



Gilbert National Little League - Local Rules

Approved December 2025

ARTICLE I — PURPOSE, AUTHORITY, SCOPE, REVIEW & DISTRIBUTION

Section 1. Purpose of the Local Rules

These Local Rules are adopted to clarify, supplement, and extend the Little League® Official Regulations and Playing Rules (OR&PR, the “Green Book”) and the Little League® Baseball Operations Manual.

They establish uniform expectations for all players, parents, volunteers, umpires, managers, and coaches within Gilbert National Little League (GNLL), and ensure consistent application of policies, safety standards, and competitive integrity across all divisions.

The primary objective of GNLL is to provide every registered child the opportunity to participate in a safe, educational, and enjoyable baseball experience—where the development, safety, and sportsmanship of each player take priority over the outcome of any game.

Section 2. Authority of Little League International

These Local Rules shall never supersede:

1. Little League International Official Regulations and Playing Rules (OR&PR)
2. Little League Baseball Operations Manual
3. The GNLL Constitution and Bylaws

Where a conflict exists, Little League International regulations take precedence. Local Rules apply only to regular-season GNLL play unless explicitly approved for tournament use.

Section 3. Authority of Gilbert National Little League

The GNLL Board of Directors is empowered by the GNLL Constitution and Little League International to:

1. Establish and enforce local rules appropriate for the league
2. Interpret and apply the OR&PR
3. Administer regular-season operations
4. Appoint managers, coaches, and committees
5. Implement discipline and safety policies

All Local Rules remain subject to Board review, interpretation, and enforcement.

Section 4. Scope of the Local Rules

These rules apply to all GNLL baseball divisions during the spring regular season. Divisions participating in district or Little League International tournament play shall follow OR&PR rules as required.

Section 5. Review & Revision Schedule

Local Rules shall be reviewed and updated annually by the Board of Directors prior to the start of each spring season. Proposed revisions may be submitted by any Board member and must be approved by majority vote of the full Board.

Section 6. Distribution & Publication

The Local Rules shall be:

- Published on the GNLL website
 - Used as the governing reference for all GNLL regular-season activities
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ARTICLE II — LEAGUE ORGANIZATION

Section 1. Divisions of Play

Gilbert National Little League (GNLL) charters and operates the following baseball divisions in accordance with Little League International (LLI) structure. League Age is determined by the official Little League Baseball Age Chart for the current season.

A. Chartered Baseball Divisions

Division	League Age
Tee Ball	4–6
Coach Pitch	7–8 (6 year olds with exceptions)
AA	8–10 (7 year olds with exceptions)
AAA	9–11 (8 year olds with exceptions)
Major	11–12 (10 year olds with exceptions)
Junior	13–15

B. Annual Division Structure

The Board of Directors may adjust the number of teams within each division based on annual registration levels, field capacity, and safety considerations. Additional adjustments may be approved at the discretion of the Board.

Section 2. League Age & Eligibility Requirements

A. League Age Determination

League Age is calculated using the official Little League Baseball age chart and is determined as such:

- **Spring:** LL age is determined by their ACTUAL age on August 31st of the **CURRENT** year
- **Fall:** LL age is determined by their ACTUAL age on August 31st of the **NEXT** year

B. GNLL Age Exceptions

The following GNLL-specific placement exceptions apply, provided all age movements comply with LLI safety rules:

1. **League Age 5**
 - Eligible for Coach Pitch if the player has completed two full seasons of Tee Ball.
2. **League Age 6**
 - Eligible for Tee Ball if the player has not completed a season before.
3. **League Age 7**
 - Eligible to register for AA.
4. **League Age 8**
 - Eligible to register for AAA and attend a tryout. Placement not guaranteed.
5. **League Age 10**
 - Eligible to register for Majors and attend a tryout. Placement not guaranteed.
6. **Additional Exceptions**

- May be granted only with the approval of the GNLL President and the Competition Committee and must adhere to all LLI safety guidelines.
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Section 3. Division Placement Policies

A. Safety and Development Priority

In non-draft divisions & seasons, player/team placement is determined by the League's Player Agent with the intent to promote a competitive balance across the league, with physical safety, emotional readiness, baseball skill development in mind.

