



2019 - TWIN TOWN LITTLE LEAGUE BYLAWS

ARTICLE I - NAME, LOCATION, AND MEETINGS

The name of the corporation is Twin Town Little League, Inc., a New York corporation, not for profit, hereinafter referred to as the "TTLL". The principal mailing address shall be: P.O. Box 369, West Sand Lake, NY 12196. TTLL operates field locations at the North Greenbush Town Park, Williams Road, Troy, NY 12180 and Veterans Street, Poestenkill, NY 12140. Meetings of members and directors may be held at such places in the State of New York as may be designated by the Board of Directors from time to time.

ARTICLE II – OBJECTIVE

Twin Town Little League shall provide affordable, community-based baseball for children of all ability levels from ages 4-16. The objective of the Twin Town Little League shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens. To achieve this objective, the Twin Town Little League will provide a supervised program under the Rules and Regulations of Little League International. All Directors, Officers, Managers, Coaches and Players shall bear in mind that the attainment of exceptional athletic skill or the winning of games is secondary, and the molding of future citizens is of prime importance.

ARTICLE III - ADMINISTRATIVE RULES & REGULATIONS

SECTION 1 – Fiscal Calendar & Bylaws Renewal

TTLL operates on a fiscal calendar from November 1 to October 31. Approved Bylaws shall be effective for the fiscal calendar year and shall remain in effect until the incoming Board of Directors approves Bylaws for the new fiscal calendar.

SECTION 2 - Amendments to the Bylaws

These bylaws may be amended, repealed or altered, only for safety concerns or situations that conflict with the Little League rule book(s), or property agreement in whole or in part by a majority vote at any duly organized meeting of the Board of Directors, provided notice of the proposed change is included in the notice of such meeting.

SECTION 3 - Player Registration, Fees and Scholarship

Families may register players online via the Dick's Team Sports Headquarter's Blue Sombrero website (www.twintownbaseball.org) or in person at the pre-determined registration location and time. Registration fees for the spring and fall season shall be set annually by the Board of Directors. Families seeking scholarships or payment arrangements will be required to complete the scholarship request form

found in the Appendix. The form and required documentation shall be submitted to the TTLL Executive Board for approval prior to the 1st game of the season.

SECTION 4 – Refund Policy

Families shall be granted a refund of their registration fee upon request based on the following schedule:

Full Refund - Requests made two (2) or more days prior to player selection

50% Refund - Requests made seven (7) or more days prior to the 1st scheduled game for their team

SECTION 5 – Code of Conduct

The Code of Conduct shall be posted on the Si Play website and will be included with the in-person registration application. All players, managers, coaches, volunteers and board members shall be required to read the Code of Conduct and acknowledge via electronic or actual signature that they understand and agree to comply with all provisions.

Twin Town Little League Code of Conduct

No board member, manager, coach, player or spectator shall, at any time:

1. Lay a hand upon, push, shove, strike, or threaten any player, coach, league official, umpire, or spectator.
2. Criticize any team, its players, umpires, coaches, or fans by word of mouth or gesture.
3. Demonstrate or incite others to demonstrate unsportsmanlike conduct.
4. Use obscene or offensive language.
5. Appear on Twin Town property while in an intoxicated state due to illegal drug or alcohol abuse.
6. Smoke while on Twin Town property.
7. Speak disrespectfully to any manager, coach, official, or league official.
8. Challenge an umpire's authority. The umpire shall have authority and discretion during a game to penalize the offender according to the infraction up to and including expulsion from the game.

An infraction of the above rules can result in the immediate ejection from the boundaries of any Twin Town property. Any infraction will be reported to the Executive Board who may require the offender to appear before the Board of Directors to explain their conduct.

Depending on the seriousness or frequency, the board may assess additional disciplinary action including, but not limited to:

1. A warning or suspension from the next succeeding game.
2. A suspension and written warning that a second infraction will result in the suspension of League privileges.

3. Immediate expulsion from the League.

ARTICLE III - FACILITY RULES AND USAGE

All field usage must be approved and scheduled by TTLL Field preparation and usage by TTL will follow and adhere to any contract or agreement with TTLL and other property owner(s).

SECTION 1 - Game and Practice Schedules

The scheduler shall be responsible for issuing facility schedules for games and practices.

Practices may be cancelled by the team manager. The manager shall notify the scheduler if they will not be using allocated practice times. Team managers may exchange practice times with other team managers without having to notify the scheduler.

No games shall be canceled or rescheduled by managers, coaches or parents. Requests to reschedule due to unusual circumstances shall be made to the president, level director and scheduler. Families shall be notified of changes only when approval is given by the scheduler with the consent of the level director and president.

SECTION 2 – Usage by outside organizations

Usage of the facilities managed by TTLL must be approved by the Board of Directors.

ARTICLE IV - LOCAL LEAGUE STRUCTURE AND RULES

SECTION 1 – Division Structure

A player's League Age determines their division eligibility as set forth in the Little League Baseball Rule Book.

Tee Ball	League age 4 and 5 year olds
Rookie	League age 5 and 6 year olds
Farm	League age 7 and 8 year olds
Minors	League age 9 and 10 year olds
Majors	League age 11 and 12 year olds
Intermediate	League age 11, 12 and 13 year olds
Senior	League age 13, 14, 15 and 16 year olds
Challenger	League age 8-20 years old

SECTION 2 – Playing Down Policy

Parents may request to have their child play down one division below their the age group based on their ability level and/or special circumstances. Requests must be approved by the player agent and league president.

