

Ventura Little League

2023 LOCAL RULES

	Tee Ball	Farm	Minor B	Minor A	Major
Batting Order	Continuous throughout season	Continuous Batting Order (CBO)	CBO		CBO
Number of Defensive Players	All rostered	Up to 10 (4 outfielders allowed)	9		9
Mound Distance	No player pitching	No player pitching	40 - 46' (7-8 YO) / 46' (9 YO)	46'	46'
End of Play	Any infielder has possession	Pitcher has possession in the infield	Pitcher has possession inside the 10' perimeter around the pitcher's plate.		Pitcher has possession on the pitcher's plate, and catcher is ready to receive
Stealing Allowed	No	No	Only with a kid pitching	Yes	Yes
Walks Allowed	No	No	Before spring break: No. Coach pitches strikes left in count. After spring break: Yes.	Yes	Yes
Intentional Walks	Not allowed	Not allowed	Not allowed in regular season	Not allowed in regular season	Yes
Infield Fly Rule	No				Yes
Dropped 3rd Strike	No				Yes
Game Length (innings /no new/ Max Time)	3 innings / 45 min / 1 hr	6 innings/ 1:15 hr / 1:30 hr	6 innings / 1:45 hr / 2:15		6 innings / 2:10 hr / 2:30

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General Information

All registered players and adult members of Ventura Little League (VLL) must comply with all Little League (LL) rules and regulations at all times, both National and Local. Local Rules are intended to supplement [Little League Official Regulations and Playing Rules](#). Some Official Rules are listed below for emphasis. Any conflicts between Local Rules and Official Regulations and Playing Rules shall be resolved in favor of Official Rules. Infraction of any rules may require an appearance before the VLL Executive Committee and may result in suspension or dismissal from VLL.

Code of Conduct

- (a) VLL has established a code of conduct for players, parents, and volunteers.
- (b) The code of conduct is to be followed by all players, parents, and volunteers at all times. Violation of the code of conduct may result in referral to the Board of Directors for disciplinary action.
- (c) Violations should be referred to the following:
 - (1) Players and parents – Player Agent
 - (2) Managers and coaches – Coaching Coordinator
 - (3) Umpires – Umpire in Charge (UIC)
 - (4) Violations may also be referred to the Board Member on Duty
- (d) All violations will be documented and maintained by the League Secretary.
- (e) VLL has a zero-tolerance policy for violence. Any violent act, including but not limited to bullying, verbal threats, and fighting will result in immediate suspension or dismissal from the League. Repeat offenses will result in immediate dismissal and loss of all rights to future participation in VLL.

Regulation IV - The Players

(i) Mandatory Play

Amended to add:

Minor A:

- No player shall serve two (2) consecutive innings on the bench.

Minor B and below:

- Players shall play no more than two (2) consecutive innings in the outfield.
- No player shall serve two (2) defensive innings on the bench before all other players have served at least one (1) defensive inning on the bench.

Farm:

- Players shall rotate to a new defensive position every inning.

Regulation V - Selection of Players

(c) Pool players

- The Player Agent will establish a pool of players available to be used when teams face a shortage of rostered players for a regular season game.
- VLL has established the following rules for assignment and play of pool players:
 - (1) Pool players may only be assigned by the Player Agent. Managers may only be assigned a pool player through the Player Agent. The manager must contact the player agent for assignment of a pool player.
 - (2) Pool players shall wear the uniform of their rostered team.
 - (3) If a pool player has agreed to an assignment, they must be allowed to play that game even if the team regains the missing player.
 - (4) Pool players shall only play outfield for the duration of the game.
 - (5) Pool players shall bat last in the batting order.

Regulation VI - Pitchers

(c) Pitcher Removal (Hit By Pitch Limit)

Amended to include:

Minors only: Pitchers that hit an opposing batter four (4) times in a game, or three (3) times in an inning must be removed as pitcher. Managers should remove their pitcher anytime they pose a safety risk to the opposing team.

(e) Reporting Pitching Change

Managers must report the league age of a pitcher to the umpire and scorekeeper at the start of the game and at each time a new pitcher enters the game.