B. Upper Division Placement

League Age alone does not guarantee placement in a higher division. A player must:

1. Attend tryouts, and
2. Be drafted by a team in that division.

C. Lower Division Placement by Request

- Requests must be submitted in writing prior to tryouts.
 - Placement requires approval of the GNLL President or Vice President.
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Section 4. Team Composition

A. Roster Size

Teams in all competitive divisions (AA, AAA, Major & Junior) will roster 11–13 players, unless otherwise approved by the GNLL Board of Directors.

B. Replacement Players

Roster vacancies due to injury, relocation, or other approved reasons must be filled through:

1. The Player Agent, and
 2. The official GNLL Replacement Player process. See Article XIII, Section 4
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Section 5. League Volunteers

All managers, coaches, board members, and on-field volunteers must:

1. Register as a volunteer annually
2. Complete mandatory background screening

3. Comply with GNLL and LLI rules, conduct expectations, and safety standards
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ARTICLE III — REGISTRATION, TRYOUTS & DRAFT PROCEDURES

Section 1. Registration of Players

A. Registration Periods

GNLL will conduct registration strictly online and will determine open and close dates at the appropriate in-person Board meeting before the preceding season concludes.

B. Registration Fees

Player registration fees shall be set each season by the Board of Directors. Fees must be paid in full prior to a player participating in evaluations, practices, or games unless a payment plan or hardship request is approved by GNLL. Players may be removed from a team if balance due is not paid in full by the first game.

C. Board Member Fee Reduction

Active GNLL Board Members receive a 50% reduction in registration fees for their children.

- A Board member who misses three consecutive Board meetings may be removed by the Board.
- If removed prior to the close of registration, no discount applies.
- Removed members forfeit the discount for the following year.

D. Required Documentation

All players must provide:

1. Proof of age
 2. Residency or school enrollment verification
 3. Medical release
 4. Any GNLL-specific waivers or forms
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Section 2. Player Evaluations

A. Mandatory Participation

All players League Age 9–15 enrolled in a fully kid pitch division (AAA, Majors, Juniors) must attend at least one evaluation session. Players who miss evaluations will be placed in the lowest division possible given their age.

B. Blind Picks

Players who miss evaluations will enter the draft as “blind picks” and their names anonymized to all coaches.

C. Tryout Field Access

Only Managers, approved Coaches, Player Agents, and League Officials may be on the field during tryouts.

D. Player Evaluation Structure

- The President, Coaching Coordinator and Division Directors will determine how evaluations are structured and conducted.
 - The goal of the evaluations is to give each player a chance to showcase their running, throwing, catching, hitting and knowledge of the game in a condensed timeframe – typically 90-180minutes.
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Section 3. Draft Procedures**A. Draft Method (Full Kid Pitch Divisions – AAA & Majors)**

Unless determined otherwise by vote from the Competition Committee to maintain competitive balance, GNLL uses the following outline to determine draft order in each division. All drafts are conducted using the “snake” method, whereby the order is reversed in even number rounds.

1. Priority Order of Managers (Highest to Lowest)**a. Managers with NO child in the division**

- Draft first.
- If multiple managers qualify, a coin flip is supervised by a Board Member

b. Managers with a child/player who is *not* a returning All-Star

- Priority goes to the Manager whose player is the youngest.

c. Managers with a child/player who *is* a returning All-Star

- Priority goes to the Manager whose player is the youngest.

B. Protected Player (Manager & Assistant Coach Picks)

GNLL employs a structured option system requiring the forfeiture of designated draft picks to protect a Manager’s or approved Coach’s player(s). The following rules apply:

1. Managers are required to protect their own child/player.

2. In the AAA Division, a Manager may protect one (1) Assistant Coach and that coach's player(s).
3. All protected players must be selected in their assigned option round without exception.
4. Any conflicts or disputes regarding option rounds shall be resolved by the Player Agent.
5. All protection declarations must be made prior to the start of the draft.
6. GNLL option rules supersede Little League International option structures for all GNLL drafts.

Note: Assistant Coach player protections apply only to the AAA Division.

1. AAA Division — Manager's Player(s)

Player Age	Forfeited Round
8	6th
9	5th
10	4th

2. AAA Division — Assistant Coach's Player(s)

Player Age	Forfeited Round
8	3rd
9	2nd
10	1st

3. Major Division — Manager Player(s)

Player Age	Forfeited Round
10	5th
11	4th
12	3rd

C. Draft Confidentiality

Managers and coaches may not contact players about draft results until all divisions have completed their drafts and the Player Agent authorizes roster release.