SECTION 3 – Playing Up Policy

- At the parent's request, a child may be considered a candidate to play at the next level provided they are no more than 1 year from the age cutoff for that level using the applicable age determination chart published by Little League International.

- Requests must be made to the player agent and president no less than 10 days prior to the player selection date.
- Candidates will be evaluated by a 3 person committee to determine whether the player possesses skill levels that are consistent with an average player at the desired level. The evaluation shall take place at least 7 days prior to the player selection date. The decision to allow the player to play at the next level shall be by majority vote of the 3 person committee. Families will be informed of the decision at least 4 days prior to the player selection date. The decision of the committee shall be binding for the upcoming season only (Spring or Fall).
- Per Little League International rules, 10 year old players are not be permitted to play-up to the intermediate level and 12 year old are not permitted to play-up to the junior or senior levels.
- 5 year old players may play-up to the Rookie level without evaluation as long as they have completed 1 year of T-ball.

Evaluation Committee

- Shall include the level director, player agent and a current or former manager at the desired playing level (to be appointed by the Executive Committee).

All Star Eligibility

- A six year old player playing at the farm level shall be eligible for all-star consideration subject to the age requirements of the tournaments being entered by the farm teams.
- An eight year old player playing at the minors level shall be eligible for all-star consideration at the minors level only subject to the age requirements of the district and international tournaments. The player shall not be eligible to participate in all-star tournament play at the farm level.
- A ten year old player playing at the majors level shall only be eligible for all-star consideration on the 10-11A team and 11-12B teams only, subject to the age requirements of the district and international tournaments. The player shall not be eligible to participate in all-star tournament play at the minors level nor for an 11-12A team.
- Any player League Age 10, 11, or 12, with amateur status, who has participated as an eligible player in 60 percent (60%) of the regular season games by the start of Tournament Play in their respective District, with the exception of the school baseball season, on a: 1. Little League Baseball (Major) Division team, or; 2. Intermediate (50-70) Division Team. This allows players league age 11 and 12, who participated in 60% of their respective Intermediate (50-70) Division Regular Season games to be eligible for selection to the Little League Baseball (Major) Division tournament team. Special Games at the Intermediate (50-70) Baseball Division will NOT count towards Tournament eligibility.

SECTION 4 – Player Selection

The team selection process will be overseen by the player agent. Prior to team selection, the player agent shall provide managers at all levels will eligible player lists. The lists shall include league age, school

attending, and special requests from parents. Team selections by each level will be facilitated by board members appointed by the player agent and/or league president. When possible, the level director should be present.

Tee Ball & Rookie Divisions

- Team managers shall select players in a collaborative selection process. Efforts should be made to accommodate family requests and to place players with classmates, family members and friends if requested.

Farm Division

- The managers shall draw numbers before the draft begins to determine the order of the player election process.
- Player selection will be by standard snake draft as outlined by Little League International rules.
- Children of the team manager will be selected in the 3rd and 4th round as outlined by the Little League International rules.
- Unless parents request separate teams for siblings, they will be kept together and drafted to the same team.
- Once the player draft is completed, managers will have 48 hours to complete any trades. Trades must be approved by majority vote of the player agent, level director and league president.
- Late registrants will be placed on teams based on the order of the player draft.

Minors

- Decide how many Minors teams our league will operate for the season.
- Managers will collaborate together to place all eligible 10-year-olds on the rosters until the last 10-year-old has been placed.
- Managers will collaborate together to place all eligible 9-year-olds on the rosters until the last 9-year-old has been placed.
- Each manager selects a number out of a nontransparent container. The number selected is the team number the manager is assigned to. The manager is then allowed to place their child/children on the roster.

Majors & Intermediate Divisions

- Decide how many Majors teams our league will operate for the season. Take the number of eligible 12-year-olds that signed up for the Majors level and divide by 8 (the legal number of 12-year-olds Little League allows).
- Managers will collaborate together to place all eligible 12-year-olds on the rosters until the last 12-year-old has been placed.
- Managers will collaborate together to place all eligible 11-year-olds on the rosters until the last 11-year-old has been placed.
- Each manager selects a number out of a nontransparent container. The number selected is the team number the manager is assigned to. The manager is then allowed to place their child/children on the roster.

Senior Division

- By majority vote of the senior division managers and level director, to be held prior to player selection, the group can decide whether to use a collaborative selection process or standard snake draft.

Section 5 – TTLL Local Rules - General and Division-Specific

General and division-specific rules can be found in the Appendix. Little League International Rules will take precedence over all Twin Town Little League local rules. General League rules will take precedence over the specific level rules.

ARTICLE V - ALL-STAR SELECTION PROCESS

Section 1 – Manager Selection

Managers shall be selected at the regularly scheduled May Board of Directors meeting. The level directors will poll their managers/coaches for interest in managing an all star team during the month of April. Level directors will submit a list of interested managers/coaches to the President by the beginning of May. Interested candidates will then be vetted and selected at the May meeting by majority vote of the eligible board members present.

Section 2 – Player Lists & Nominee Clinic

All-Star candidate lists shall be submitted by managers to the level director by Memorial Day.

