umpire may stand behind the pitcher.	Yes	No <sup>3</sup>	No <sup>3</sup>	No <sup>3</sup>

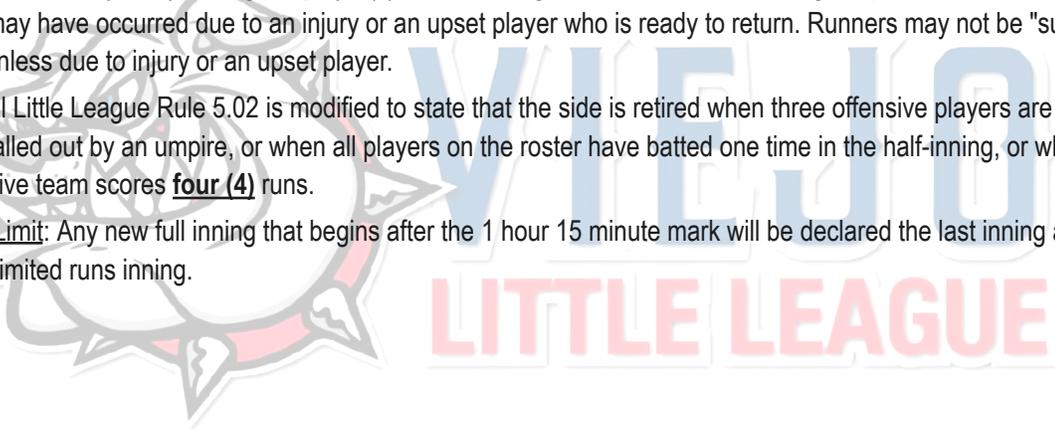
<sup>1</sup>In the AA division, VLL uses a four-run rule instead of a five-run rule.

<sup>2</sup>If a AAA game reaches the sixth (6th) inning prior to the 1 hour and 45 minute time limit, the 5-run limit is suspended for both teams for that inning. In AAA, the 5-run limit is not suspended prior to the 6th inning.

<sup>3</sup>The plate umpire may stand behind the pitcher in Fall Ball.

#### D. Minor AA Division Specific Rules

1. A "courtesy runner" is permitted for the catcher and/or pitcher of record when there are two (2) outs. This courtesy runner may also be used for the player that will be catching in the upcoming inning.
2. Pitchers will be restricted as follows: (even if pitcher has not reached maximum pitch count)
  - a. **1st Half of the Season** - Maximum of six (6) consecutive defensive outs per game.
  - b. **2nd Half of the Season** - Maximum of nine (9) consecutive defensive outs per game.
3. Stealing of bases is allowed, however runners cannot steal home and runners cannot advance more than one base at a time unless the ball is put into play (i.e. no advancing to third on an overthrow of second by the catcher). Should a runner attempt to steal home or advance more than one base, they may be put out while advancing. If they arrive at home plate or the extra base safely, they will be returned to their previous base once the play is dead.
4. No infield fly rule.
5. When a runner is off a base after a pitch or as a result of a batter completing a turn at bat, and while the pitcher has possession of the ball with at least one foot on the pitcher's mound dirt, the runner must immediately attempt to advance to the next base or return to their last base legally touched.
6. **SUBSTITUTE BATTER/RUNNER:** The next batter will assume the count (batter) and the last player to make an out (runner) shall replace a batter or runner forced to leave the game. In the Minor AA Division, a Manager may reinstate a "Removed Player" by having the player(s) re-enter the game and resume their original position in the batting order. This may have occurred due to an injury or an upset player who is ready to return. Runners may not be "substituted for", unless due to injury or an upset player.
7. Official Little League Rule 5.02 is modified to state that the side is retired when three offensive players are legally put out, called out by an umpire, or when all players on the roster have batted one time in the half-inning, or when the offensive team scores **four (4)** runs.
8. Time Limit: Any new full inning that begins after the 1 hour 15 minute mark will be declared the last inning and will be an unlimited runs inning.



