CALIFORNIA DISTRICT 62
TRAINING AND DEVELOPMENT LEAGUE

All players must meet age and residence requirements of Little League Baseball Regulation IV and Regulation II(a).
A player's age will be their league age for next year's regular season.

OBJECTIVES:
To provide an off-season baseball program for players to learn, maintain or improve their baseball skills and **experiment in new defensive positions**. All games are PRACTICE.

The teams are not drafted from a common player pool and will not be equal in baseball skills. **Managers and coaches must be respectful of all teams** who come to practice or learn new skills.

To encourage players to sign up for the regular season, all managers and coaches are responsible to ensure players on both teams have fun and enjoy a quality Little League experience. Unsportsmanlike adult conduct may result in suspension or removal.

DISTRICT 62 LOCAL RULES:
The following guidelines were agreed upon by the presidents of the participating leagues and approved by District 62.

1. All regular season playing rules published by L.L.B.B. will apply along with the following:

   A. Continuous batting order & free substitution under Rule 4.04 will be used.

   B. Minor Leagues: The five-run limit (Rule 5.07) will complete the half inning.

   C. Managers are encouraged to split the playing time evenly.
      1. No player will play the same defensive position for more than 2 innings per game.
      2. Catchers are exempt; however, no less than two players must catch per game.

   D. Pitchers are limited to 2 innings per game. A pitcher must be removed from the mound after two innings, or reaches the pitch count limit, whichever occurs first.
      Age 6 - 8: 50 pitches ***Age 9 & 10: 75 pitches*** ***Age 11 & 12: 85 pitches***
      Age 13 & 14: 95 pitches

   E. All games are for training purposes only. No scores or standings will be kept except in compliance with rule 5.07.

   F. Decisions of the umpires are final.

   G. **Minor B, Minor A, and Majors** -No new inning will start after 2 hours have elapsed. (When a second game is scheduled, managers must release the field for a timely start of game 2)
   H. **Minor C and Farm** -Drop Dead 2 hours. **Tee Ball** -Drop Dead 1 hour.

2. When possible, all teams should have a minimum of 12 to a maximum of 15 players.

3. PARTICIPATING LEAGUES WILL PROVIDE:

1. Minimum of one Baseball field for each level of entry into the program.
2. Tee shirts or uniforms, and all Little League required safety equipment.
3. The home team will supply 2 new baseballs at the start of each game.
4. The home team will provide at least 1 umpire per game.

FARM AND MINOR C SUPPLEMENTAL RULES

1. Field Dimensions/Decorum:
Bases are 60' and the pitching rubber shall be the Little League required 46'.

2. Baseballs:
Leagues participating in interleague combinations play must use the same type of baseball. The authorized baseballs are: DLL-1, DLL-1 MC Minor League, LC 5 Minor League, or LC-1 for Tee Ball. (Blems are acceptable in place of DLL-1 for fall season)

3. Runners:
Minor C: No stealing on wild pitches or passed balls.
On a batted ball runner may only advance one base on each overthrow. Runners may not steal home on a passed ball or wild pitch.

4. Defensive positions:
Up to 10 fielders are permitted on defense. Fielders should be placed in traditional baseball positions. The 10th fielder must be placed in the outfield rover position. All managers should allow all players to play at least 9 outs per game on defense.

5. Coaches (Defense and Offense):
Up to two defensive coaches are allowed on the field of play and SHALL remain behind the infielders for instructional purposes only. **(Note: one adult coach or team parent must always remain in the dugout).**

One offensive coach is allowed near the batter's box to assist the batter and may also assist the catcher with passed balls.

6. Pitching:
A player pitcher shall deliver as many pitches needed per batter up to a count of ball 4. If the player has not struck out, put the ball in play, or reached base safely, an offensive coach will pitch up to 4 additional pitches. If the player does put the ball in play or strike out within the 4 coach pitches, the at bat will be over and an out will be scored.

Coach Pitch: The coach may pitch standing or from a knee. The coach must pitch from the brick dust of the pitching mound. (Proper safety equipment is recommended)

There are no walks. If the batter is hit by a pitched ball, the batter shall have the choice of taking the base or continuing their turn at bat. Player pitch count shall be kept and documented.

7. Scoring:
No wins or losses will be recorded.