A nominee clinic will be held during the 1st weekend in June. All-Star nominees in the respective levels will work out for the level director, All-Star and division managers the first Saturday in June to be held after the last game of the day at both Williams and Poestenkill complexes. Nominees will need to have acceptance letters submitted before this clinic or they will not be considered. A copy of the acceptance letter can be found in the Appendix. The clinic will last 90 minutes and consist of hitting, fielding and throwing drills. Clinics will be conducted by the All-Star managers. Please note that this clinic is voluntary for the players, attendance is not mandatory. This clinic is mandatory for all managers. If a manager cannot attend, he/she will send a coach to represent the team.

Section 3 – Player Selection

Voting will take place per Little League/Twin Town procedures. In addition to the clinics, managers will submit rating sheets to the level director for distribution. Selection guidelines will be a combination of the clinic and rating sheets as well as discussion during the meeting.

All-Star selection voting will be done in a weighted manner. The All-Star manager and Level Director shall receive 2 votes. Each division manager shall receive 1 vote. Note: 2 votes are the most anyone can have. If the level director or a division manager is an All-Star manager, they will have 2 votes.

A nominee's selection will be determined by the number of votes received. Placement on a team is not determined by number of votes received.

Immediately following selection vote, the All-Star managers along with the level director will determine placement of a successful nominee to the appropriate team. This placement process will be done in a collaborative rather than a draft format.

Little League ID: 02321401

Federal Employer ID: 14-1629376

Appendix Items

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Twin Town Little League

Full and Partial Scholarship Request Form



Twin Town Little League (TTLL) will not deny any child a chance to play baseball due to financial hardship. Full or partial scholarships are available. Please complete and return this form and the required information by email (president@tll.com) or mail the form to: Twin Town Little League, PO Box 369, West Sand Lake, NY 12196.

SCHOLARSHIP ELIGIBILITY REQUIREMENTS

To be eligible for a full or partial scholarship, you must:

- Register the player(s) for the upcoming season. This may be done on-line or in-person
- Provide proof of residency and age (Not required for returning players)
- Provide a copy of an approved Free or Reduced Price Schools Meals Application by the local school
- Provide a brief explanation in the space provided below of why you should qualify for a full or partial scholarship. If requesting a partial scholarship, please include how much you are willing to pay. If you are requesting a payment installment plan, please provide details on when payments would be made.

Parent or Legal Guardian Name	Player(s) Name	Level (Tball, Farm, Minors...)

Home Address	City	State	Zip

Daytime Phone	Evening Phone	Mobile Phone	Email Address

Financial Hardship Explanation

I, as the Parent or Legal Guardian of the player(s) named above, attest to the truth for the above information to the best of my knowledge.

Parent or Legal Guardian Signature

Date

FOR TTLL USE ONLY

Date Reviewed:

<input type="checkbox"/> Full Scholarship Granted	<input type="checkbox"/> Partial Scholarship Granted	<input type="checkbox"/> Request Denied
Amount: \$	Amount: \$	

Sample Letter Announcing All Star Nomination Process and Clinic Schedule

May 2019

Dear Parent,

Congratulations on your player's nomination for selection to one of Twin Town Little League's All Star teams! You should be proud of your player's effort and ability this season both individually and as a vital part of the team.

However, **NOMINATION DOES NOT MEAN SELECTION.** Your player must still undergo the selection process by level and All Star managers. To assist managers in their determination, we are inviting your player to attend an All Star clinic to be held on Saturday, June xxx at the Poestenkill Complex with the following schedule:

Majors – P1 – 9:30-11:00 am

Minors – P2 – 9:30-11:00 am

Farm – P1 – 5:00-6:30 pm

This is a voluntary clinic where your player can participate in hitting, throwing and fielding drills for these managers who can then make an involved selection.

Please fill out the attached acceptance form and bring the form with you to your designated clinic time and hand in to the level director. No nominee will be considered for selection without submitting this form. Returning this form means that you accept all rules and conditions that apply to All Star play as stated on the acceptance form.

Please contact me by phone at 518-378-0233 or email at twintownlittleleague@gmail.com if you have any questions.

Once again we offer congratulations on your player's nomination! We hope to see you at the clinic!

Sincerely,

President – Twin Town Little League



JUNE 2019

Player Name _____

Parent Name(s) _____

Home Address _____
(No PO Boxes Please)

Contact Phone # _____ Email _____

We (Both Player and Parents) do hereby acknowledge and accept our player's nomination for consideration by the managers for a spot on a 2017 Twin Town All Star team.

We acknowledge that our player, if selected, will participate in all practices and games and will not be absent for any non approved reason from practices or games during the All Star period stretching from approximately June 5th to August 4th unless receiving permission from the All Star manager. The dates of the All Star period will vary based on the playing level and success of the team.

Players that miss more than three (3) scheduled practices or more than two (2) scheduled game for a non-approved reason will be subject to being dismissed from the team. Players that leave the team during the final week of the all-star season for a non-approved reason will not be eligible for All Star competition during the 2020 season.

Approved reasons include health related issue such as sickness or injury, official school event such as a concert , exam or graduation, Twin Town LL regular season or playoff game or **an approved family vacation approved by the Manager and Player Agent at the time of player selection.**

If you have a planned family vacation please indicate below the dates that you will be out of town and unavailable for All-Star participation.

Vacation Dates: _____

Reasons that may not be approved under any circumstances by the All Star Manager include: Family outings, attendance of non-school related events and game or practices for any non-Twin Town LL team.

Further, we understand that participation in the International Tournament "A" level All Star teams will require travel outside the Capital District and that the associated travel expenses will likely not be reimbursed. Travel outside of New York State could be a possibility depending on the success of the team.