## E. Minor A Division Specific Rules

1. A "courtesy runner" is permitted for the catcher and/or pitcher of record when there are two (2) outs. This courtesy runner may also be used for the player that will be catching in the upcoming inning.
2. A pitching machine shall be used in this Division. The home team Manager will be responsible for setting up and taking down the pitching machine. The machine shall be set-up in the middle of the pitcher's circle and set to a speed of approximately 35 MPH (settings 3,4,4 on machine).
3. The offensive team shall provide a volunteer to operate the pitching machine. The volunteer must be a Little League approved volunteer and have filled out all appropriate paperwork. The person operating the pitching machine shall present five pitches to each batter. The batter may not walk nor be awarded first base by being hit by a pitch. After five pitches the batter is out, unless the fifth pitch is not hittable as determined by an umpire (i.e. a machine malfunction) or fouled off, in that case the batter will receive one more pitch. The batter is not allowed to bunt. The batter may swing at all of the pitches regardless of the number of strikes.
4. If a batted or thrown ball at any time hits the screen, the pitching machine or the person feeding the pitching machine, the ball is dead and the batter is awarded first base. All runners shall advance one base, as the batted ball will be considered a "hit". However, if a batted ball touches any part of a defensive player prior to hitting the pitching machine or operator feeding the machine, then the ball remains live and in play.
5. A defensive team shall field a maximum of ten players. Players are to be lined up as a pitcher, 4 infielders, a catcher (optional) and up to four playing in the outfield.
6. Base stealing is not allowed, and runners may not advance on a passed ball.
7. No infield fly rule.
8. There will be a maximum of two bases by the batter and runner on any hit unless it is an over the fence home run. A batted ball must pass or be deflected past the outfield line (approximately fifteen (15) feet beyond the baseline) in order for the batter or runner(s) to advance two bases. Should a runner attempt to advance more than one base when the ball does not pass the outfield line, they may be put out while advancing. If they arrive at the extra base safely, they will be returned to their previous base once the play is dead. When a runner is off a base after a ball has been hit, and while the pitcher has possession of the ball with at least one foot on the pitcher's mound dirt, the runner must immediately attempt to advance to the next base or return to their last base legally touched.
9. Defensive outfielders cannot make an out by tagging a base or tagging a runner. They can record an out by catching a fly ball or throwing a batted ball to an infielder.
10. The defensive pitcher is required to have at least one foot within the dirt (pitcher's mound) until the ball is hit. If a screen is utilized in front of the machine, the pitcher may not be in front of the screen. At the umpire's discretion, a batter may return to bat if an out was made by a pitcher who did not have at least one foot in the pitcher's mound area.
11. Time Limit: Any new full inning that begins after the 1 hour mark will be declared the last inning and will be an unlimited runs inning.

## F. Coach Pitch Division Specific Rules

1. The offensive team will bat the entire order each inning, even if three outs are recorded. Prior to Spring Break, players who put the ball in play shall be safe at first base regardless of if they are thrown out or not, encouraging further base running. Base runners can then be put out and return to the dugout on balls in play on force outs at second, third or home. After the Spring Break offensive players who are put out by the defense shall return to the dugout.
2. The first half of the season shall be coach pitch, the second half of the season shall be machine pitch. If playing a team from another league that does not use machine pitch, the coach pitch rules shall apply.
3. The offensive team will provide a Coach to pitch to the batter prior to Spring Break only. This person shall not field a batted ball. If a batted ball touches the pitching Coach, the ball is dead, the batter is awarded first base, and any base runners advance only if forced. A defensive player may be positioned to the side of the pitching coach and no more than two steps in front of the pitching coach as a defensive player.
4. The pitching Coach shall deliver five pitches to each batter (prior to Spring Break only). The batter may swing at any of the five pitches without penalty of a strikeout. The batter cannot be walked, bunt, nor awarded first base by being hit by a pitch. If the batter has not put the ball in play by the fifth pitch, the batting tee will be used.
5. A pitching machine shall be used in this Division after Spring Break. The home team Manager will be responsible for setting up and taking down the pitching machine. The machine shall be set-up in the middle of the pitcher's circle and set to a speed of approximately 35 MPH (Settings 3,4,4 on machine) or a speed determined to be safe. The offensive team shall provide a volunteer to operate the pitching machine. Only a coach or volunteer who is registered and covered by LL insurance can be on the field. The person operating the pitching machine shall present five pitches to each batter. The batter may not walk nor be awarded first base by being hit by a pitch. The batter is not allowed to bunt. If the batter does not put the ball in play after five pitches, the batting tee shall be used.
6. If a batted or thrown ball in play at any time hits the screen, the pitching machine or the person feeding the pitching machine, or any foreign object the ball is dead and the batter is awarded first base. Only runners that are forced shall advance.
7. The person running the pitching machine may give limited guidance to the batter.
8. Runners shall not steal, advance on an overthrow, or continue to advance once the ball is in control of an infielder.
9. There will be a maximum of two bases by the batter and runner on any hit unless it is an over the fence home run. In order for the batter or runner to take an extra base the ball must have been hit into the outfield (beyond the painted arch or approximately five feet beyond the baseline).
10. The defensive team will field all players. Players are to be lined up as a pitcher, 4 infielders, a catcher (optional) and the remainder in the outfield. We encourage managers to rotate players through the catcher position with proper equipment to build familiarity and confidence for future divisions.
11. Defensive outfielders cannot make an out by tagging a base or tagging a runner. They can record an out by catching a fly ball or throwing a batted ball to an infielder.
12. No player shall play any one position for more than two consecutive innings. Every player shall play a minimum of one complete inning in the infield excluding catcher. No player shall play a third inning in the infield before all other players have played a second inning in the infield.
13. No score or scorebooks will be kept.
14. Only reduced injury, limited flight, or soft tee baseballs will be used for Coach Pitch games.
15. The inning shall be over when the last batter is called out at any base, reaches home plate or the catcher while in possession of the ball, steps on home plate.
16. TIME LIMIT: Games are limited to four (4) innings or 1 hour and 15 minutes.