D. Trades

Trades during the draft may be approved only by: President, Player Agent, Division Director and/or Coaching Coordinator.

E. "Attached" Sibling Rule

1. When siblings are designated as "attached," **the older sibling must be drafted first.** If the attached sibling is age-eligible for the same division, the Manager **must** select the younger sibling with a subsequent pick.
 - Siblings **one (1) year apart:** younger must be selected with the **next pick.**
 - Siblings **two (2) years apart:** younger must be selected **within two picks.**

2. Younger siblings who are not age-bound to the same division as their older sibling **are not guaranteed placement in the upper division.**
 - Exceptions may be granted only by the GNLL President or Player Agent.
 - This applies specifically to:
 - League Age 10 players (regarding Majors eligibility)
 - League Age 8 players (regarding AAA eligibility)

F. Team Notification

No player may be contacted about team placement until:

1. All division drafts are complete, and
2. The Player Agent authorizes release of rosters.

ARTICLE IV — CONDUCT, SAFETY & EXPECTATIONS

Section 1. Code of Conduct

A. General Conduct

All GNLL participants are expected to demonstrate:

- Respect
- Sportsmanship
- Safety-first behavior
- Positive support of players, coaches, and umpires

B. Zero Tolerance Policy

GNLL enforces zero tolerance for:

- Abuse or harassment of umpires (especially Junior/Youth umpires)
- Verbal or physical confrontation
- Taunting or derogatory language
- Behavior endangering players or disrupting the environment

C. Manager Responsibility

Managers are responsible for the behavior of:

- Themselves
- Coaches
- Players
- Parents and spectators affiliated with the team

D. Attire & Appearance

Managers and coaches must wear appropriate attire and League issued uniforms whenever possible.

E. Player Supervision

Managers and Coaches are encouraged not to leave the facility until every player has been picked up.

Section 2. Facility Conduct**A. Tobacco, Alcohol & Substances**

Tobacco, alcohol, and vaping are prohibited anywhere on GNLL grounds.

B. Noise Makers

No whistles, horns, bells, drums, air horns, or amplified noise devices allowed.

C. Cleanup Requirements

Both teams must clean dugouts and surrounding areas before leaving.

Section 3. Player Safety**A. Casts & Medical Devices**

Hard casts disqualify a player, coach, or umpire from on-field activity.

Soft casts, boots, braces, or slings may coach on bases only if:

1. They are in the batting lineup, and
2. Can satisfy MPR.

B. Equipment Safety

All equipment must meet LLI standards.

C. Dugout Safety

Only rostered players and approved volunteers allowed in dugout.

Section 4. Umpire Respect & Protection**A. Harassment Prohibited**

Any mistreatment, harassment, chirping or arguing with any umpires is subject to ejection by either the Umpire or any Board Member present.

B. Authorized Communication

Only the Manager may discuss calls with the umpire during a game. (added 12/25)

Coaches, players, and spectators may not challenge or argue calls.

D. No Postgame Conversations

Judgment calls may not be discussed or addressed with any Umpires after the game.

Section 5. Consequences

Violations of Article IV may result in warnings, suspensions, removal from GNLL, or other discipline imposed by the Executive Board.

ARTICLE V - EJECTIONS, DISCIPLINE & SUSPENSIONS

Section 1. Authority to Eject

Umpires have full authority under Little League International and GNLL to eject any Manager, Coach, player, parent, or spectator for:

- Harassment
- Abuse (verbal or physical)
- Intimidation
- Excessive arguing
- Unsportsmanlike conduct
- Violations of GNLL Zero Tolerance policy
- Any action that jeopardizes safety or disrupts the game environment

Section 2. Ejection Procedures

A. Manager or Coach Ejection

Upon ejection:

1. The individual must leave the entire facility immediately, including the parking lot.

2. They may only return after the game ends to retrieve their child.
3. They may not confront any umpire, manager, coach, or spectator regarding the ejection.
4. The suspension schedule in Article V, Section 4 applies.

B. Player Ejection

A player who is ejected:

- May remain in the dugout under Manager supervision,
- May not participate further in the game in any capacity (playing, base coaching, or infield warmups).

C. Protection of Junior/Youth Umpires

Any harassment or intimidation of a Junior/Youth Umpire results in:

1. Automatic immediate ejection
2. Removal from the facility
3. Review by the GNLL Executive Board, which may impose additional penalties

D. Umpire Reporting Requirement

The ejecting umpire must provide a written or verbal report to the League President within 24 hours.