Finally, we acknowledge that we will be responsible to pay the appropriate All Star fee (TBD) to Twin Town Little League to pay for uniforms, tournament registration, umpire fees, field supplies, game supplies and other expenses incurred by Twin Town Little League to participate in the All Star tournaments.

Player Signature Date

Parent Signature Date

TWIN TOWN LITTLE LEAGUE – 2019

OBJECTIVE

The objective of the Twin Town Little League shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens. To achieve this objective, the Twin Town Little League will provide a supervised program under the Rules and Regulations of Little League Baseball, Incorporated. All Directors, Officers, Members (Managers, Coaches) shall bear in mind that the attainment of exceptional athletic skill or the winning of games is secondary, and the molding of future citizens is of prime importance.

GENERAL LEAGUE RULES

General League rules will take precedence over the specific level rules. Little League International Rules will take precedence over all Twin Town Little League Rules.

- A. Alcoholic beverages and the use of any form of tobacco, smokeless tobacco, electronic cigarettes or Electronic Nicotine Delivery Systems are prohibited on all Twin Town fields at all times, including dugouts, bleachers, concession stands, and grounds. Violators should be warned of the policy and, if necessary, removed from the grounds.
- B. For all levels above Farm, only team members, the manager and two coaches are allowed in the team dugout and on the field. In Farm, only team members, the manager and four coaches are allowed in the dugout and on the field. In T-Ball and Rookie, only team members, the manager and six coaches are allowed in the dugout and on the field.
- C. Adult base coaches are the only coaches allowed to coach bases.
- D. No person shall be allowed to manage more than one team, except where one of the teams is a T-Ball or Rookie team (provided the second team is not in the same division).
- E. The Home Team side of the field is the first base side.
- F. No on-field or off-field bullpen sessions are permitted during a game with the exception of the Senior League (they now have a safe area).
- G. There is no on-deck batting for all levels with the exception of the Senior League. This includes sessions outside the fence surrounding the playing field.
- H. The regular weekly games start at 6:00 PM. For games at 6:00, the Home Team will have the field from 5:20 to 5:35 to warm up and the visiting team will have the batting cage. The visitors will have the field 5:35 to 5:50 to warm up and the home team will have the batting cage. From 5:50 to 6:00 the field will be set for play. While the field is being prepared by the managers for play, both teams are to police the field and bleacher areas. For games with different starting times, the 40 minute pre-game schedule above will be adjusted to conform to the game's starting time.

- I. The visiting team shall designate a parent/coach to act as the official time keeper and coordinate the timing of the game with the umpire.
- J. The managers must meet with the umpire before the game to verify the official watch being used, as well as to discuss ground rules unique to that field.
- K. All games are limited to two hours, plus the completion of the at-bat for the player batting when the two hour limit is reached. With the exception of Playoff games where a game will be played beyond the two hour limit to determine a winner. For the intermediate and senior levels, games shall be limited to 2 ½ hours with no inning starting unless there is at least 20 minutes remaining. Additionally, for the intermediate and senior levels, the game shall end when a team is ahead by 10 or more runs after 5 complete innings.
- L. Unless a player is injured, two innings is the maximum number of innings a player is allowed not to assume a defensive position during a 6 inning game.
- M. Pitch Count Rules:

The manager must remove the pitcher when said pitcher reaches the limit for his age group as noted below. The pitcher may remain in the game at another position.

League age:	7-8 years	50 pitches per day
	9-10 years	75 pitches per day
	11-12 years	85 pitches per day
	13-16 years	95 pitches per day

Exception: If a pitcher reaches the pitch limit while facing a batter, the pitcher may continue to pitch until any one of the following conditions occur:

1. That batter reaches base
2. That batter is put out
3. The third out is made to complete the half-inning.

Any pitcher removed from a game after forty-one pitches have been thrown may NOT go to the catcher position. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on the calendar day. A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (15- and 16-year old: 31 pitches) in the same day, may not return to the catcher position on that calendar day. Exception: If the pitcher reaches the 20- pitch limit (15- and 16- year old: 30 pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half inning or game.

Pitcher rest requirements applicable for all pitchers league age 14 and under, for Pitcher rest requirements for pitchers league age 15-16 refer to Green Book:

<i>Pitches per Day</i>	<i>Days rest required</i>
66 or more	Four (4) calendar days
51-65	Three (3) calendar days

<i>Pitches per Day</i>	<i>Days rest required</i>
36-50	Two (2) calendar days
21-35	One (1) calendar days
1-20	No (0) calendar days

Any violation of the pitching rules, where applicable in the calendar year, will be dealt with severely. For the FIRST offense, the game in which the illegal pitcher was used will be FORFEITED and the manager will receive a warning letter from the Board of Directors.

For the SECOND offense, the game in which the illegal pitcher is used will be FORFEITED and the manager will be PERMANENTLY REMOVED from their position.