Regulation VIII - Minor Leagues

- A coach from the batting team will operate the pitching machine, if in use.

Machine Pitch

The following rules are enacted to administer the Farm (Machine Pitch) division:

- A batted ball that hits the pitching machine is dead. The batter is awarded 1st base and all runners advance if forced, all others remain on the base that they already occupied.
- A thrown ball that hits the pitching machine is dead. All runners may advance one (1) base safely, without a force.
- The pitcher shall have one foot inside the dirt circle around the pitching mound, and one foot on the infield grass before the ball is pitched.
- Every batter will receive a minimum of five (5) pitches to put the ball into play.
- Pitching machine distance and speed will be set up and changed only by a Board Member on Duty (BMOD). (Machine speed will be posted for each machine)
- Pitching machine angle can only be changed at the top of each inning with both coaches agreeing.
- See also [Reg. IV \(i\)](#), [Reg. XIV \(d\)](#), [4.10 \(c\)\(2\)](#), [6.08 \(a\)](#), [7.13](#)

Minor B Coach Pitch

The following rules are enacted to administer the Minor B division while a coach is pitching:

- While a coach is pitching, pitcher will revert to Farm pitcher rules for position on the field (one foot on grass and one foot on pitcher's mound dirt)
- See also [Reg. IV \(i\)](#), [1.07](#), [1.01 \(b\)](#), [2.00 \(BENCH\)](#), [7.13](#)

Minor B will follow Minor A rules for pitching (except for distance) and stealing after spring break, see [6.08 \(a\)](#).

Regulation XIV - Field Decorum

Coaches on the field

- (c) Two (2) adult base coaches are permitted. See also [BENCH or DUGOUT](#).
- (d) A manager or coach shall not leave the bench or dugout, [*or the dirt directly in front of the dugout*, Minor and below], except to confer with a player or an umpire and only after receiving permission from an umpire.
 - (1) **EXCEPTION:** In Tee Ball and *Farm*, managers and coaches may be on the field for instructional purposes but shall not assist runners or touch a live ball. At least one adult manager or coach must be in the dugout at all times.

Rule 1.00 Objectives of the Game

– 1.01: Number of players

VLL has elected to adopt the following rule:

- A game may not be started with less than eight (8) players on each team. Rule amended to allow less than nine (9) players. See also Rules [4.16](#) and [4.17](#) - that allow a game to be *continued* with eight (8) players in the event of injury, illness, or a player leaving the game site.
 - Where a game is played with eight (8) players, there will be no penalty for skipping over the ninth position in the batting order.
- Tee Ball / Farm should play with ten (10) players on defense - 4 outfielders

– **1.02: Tee Ball Scoring**

No score will be kept in Tee Ball

– **1.04: Field Prep**

Field prep will include the following:

- Rake
- Water
- Stripe
- Base installation/removal (as applicable)

The HOME TEAM (3rd Base Dugout) shall provide pre-game field prep.

The VISITING TEAM (1st Base Dugout) shall provide post-game field prep.

– **1.07: Pitching Distance**

All Minor A, and league age nine (9) players will pitch from 46 feet.

Minor B pitchers league age seven (7) or eight (8) will pitch from 40 - 46 feet.

The pitching distance is selectable by the player and coach for the benefit of pitcher development.

– **1.11: Uniforms**

(a)(3): Undershirts

Undershirts for pitchers can not be white or gray and must be a solid color. Pitchers cannot wear wristbands on their pitching arm, or anything else deemed distracting to the batter.

(a)(3)(i): Sunglasses

No distracting sunglasses, such as those with reflective lenses, may be worn for pitchers.

(j): Jewelry

Players must not wear jewelry except jewelry that alerts medical personnel to a specific condition.

– **1.12: Catcher's mitt**

The catcher must wear a catcher's mitt.

– **1.15: Glove color**

(a) The Pitcher's glove cannot be white. See [Official Rules](#) for further information.