## G. T-Ball Division Specific Rules

1. PHILOSOPHY: The T-Ball Division is instructional baseball and should be viewed as such by Managers, coaches and parents. Since the score is not kept, there are no winners or losers in T-Ball; however, the rules of baseball still apply.
2. MANDATORY PLAY AND PLAYER ROTATION: Defensive team will field all players every inning. Players are to be lined up as a pitcher, 4 infielders and the remaining players as outfielders. The catcher position is optional. The usual nine positions other than catcher should be filled first. Although the additional outfielders can be "rovers", the rovers must play the same depth as the other outfielders. No player shall play any one position for more than two (2) consecutive innings. Every player shall play a minimum of one (1) complete inning in the infield (the catcher position does not count towards this requirement). No player shall play a third inning in the infield before all other players have played a second inning in the infield.
3. BATTING: The offensive team will bat the entire order each inning. If a player comes late, he/she shall be placed into the last position in the batting order. A Batter CANNOT Strike Out. No bunting.
4. FOUL BALL: Identical to conventional baseball with two (2) exceptions: (1) the ball is foul if the ball travels less than 10 feet in fair territory from home plate and (2) the ball is foul if the batter hits the tee with the bat causing the ball to fall from the tee.
5. BASE RUNNERS: Runners may not advance on a defensive overthrow. NO STEALING OF BASES.
6. HITTING OFF A BATTING TEE: Teams will hit off the batting tee for the entire season.
7. No outs shall be recorded during the season.
8. UMPIRES: The base coaches will act as umpires and determine fair/foul calls.
9. COACHES: The offensive team should have one coach in both "coach's boxes". An additional coach should work with the batters. An additional person may serve as a dugout coach to maintain order and discipline. Three (3) defensive coaches (maximum) are allowed on the field, but must be stationed in the outfield in positions that do not obstruct play.
10. No score or scorebooks will be kept.
11. Only reduced injury, limited flight, or soft tee baseball will be used.
12. TIME LIMIT: Games are limited to 1 hour.

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## Section 10: Championships and Post-Season Play

- A. Championships and post-season play will be implemented for all Divisions Minor A and above.
- B. All post-season play will be determined each year based on numbers of teams and will generally follow a lowest seed vs. highest seed format.
- C. Regular season champions and runners-up will be determined by overall regular season record. In the event of a tie for either first or second place (including multiple team ties), the tie-breaker will be determined by: 1. Head-to-head play results. 2. A single elimination playoff (separate from the Viejo Tournament) with seeding determined using the tie-breaker criteria.
- D. After the end of the regular season, including any necessary playoff games, all Divisions Minor A and above will have a VLL Tournament. Seeding will be determined by regular season record, utilizing the tie-breaker criteria as needed. All teams in each Division are required to participate. Normal forfeit procedures will apply for all scheduled post-season games (see Section 8.H.). As there are no pool players allowed in post-season play, the Board may consider special circumstances in determining game forfeiture.
- E. The VLL Tournament will follow regular season rules, with the following exceptions:
  - 1. In the AAA and AA Divisions, there will be no Time Limit. A full six (6) innings will be played (unless the 4.10(e) run rule applies).
  - 2. In all Divisions if the regulation game ends in a tie, extra unlimited innings will be played until a winner is determined.
- F. In Divisions with TOC, the regular season champion will earn the #1 TOC bid. The winner of the VLL Tournament will earn the #2 TOC seed. If the regular season Champion also wins the VLL Tournament, the tournament runner up will be the #2 TOC bid.
- G. Tie-Breaker Criteria
  - 1. Head-to-head record for the regular season
  - 2. Run differential in head-to-head games
  - 3. The team with the best record ignoring inter-league play
  - 4. Lowest runs allowed.
  - 5. Coin Flip
- H. Each season, the Board will determine whether interleague games are included in the regular season record