- N. A player will be removed from the pitching position after the pitcher hits three batters at the Farm Level and four batters in the Minors Level. This rule will not be enforced in Majors, Intermediates and Senior levels.
- O. For all levels above Minors, managers must record the score of each game and pitch counts— to the Level Director within 24 hours of the game’s completion. The Level Director will then post on the Leagues Website.
- P. For all levels farm and above an official pitch count form is to be completed and signed by the managers after each game. The signed official pitch count forms must be retained by the managers and made available for inspection at all regular season and playoff games. Failure to do so may result in forfeiture of the game(s) in question as well as possible further penalties as determined by the Board of Directors.
- Q. For all levels Minors and above, any team that has played fewer than 12 games will have postponed or incomplete games that can affect positions of the teams for final league standings replayed or completed. These games cannot be decided by a forfeit. The level directors at each level will handle rescheduling of the game with the scheduler.
- R. All games rained out must be scheduled in the next available appropriate field, unless the re-scheduling of a game would:
 1. Require a team to play two games in one day except as allowed by official Little League Rules
 2. Require a team to play three games in three consecutive days

Prior to the start of the season the scheduler will publish a list of fields, dates and times that are available for use for re-scheduling of rain-outs. (Adopted 2013)

- S. Scrimmage games are permissible between teams in the same level (e.g. Major, Minor, etc.) or associated Little League organizations.
- T. The Board of Directors reserves the rights to refuse parental requests to hold a player back from his or her normal age group. In any case where a player is held back at a level below the appropriate age grouping, the Board may adjust pitching regulations as needed.
- U. If a player is ejected from a game for any reason, he or she must sit out the next played game. The manager must report the incident related to the player ejection to the Level Director within 24 hours of its occurrence.

- V. If a manager is ejected from a game the Twin Town executive board will review the incident as soon as possible and decide whether the infraction warrants the removal of the manger from that team or to impose another penalty including a suspension from managing for a certain number of games.
- W. No member of the defensive team, including the players on the bench, will yell at the batter. Additionally every attempt should be made to reduce chatter between players and coaches during a pitchers wind up.
- X. Only bats which meet Little League specifications and standards may be used as outlined in Little League 2019 Rulebook, Rule 1.10. Bat use is the responsibility of the League, and of its Managers & Coaches. TTLL will follow Rule 6.06(d) in the Baseball Rule Book which has been amended to read:
- A batter is out for illegal action when **The batter enters the batter's box with one or both feet entirely on the ground with an illegal bat (see bat specifications rule 1.10) or is discovered having used an illegal bat prior to the next player entering the batter's box.***
- Note: If the infraction is discovered before the next player enters the batter's box following the turn at bat of the player who used an illegal bat:*
- 1) The manager of the defense may advise the plate umpire of a decision to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.*
- 2) For the first violation, the offensive team will lose one eligible adult base coach for the duration of the game.*
- 3) For the second violation, the manager of the team will be ejected from the game. Any subsequent violation will result in the newly designated manager being ejected.*
- Y. Violations of the Official Little League Rules, the Twin Town Little League General Rules, or the Specific Level Rules, at the discretion of the Board of Directors, may result in one or more of the following penalties:
- A warning letter and Game forfeiture
 - Managerial suspension
 - Dismissal from the League
- Z. For Minors and above player trades are not allowed, any player adjustment will be made prior to the conclusion of the draft and will be approved by the Level Director overseeing the draft and the player agent.

PLAYER POOL RULES

1. The Manager must request replacement player(s) by phone, or email to the Player Agent . All requests should be made 24 hours prior to the scheduled game start. The standard forfeit rules would apply (not having 9 players), should a manager not be successful in getting a pool player.
2. Each manager will solicit players on their team to be included into the player pool. As the manager receives interest from players that manager will forward the interested players names to the Level Director and Player Agent. Players can only be added via submission from their manager and the player pool roster freezes after the first full week of the season.
3. Except at the Farm level, managers may not request more than two replacement players per game.
4. When requesting replacement player(s) the manager must inform the pool administrator of the name(s) and age(s) of the regular team player(s) that will be absent on the designated game day.

5. Manager will have no prior knowledge of the next available player in the pool. The replacement player will be assigned based on sign up order and availability.
6. The replacement player(s) must play for a minimum of three innings of the designated game, regardless of when or if the regular team player arrives.
7. If the replacement player is the ninth (9th) player on the team, a maximum of three (3) innings may be played at infield positions other than pitcher and catcher with a maximum of one inning per position.
8. If the replacement player is the 10th player on the team, the replacement player must spend the first two innings on the bench and may play a maximum of two innings at infield positions other than pitcher or catcher with a maximum of one inning per position.
9. The replacement player(s) may play any position in the field, with the exception of pitcher and catcher.
10. The replacement player(s) must bat in the last position of the lineup. In the case of two replacement players, they will bat in the last two positions.
11. Prior to starting the first inning, the requesting manager will identify the replacement player to the opposing manager.
12. Games played with replacement players will be considered official and valid, regardless of the outcome of the game or the replacement player's performance during the game.

TWIN TOWN LITTLE LEAGUE – JANUARY 2019
SPECIFIC T-BAL
LEAGUE RULES

General Rules:

- A. The regular weekly games start at 6:00 PM. For games scheduled on Saturday, start times will vary for each game.
- B. T-Ball games are three innings long or one hour whichever occurs first and end after all players have batted.
- C. No Score will be kept in any game.
- D. Umpires and officials are not used

Pitching Rules:

- A. All players **MUST** hit off the batting tee for all three innings of all games until the last 2 games of the season. For the last 2 games of the season an adult manager/coach or parent may slow-pitch to the batters in the third inning but, the batting tee will continue to be used for the first and second inning.

- B. The pitcher should be no closer than 20 feet from the batter.
- C. After five pitches have been thrown, the batting tee should be reintroduced.