– **1.17: Athletic Supporter / Cup**

(b) All male players must wear an athletic supporter. See [Official Rules](#) for further information.

(i) Male catchers must wear a hard cup. See [Official Rules](#) for further information.

Rule 2.00 Definition of Terms

– **BENCH OR DUGOUT**

Only the manager and two (2) coaches are allowed beyond the field gates at any time.

Tee Ball and Farm are allowed three (3) coaches, and a team parent in the dugout.

– **INFIELD FLY**

The infield fly rule shall not be used in Minor A and below.

– **INNING: Five (5) run rule**

The side is retired after five (5) runs scored [Minor and Farm]

– **OFFICIAL SCORER (Scorekeeper)**

The home team shall provide the scorekeeper.

Tee Ball does not keep score. See [1.02](#).

Farm only operates the scoreboard (electronic or flip scoreboard, depending on the site); no scorebooks will be kept.

Books must be kept for all Minor games and above. Books are the official score.

The official scorekeeper will advise the umpire if a pitcher is nearing, or has reached, the pitch count limit.

– **OUT: throwing bat**

A player will be deemed out if in the umpire's judgment, the player threw their bat recklessly.

Minor A and below, the umpire will issue a warning to each player on their first infraction.

Rule 3.00 Game Preliminaries

– **3.01: Game Balls**

The HOME team manager will obtain game balls from the Board Member on Duty (BMOD) or designee.

– **3.09: Pitcher Warm-up**

Managers or coaches are permitted to warm up a pitcher at home plate before each defensive inning or anywhere on the field during pre-game warm-up.

Rule 4.00 Starting and Ending the Game

– **4.04: Batting Order**

Continuous batting order (CBO) is mandatory for Minor A and below.

(a) Tee Ball:

- (1) EVERY PLAYER BATS EVERY INNING.
- (2) The LAST BATTER of each half inning shall run all the bases. All runners on base shall run the bases in complete, crossing home plate.
- (3) The batting order shall consist of all players present.
- (4) The batting order is fixed for the duration of the season and managers must rotate the fixed order each game. The #1 batter in a game moves to the bottom of the order in the next game.

– **4.10: Game Length**

(a) A regulation game consists of six (6) innings [three (3) innings for Tee Ball / seven (7) innings for Intermediate and above]

(1) The following limits on game duration will be imposed:

- (i) Tee Ball: 1:00 hour (no new inning after 45 minutes)
- (ii) Farm: 1:30 hour (no new inning after 1:15 hour)
- (iii) Minors: 2:15 (no new inning after 1:45 hour)
- (iv) Majors: 2:30 (no new inning after 2:10 hour)

NOTE: A new inning starts immediately after the 3rd out of the previous inning. See [Official Rules](#) INNING definition.

Game durations and scheduling subject to change due to Interleaguings.

The game clock will start at the scheduled game start time. NO EXCEPTIONS.

(e) Run rule-10 runs after 4 innings [3 ½ innings, if the home team is ahead].

- (1) For Majors and below.
- (2) The scoreboard shall not reflect more than a (10) run differential at any time.

– **4.16: Less than nine (9) players**

[Minor B and above] If a team cannot place (8) players on the field, the team shall forfeit.

NOTE: While the official score should be recorded as a forfeit, both teams may continue unofficial play until their scheduled time is up, if both managers agree.

– **4.17: Less than nine (9) players**

NOTE: A game may not be continued with less than eight (8) players on each team. There is no penalty for skipping over the ninth position in the batting lineup in games played with less than nine (9) players.

– **4.19: Protests**

- (a) Protest shall be considered only when based on the violation or interpretation of a playing rule, use of an ineligible pitcher or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment [ex. safe or out, ball or strike, etc.].
- (c) All protests must be submitted to the umpire before leaving the field, and in writing and submitted within 24 hours to the Protest Committee.
 - (i) Game replays will not be used to overturn calls.
 - (ii) Game replays may be used to review unsportsmanlike conduct by players, coaches and fans.