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## Section 11: Tournament of Champions (TOC)

District 68 hosts a Tournament of Champions every year at the end of the regular season. VLL sends all Juniors teams, two (2) Major and two (2) Minor AAA teams. The District 68 Tournament of Champions (TOC) are single elimination tournaments for both the Major and Minor AAA Divisions and are run at the end of the season with the participants consisting of championship teams throughout the District.

- A. (SEE SECTION 10 for selection process for #1 and #2 teams) To the extent that a team that qualifies for the Tournament of Champions cannot participate, the overall regular season standings shall be used to determine the replacement team, with the team that finishes highest in the standings approached first.
- B. Teams must make every effort to participate. Managers should make sure that the parents of their team are aware of this post-season tournament early in the season to minimize vacation conflicts.
- C. No replacement of lost players is allowed.

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## Section 12: All Star Player/Manager Selection

VLL plans to field an All Star team in each of the following Little League sponsored tournaments: Little League (Major) Division, 9- to 11-Year-Old Division, 8- to 10-Year-Old Division, as well as a 8- to 9-Year-Old Division All Star team (if District 68 continues to offer a tournament for this Division). All Star teams for the Junior Divisions will be formed if there are sufficient participants and interest at each of these levels. The goal is to field the most competitive team and reward players for exceptional play during the regular season. The table below shows the League Age(s) Viejo Little League intends to assign to the All Star team for each Tournament Division.

Tournament Division	Player League Age(s)
Major (10- to 12-Year-Old)	12
9- to 11-Year-Old	11
8- to 10-Year-Old	10
8- to 9-Year-Old	8-9

### A. Manager and Coach Selection

1. All-Star Managers shall be nominated to the President by a selection committee at the conclusion of the regular season. The President shall then present these candidates to the Board.
2. After the All-Star teams are selected, the Manager of each All-Star Team shall select his/her two coaches from the pool of available managers/coaches. All Star coach selections are subject to Board approval. Coaches and/or managers do not have to have a kid on the team.

### B. All Star Team Selections

1. Teams will consist of between 11 and 14 players, one Manager and two Coaches. The Manager will have discretion for determining the roster size between 11-14.
2. All players will be eligible for selection to an All-Star team provided they submit a signed All-Star participation agreement to the Board. Once all All-Star Participation Agreements are turned in, the Player Agent will create ballots to be filled out by every Division with the players that are eligible from that Division.
3. Teams will be voted on by a combination of the team managers within each Division and a vote by all kids in the respective Division.
4. All managers in each Division AA and above will get one ballot vote for their Division. All players in each Division AA and above will get one ballot vote for their Division. All player votes will be averaged and summed into a single ballot vote and will be counted as equivalent to one manager ballot vote. (E.G. There are 4 teams in a Division. There will be 5 all-star ballots cast for that division: one by each team's manager and one by the combined vote of the players in that Division.)

After the vote, an All-Star Selection Committee (ASSC) for each team will be formed to assist in that team's formation and to help determine which players should play on which teams. Each ASSC will be composed of the Division Commissioners with players at those ages, the Player Agent, the Board President, two League Officials designated by the board of directors, and all of the All-Star Managers. Each ASSC will assign 9 players to each All-Star team based upon the results of the Division ballot votes. In general, the top 9 vote getters of each age will be assigned to each team. Teams will be assigned from top-down (Little League All-Star Team first, 8/9 year old All-Star team last). The ASSC can propose player exceptions on a one off basis for any players that could potentially play on an older team. This would have to be approved by the Board prior to team announcements.

5. Remaining players to fill the roster are selected by the All Star Manager. Managers' picks must be approved by the ASSC. (ASSC considerations for not approving managers' picks could include examples like: A very weak player is selected by the manager. A player not in good standing with the league is selected by the manager. Etc.)
6. All selections shall be subject to the parents of the player making the All Star commitment to attend all of the All Star games and practices. Any player that wishes to be considered for All Stars must read and sign the commitment letter prior to determining the team at all age levels. In the event that one or more of the initially selected players cannot

make such a commitment, or is unavailable, the All Star manager will select the necessary number of players to fill out the roster.