Fielding Rules:

- A. All player must be used defensivley.
- B. Two players should be placed on the pitcher's mound, one to the left and one to the right of the pitching mound.
- C. Any extra fielders shall be roving outfielders.
- D. Managers and coaches are permitted on the field to encourage instruction, but **ARE NOT** permitted to touch a live ball. Two coaches will be allowed in the infield area with other coaches allowed in the outfield area.
- E.. Fielders are encouraged to make the play to first, second or third, or else throw the ball back in to the manager/coach.
- F. Outs may be identified as such but, do not cause the inning to end before all players have batted.
- G.. All players are required to rotate each inning between the outfield and infield. Players playing in the outfield in the last inning of the previous game are required to play in the infield in the first inning of the next game. Players playing in the infield in the last inning of the previous game are required to play in the outfield in the first inning of the next game.

The infield positions include the following positions:

Left Pitcher
Right Pitcher,
1st base
2nd base
Shortstop
3rd base.

The outfield positions include any position that places the player a minimum of three feet onto the outfield grass.

Hitting Rules:

- A. All players bat in every inning. The batting order should rotate continuously each game allowing every child the opportunity to bat first in one inning and last in the next. The player who bats first in the third inning should bat last in the first inning of their team's next game.
- B. Batters can take one base on an infield hit.

- C. Batters can take two bases on an outfield hit.
- D. No stealing or leading is allowed.
- E. No advance will be allowed on any overthrow
- F. The last batter in each inning will “clear the bases”. There will be no defensive play at home during clearing the bases.

TWIN TOWN LITTLE LEAGUE JANUARY 2019
SPECIFIC ROOKIE LEAGUE RULES

General Rules:

- A. The regular weekly games start at 6:00 PM. For games scheduled on Saturday, start times will vary for each game.
- B. Rookie games are four innings long or one and one-half hour whichever occurs first and end after all players have batted.
- C. No score will be kept in any game.
- D. Umpires and officials are not used.

Pitching Rules:

- A. An adult manager/coach or parent shall operate the Pitching Machine at all times.
- B. Pitching Machine Distance will be determined.

Fielding Rules:

- A. All players shall be used defensively in the game.
- B. Two players should be placed on the pitcher’s mound, one to the left and one to the right of the pitching mound.
- C. Any extra fielders shall be roving outfielders.
- D. Managers and coaches are permitted on the field in the outfield area to encourage instruction, but are NOT permitted to touch a live ball.
- E. Fielders are encouraged to make the play to first, second or third, or else throw the ball back into the manager/coach.
- F. Outs may be identified as such, but do not cause the inning to end before all players have batted. In the second half of the season outs will matter and will be recorded. After 3 outs

are recorded the bases will be emptied and the hitting team will continue to bat until it has completed its batting order.

- G. All players are required to rotate each inning between the outfield and infield. Players playing in the outfield in the last inning of the previous game are required to play in the infield in the first inning of the next game.

The infield positions include the following positions:

- Left Pitcher
- Right Pitcher
- 1st base
- 2nd base
- Shortstop
- 3rd base

The outfield positions include any position that places the player a minimum of three feet onto the outfield grass. (Adopted 2012)

Hitting Rules:

- A. All players bat in every inning. The batting order should rotate continuously each game allowing every child the opportunity to bat first in one inning and last in the next. The player who bats first in the fourth inning should bat last in the first inning of their team's next game.
- B. Batters can take one base on an infield hit.
- C. Batters can take two bases on an outfield hit.
- D. No stealing or leading is allowed.
- E. No advance will be allowed on any overthrow.
- F. The last batter in each inning "clears the bases". There will be no defensive play at home during clearing of the bases.

TWIN TOWN LITTLE LEAGUE JANUARY 2019 **SPECIFIC FARM LEVEL RULES**

- A. All players will bat in a continuous batting order. Example: If 12 players are present, all 12 players will bat in order throughout the game. Substitutions will be made for defensive purposes. The batting order rotation will be maintained game-to-game throughout the season, although managers will be able to reorganize the lineup after the first six games have been

played. Example: If the #6 batter makes the last out of Game 1, the #7 batter leads off Game 2.

- B. Game scores will be kept, however team standings within the level will not.
- C. Mandatory non-OF play - Each player, in each game, MUST play at least two innings in a non-outfield position (1B, 2B, 3B, SS, P, C) prior to the beginning of the 5th inning. Failure to meet this rule will result in the following penalties: 1st offense – warning; 2nd offense – 1-game suspension as Manager; 3rd offense – Removal as Manager.
- D. There will be a five (5) run rule for all innings. A team’s side is retired when five (5) runs are scored or three outs occur, whichever comes first. All runs will score on a homerun hit over the fence regardless of the number of runs already scored.
- E. Ten players shall be used defensively in the game instead of nine, provided the team has ten players present. This extra fielder will be an outfielder.
- F. The defensive team can have a pitching coach plus two other coaches on the field.
- G. At the beginning of a play, no outfielder may be positioned within 25 feet of the beginning of the outfield grass.
- H. Pitching rules:
 - Coach will pitch the first 2 innings and must pitch from the rubber. A player will pitch the remaining innings. The adult pitcher cannot interfere with any players ability to make plays.
 - Only one player per team will be allowed to make two mound appearances in a game. The mound appearance must be in two consecutive innings and once that player is replaced on the mound they may not return during that game. All pitchers are subject to the Little League pitch count limits.
 - There will be NO walks in Farm. When a player is pitching a coach will come in and pitch after four balls have been thrown. The player will resume pitching to the next batter.
 - First year players are allowed to pitch from either 43 or 46 feet. Second or third year players MUST pitch from 46 feet.
 - If the adult pitcher hits a batter, the batter is not awarded first base. It is counted as a “no pitch”.
 - The adult pitcher should make every attempt to get out of the way of a hit ball. If the adult pitcher is hit directly by a batted ball, the pitch shall be declared “Live Ball”.
 - The ball must be returned to the adult pitcher from the defensive pitcher. Play will be stopped when the defensive pitcher has the ball and assumes the position on the pitcher’s mound. For example, a runner cannot advance if a defensive pitcher drops a thrown ball in the perimeter of the mound.
 - When an adult is pitching, a defensive pitcher shall be positioned on either side of the pitching mound, with at least one foot in the dirt of the mound, but not in front of the adult pitcher.
- I. The infield fly rule will not be used in the Farm level.