Rule 5.00 Putting the Ball in Play - Live Ball

– **5.07: Five (5) Run Rule (Minor A and below)**

- (g) The VLL board of directors has elected to adopt the option suspending the five (5) run rule in the last half-inning for each team. The umpire should declare the open/unlimited inning prior to the start of the last inning. See [Official Rules 5.07\(g\)](#)

Rule 6.00 The Batter

– **6.08(a): Walks (Minor A and below)**

- (1) Farm - No walks are permitted.
Minor B - before spring break:
 - (a) Pitcher shall pitch up to four balls to each batter, then the coach will pitch the remaining strikes. See also [7.13](#) Stealing. This also alters the definition of **BASE ON BALLS** accordingly.
- (2) Coaches cannot elect to intentionally walk a batter during the regular season.

Rule 7.00 The Runner

– **7.13: End of Play**

- Farm: Play shall end when the pitcher has possession of the ball on the infield grass, and is no longer attempting to make a play.
- Minors: play shall end when the pitcher has possession of the ball inside the ten (10) foot perimeter around the pitcher's plate, and is no longer attempting to make a play.

– **7.13: Stealing**

Minor B, before Spring Break: a runner may steal second and third base during player pitch only. No advancing to home plate is permitted on a steal, passed ball, or wild pitch. This rule no longer applies after Spring Break.

– **7.14: Courtesy Runner**

- (b) The league has elected to adopt the option to allow a courtesy runner for divisions using continuous batting order.

The courtesy runner must only be used with 2 outs freely substituting for the pitcher or catcher of record, and must be the last batter or runner put out. This rule is also intended to alter Official Rules 3.04, and the definition of **COURTESY RUNNER** accordingly.

Rule 9.00 The Umpire

- The Umpire in Charge (UIC) will attempt to provide two (2) umpires for each game, Minors division and above.

- **In the event an umpire is not available (and all Farm games)**, the participating teams will provide umpires. The home team will provide the plate umpire and the visiting team will provide the field umpire. It is recommended coaches take on this responsibility instead of using parents or spectators. If another adult is selected to umpire, they should have knowledge of division rules and game situations.
- The umpire does not have specific responsibilities regarding pitch count. The official scorekeeper will advise the umpire if a pitcher is nearing, or has reached, the pitch count limit.
- While some level of background “chatter” directed at umpires is part of the game, VLL will not tolerate any negative, loud, or abusive language or actions towards our volunteer umpires. Players, Managers/Coaches, or parents exhibiting such behaviors may be asked to exit the facility and may face suspension and/or dismissal from the League.

Tournament (Playoff) Rules

Playoffs will use the same rules as the regular season, with the following exceptions:

- (a) Intentional walks will follow [Official Rules](#) in playoffs.

Seeding

The following order will be used to determine playoff seed and/or league standings:

- (1) Win / loss record
- (2) Head to head record
- (3) Runs allowed
- (4) Runs scored
- (5) Coin flip

Tie breaking procedure

- (b) No game can end in a tie. If the game is tied after 6 innings, each subsequent half inning will begin with a runner on second base.

Selection of Tournament Teams (All-Stars)

VLL players may have an opportunity to participate in postseason District 63 tournaments, or in LL sanctioned All Star tournaments.

- In order to be eligible to participate in post season play, parents and players must be in good league standing and must be able to commit to the practice and game schedule. Post season tournaments occur in June and July.
- Post season tournament rosters are age based, not division based.
- Player nominations are reviewed by Divisional Managers, the Secretary, Player Agent, Coaching Coordinator, and Divisional Representative. Consensus agreement on nominated players is required to be included on the postseason roster.
- Postseason managers and coaches are subject to the same availability as players and shall be determined by their teams placement in playoffs. Postseason assistant coaches will be selected from eligible managers by final win/loss record. All postseason managers are subject to approval by the Board of Directors.
- VLL does not formally participate in tournaments outside of District 63 or LL sanctioned tournaments. If teams composed of VLL players elect to participate in outside tournaments, this does not indicate league sponsorship of such teams. Teams participating in outside tournaments shall not wear VLL uniforms for game play.