7. No announcement of any All Star Team shall be made prior to the date provided by Little League Baseball.
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### **Section 13: Code of Conduct**

- A. VLL believes in upholding the "six pillars of character:" trustworthiness, respect, responsibility, fairness, caring and good citizenship, both on and off the field.
  - B. All Players, Managers, Coaches, Volunteers, Parents and Family Members are expected to demonstrate good sportsmanship and act with respect, honesty and integrity at all times. The list below is by no means exhaustive, but provides an example of behavior that will not be tolerated by VLL:
    1. Unsportsmanlike conduct such as booing and taunting, refusing to shake hands, or using profane language or gestures.
    2. Hostility or violence towards others.
    3. Theft or destruction of property.
    4. Use of drugs, tobacco or alcohol while involved in Little League activities.
  - C. Volunteer umpires will be respected for the role that they play in the game. While it is understood that Managers can ask for a clarification on a rule or a game call, any disrespect to the Umpire will not be tolerated. If a Junior Umpire is assisting, the Manager must address any questions to the adult Umpire or Game Coordinator.
  - D. Any person may bring to the attention of the League a Code of Conduct violation by giving a written account of the violation to any Manager, Coach, Umpire, Commissioner, or other League Official. All violations of these rules will be addressed by the Disciplinary Committee per Section 14.
  - E. Prior to the start of each season, Managers will review the Code of Conduct with their team and Parents will be asked to sign a Parent Code of Conduct document.
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### **Section 14: Disciplinary Action**

- A. VLL, through the Board of Directors' Disciplinary Committee, may enforce disciplinary action against any member, volunteer, player, or spectator whose conduct is in violation of the Rules and Regulations of Little league, the Viejo Little League Local rules or is considered detrimental to the best interests of the League.
    1. Any person may bring to the attention of the League a violation as described in item A above by giving a written account of the violation to any Manager, Coach, Umpire, Commissioner, or other League Official. That League Official must forward this written account to the appropriate Division Commissioner. The Division Commissioner must investigate the incident and make a report to the Disciplinary Committee within seven days. The Disciplinary Committee shall decide whether a hearing is justified at the next regularly scheduled board meeting.
      - a. The Board shall request the attendance of all appropriate parties at the hearing. A parent or legal guardian shall accompany players.
    2. The Board Disciplinary Committee shall consist of the President, Umpire in Chief, and applicable Division Commissioner.
      - a. If a member of the Disciplinary Committee is involved in the incident, the Vice President shall take the place of that person on the Committee in investigating the incident.
    3. At the discretion of the Disciplinary Committee, the individual(s) under investigation may be placed on suspension pending any investigation. The President (or their designee) will then notify the individual(s) within 72 hours of receiving an incident report.
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4. The individual(s) may be asked to appear before the Disciplinary Committee, the full Board of Directors, and/or provide written statements detailing the incident.
  5. In the event of disciplinary procedures involving a player, or other person under the age of eighteen (18), that person's parent or legal guardian shall be invited to attend the hearing with the person concerned.
  6. Any witness or other individuals with pertinent information of the incident may also be asked to appear and/or provide written statements.
- B. Recognizing the difficulty of establishing specific penalties for a variety of violations of acceptable conduct, the following penalties are suggested and the Board's Disciplinary Committee may impose the one which, in their opinion, appears to match the severity of the offense. If the penalty being imposed is greater than a suspension of more than four (4) games, an approval vote of at least two-thirds (2/3) of the Board will be required.
1. **WARNING:** The offending person is to be advised, in writing, of the offense and further advised that repetition of the offense will result in a more severe penalty.
  2. **SUSPENSION:** The offending person is to be advised, in writing, that he/she has been suspended from all league activity for a specific number of games or days.
  3. **DISMISSAL:** The offending person is to be advised, in writing, that he/she has been dismissed from participation in all league activity for the remainder of the current year.
  4. **BARRED:** The offending person is to be advised, in writing, that he/she is prohibited from participation in all league activity for any length of time that the Board deems appropriate.
- C. The above disciplinary guidelines shall not prohibit the Disciplinary Committee from taking severe action in the event of the first violation if the violation is serious in nature.
- D. Any spectator, player, coach or manager ejected from a game will:
1. Be automatically suspended for the next physically played game, including playoff games, for the first offense of the season.
  2. Be automatically suspended for a minimum of the next two physically played games, including playoff games, for the second offense in a season.