- J. No leading is allowed.
- K. Stealing will be allowed IF: a player is pitching and the catcher has caught the ball or when a pitch results in a strike. Stealing of 2nd and 3rd base will be allowed, stealing home will not be allowed under any circumstances. If a player starts to steal a base they must continue to advance to that base and cannot retreat back to the original base that they occupied. Runner in the act of stealing may not advance to an additional base due to an overthrow by the catcher.
- L. Runners may advance one base on an overthrow when an attempt to make an out at a base is made. If the runner advances in this situation and the defensive team attempts to make an out at the base the runner is advancing to and this attempt results in an overthrow, the runner cannot advance to the next base. Runners on 3rd base can never advance home on any overthrow.
- M. In the event of a team not being able to field eight players for whatever reason during the regular Season, all efforts will be made to play the game.
- N. No extra inning games will be played in the farm division.

Farm Level Playoff Rules

- A. Every team makes the playoffs and playoff seeding will be determined by blind draw. The President or designee and the Farm Level Director will conduct the seeding process.
- B. The team on the playoff schedule with the higher seed will be considered the home team, and will have home team responsibilities. The team on the playoff schedule with the lower seed will be considered to visiting team and will have visiting team responsibilities.
- C. Games will have a two-hour limit, After 2 hours, the teams shall complete the full inning that is in progress. The game will be considered complete if one team is ahead at the completion of that full inning. If the game is tied, extra inning will begin until the game is no longer tied after an inning is complete.
- D. There is no mandatory infield/outfield play rule.
- E. A continuous batting lineup will be used in playoff games. That is, if 12 players are present, all 12 players will bat. Managers may reset the lineup for each game, but a player may not bat in the last position, or second from last position in two consecutive games
- F. For playoffs only, a team may play with no less than eight players if all options in player pool have been exhausted. If a manager fails to utilize the player pool, then the following rule applies: The batting order will be completed to show the first eight batters in the order with the ninth position vacant. Each time the vacant position is due to bat, the manager will notify the umpire and the opposing manager of the vacant position, and that spot will be recorded as an automatic out. If a player is taken from the game for any

reason and only eight players remain, the above procedure will be followed and the position vacated will be recorded as an automatic out. Should a team have fewer than eight players available prior to the start of or during the course of a game, the game shall be forfeited to the opposing team, providing the opposing team is able to field the minimum number of players.

TWIN TOWN LITTLE LEAGUE – JANUARY 2019
SPECIFIC MINOR LEVEL RULES

- A. Little League age nine (9) year old pitcher or combination of Little League age nine (9) year old pitchers must pitch one full inning within the first 3 innings of every game. One full inning can be (a) 3 consecutive outs (even if the consecutive outs are spread over two consecutive innings) or (b) allowing 5 runs in one inning.
- B. A team's side is retired when five (5) runs are scored or three outs occurs, whichever comes first. The five (5) run limit rule will apply for the first five (5) innings of regular season games. All runs will score on a homerun hit over the fence regardless of the number of runs already scored.
- C. During the regular season and playoffs, all players will bat in a continuous batting order. Example: If 12 players are present, all 12 players will bat in the order. A player will not bat in the last batting position or the second from last batting position in two consecutive regular season games. Substitutions will be made for defensive purposes. If a player must leave the game before its conclusion during the regular season, that team will not be assessed an out when said player would have appeared in the batting order.
- D. Each player, in each game, MUST play at least two innings in a non-outfield position (1B, 2B, 3B, SS, P, C). Failure to meet this rule will result in the following penalties: 1st offense – warning; 2nd offense – 1-game suspension as Manager; 3rd offense – Removal as Manager.
- E. No extra innings will be played at the minor level unless it is a playoff game
- F. There is no delayed stealing allowed in the minor's level during the catcher to pitcher exchange when the pitcher has caught the ball.
- G. Stealing will be allowed in all cases including a passed ball. Stealing or pass ball advancement of home shall only be allowed after both teams playing the game have played at least 3 regular season games. Runners are always allowed to steal home if the throw back from the catcher to the pitcher is not caught by the pitcher. Runners may not lead. Runners on 3rd base may always advance if catcher attempts to make a play at any base.
- H. Forfeiture. In the event of a forfeit, for whatever reason, all effort will be made to play the game on the field, regardless of the formal outcome of that game. If umpires agree to administer the game, they will be used; if not, adult volunteers will umpire.
- I. If a team leads the game by 10 runs or more after the third inning that team can no longer steal bases.

J. THESE RULES APPLY TO REGULAR SEASON.

Minor Playoff Rules

- Division records determine playoff seeding. All teams make the playoffs.
- Team winning percentage will determine playoff seeding. Winning percentages will be calculated as following:
 - Games won will be assigned one point.
 - Games tied will be assigned one-half point.
 - Games lost will be assigned zero points.
- A team's winning percentage will be determined by dividing the total number of points earned by the total number of games played.
- Final standing ties will be broken as follows:
 - Head to head record
 - Coin Flip
- The team on the playoff schedule with the higher seed will be considered the home team, and will have home team responsibilities. The team on the playoff schedule with the lower seed will be considered to visiting team and will have visiting team responsibilities.
- Regular season games will have a two-hour limit.
- For playoff games only, a complete 6 inning game will be played. Extra innings will be played if needed.
- There is no mandatory infield/outfield play rule.
- If a player on the offensive team must leave a playoff game before its conclusion, for any reason other than emergency medical attention, the team will be assessed an out each time that player would be scheduled to appear in the batting order.
- The offensive team may score a maximum of 5 runs per inning for the first four (4) innings of playoff games. With the exception that all runs score with a homerun hit over the fence regardless of the number of runs already scored.

TWIN TOWN LITTLE LEAGUE – JANUARY 2019
SPECIFIC MAJOR LEVEL RULES

- A. Little League age eleven (11) year-old or combination of Little League age eleven (11) year old players must pitch least 1 complete inning [3 consecutive outs] per game and within the first 5 innings. This rule applies throughout the entire season, including the playoff tournament.
- B. Each player, in each game, MUST play at least TWO INNINGS in a non-outfield position (1B, 2B, 3B, SS, P, C). Failure to meet this rule will result in the following penalties: 1st offense – warning; 2nd offense – 1-game suspension as Manager; 3rd offense – Removal as Manager.

- C. During the regular season and playoffs, all players will bat in a continuous batting order. Example: If 12 players are present, all 12 players will bat in the order; a player will not bat in the last batting position or the 1st from last batting position in two consecutive regular season games. Substitutions will be made for defensive purposes. If a player must leave the game before its conclusion during the regular season, that team will not be assessed an out when said player would have appeared in the batting order. However, during the playoff tournament, if a player must leave a game before its conclusion, for any reason other than emergency medical attention, the team will be assessed an out.
- D. If a team leads the game by 10 runs or more after the third inning that team can no longer steal bases.
- E. Extra innings are acceptable if in the allotted time. With the exception of playoff games where a 6-inning game will be played and extra inning will be played to determine a winner.
- F. Forfeiture. In the event of a forfeit, for whatever reason, all effort will be made to play the game on the field, regardless of the formal outcome of that game. If umpires agree to administer the game, they will be used; if not, adult volunteers will umpire.
- G. Teams winning percentage determines the final standings and playoff seeding with the higher seed being the home team and the lower seed. Winning percentages shall be calculated as follows:
- Games won will be assigned one point
 - Games tied will be assigned on half point
 - Games lost will be assigned no points
- H. Teams winning percentage is determined by dividing the team's total points by the number of games played. Final standings ties are broken as follows:
- Head to head match-ups
 - Coin flip
- I. THESE RULES APPLY TO REGULAR SEASON AND PLAYOFFS. THE MANDATORY INFIELD/OUTFIELD PLAY RULES DO NOT APPLY FOR PLAYOFFS.

TWIN TOWN LITTLE LEAGUE – 2019
SPECIFIC INTERMEDIATE LEVEL RULES

Intermediate Rules

1. Pitchers required days of rest are carried over between Majors and Intermediate levels. Players playing in both the Majors and Intermediate levels may only pitch in the Intermediate level if (a) the players has meet the rest requirements shown above and (b) the players pitching in the Intermediate game is limited to the number of pitches that would make him available to pitch in his next scheduled Majors level game.

2. Each player, in each game, MUST play at least two innings in a non-outfield position (1B, 2B, 3B, SS, P, C). Failure to meet this rule will result in the following penalties: 1st offense – warning; 2nd offense – 1-game suspension as Manager; 3rd offense – Removal as Manager.
3. During the regular season and playoffs, all players will bat in a continuous batting order. Example: If 12 players are present, all 12 players will bat in the order a player will not bat in the last batting position or the 1st from last batting position in two consecutive regular season or playoff games. Substitutions will be made for defensive purposes. If a player must leave the game before its conclusion during the regular season, that team will not be assessed an out when said player would have appeared in the batting order. However, during the playoff tournament, if a player must leave a game before its conclusion, for any reason other than emergency medical attention, the team will be assessed an out.
4. 11 and 12 year old players shall be allowed to use bats that are currently approved for use in the Majors Division (Reference Little League rule 1.10)
5. If a team leads the game by 10 runs or more after the third inning that team can no longer steal bases.
6. Extra innings are acceptable if in the allotted time.
7. Forfeiture. In the event of a forfeit, for whatever reason, all effort will be made to play the game on the field, regardless of the formal outcome of that game. If umpires agree to administer the game, they will be used; if not, adult volunteers will umpire.
8. Teams winning percentage determines the final standings and playoff seeding. Winning percentages shall be calculated as follows:
 - Games won will be assigned one point
 - Games tied will be assigned on half point
 - Games lost will be assigned no points

Teams winning percentage is determined by dividing the team's total points by the number of games played. Final standings ties are broken as follows:

- Head to head match-ups
- Coin flip

9. THESE RULES APPLY TO REGULAR SEASON AND PLAYOFFS. THE MANDATORY INFIELD/OUTFIELD PLAY RULES DO NOT APPLY FOR PLAYOFFS.