Section 3. Ejection Review Committee

After an ejection, GNLL will convene a review committee consisting of three of the following people:

1. The Division Director
2. The Umpire-in-Chief
3. One Board Member-at-Large
4. One Executive Board Member
5. The ejected individual (optional attendance)

Timeline

The committee will meet within 24 hours, if possible, or before the individual's next scheduled game following the ejection.

Purpose

The committee will review the incident, determine additional penalties (if any). document findings and reinforce GNLL conduct expectations

Section 4. Mandatory Penalties

A. Minimum Suspensions

Every ejection carries an automatic minimum 1-game suspension, served during the next game actually played.

B. Suspension Restrictions

A suspended individual may not be at the GNLL complex, participate in warmups, practices, games, or team meetings or act in any coaching or spectator role during the suspension.

C. Pitching Rule Violations

GNLL imposes escalating penalties for pitching eligibility violations:

- **1st violation:** 1-game suspension
- **2nd violation:** 3-game suspension
- **3rd violation:** Removal as Manager for the season

D. Multiple Coaches Suspended

If both the Manager and a Coach are suspended, the remaining approved adult coach must stay in the dugout. No substitute adults may be added. Helmeted players may serve as base coaches

Section 5. Non-Overturnable Nature of Ejections

Umpire ejections for on-field conduct cannot be overturned by any Manager, Coach or Board Member.

Section 6. Forfeiture Situations

A game may be declared a forfeit if:

- A team cannot field the minimum number of players due to misconduct, or
- A Manager/Coach refuses to comply with an ejection

Such decisions are made by the Umpire-in-Chief and the League President (or their designee).

Section 7. Additional Disciplinary Action

The GNLL Executive Board reserves the right to impose additional penalties, including:

- Extended suspensions

- Removal from coaching or volunteering
- Removal from GNLL facilities
- Season-long or permanent bans

Penalties may be escalated for:

- Repeat violations
- Severe misconduct
- Harassment of youth umpires
- Threats or unsafe behavior
- Violations of any GNLL or LLI policy

ARTICLE VI — GAME OPERATIONS

Section 1. Pre-Game Responsibilities

A. Official Scorekeeper (Home Team)

The Home Team shall provide the official scorekeeper for each game. The official scorer should be known by the umpire before play begins. The following requirements apply:

1. A game may not begin until the official scorekeeper is prepared and ready.
2. All scoring and pitch counts shall be recorded in GameChanger, the league's designated official scoring platform.
3. Once the umpire calls "Play," the official scorekeeper shall record the official start time in GameChanger.

B. Scoreboard (Visiting Team)

1. The Visiting Team is responsible for operation of the scoreboard.
2. The Visiting Team is strongly encouraged to maintain its own GameChanger scorebook to assist with accuracy and verification. Should the Home Team fail to maintain accurate records, lose track of the game's progress, or otherwise compromise the integrity of its scorebook, the Visiting Team's GameChanger record may be adopted as the official scorebook for that game.

Section 2. Field Preparation

A. Pre-Game (Home Team)

- Set the bases

- Chalk batter's boxes and foul lines
- Remove tarps

B. Post-Game (Visiting Team)

- Replace tarps (if final game of the day)
- Return equipment & bases to storage room
- Ensure all storage areas are secured and locked

C. Cleanup Requirements (Both Teams)

Before vacating the field, each team must clean their respective dugouts, player & spectator seating areas on their half of the field.

Section 3. Starting a Game**A. Minimum Number of Players**

A team must field 8 players within 15 minutes of the scheduled start time or the game is forfeited unless approved extenuating circumstances exist.

B. Late Arrivals

If the 8th player arrives within the grace period, that time becomes the official start time.

C. Dropping Below 8 Players

If a team cannot maintain 8 players at any point, the game is immediately forfeited.

D. Umpire Absence

If no umpires arrive within 10 minutes:

- Each team must provide one parent volunteer umpire
 - Official umpires who arrive may not assume duties until the current inning ends
 - Games will not be rescheduled due to umpire absence
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Section 4. Time Limits & Game Completion**A. Time Limits**

- See Article IX for division specific time restrictions.

B. New Inning Definition

A new inning begins when:

- The final out of the previous inning is recorded, or
- In Minors, when the 5th run scores

D. Game Official Status

GNLL requires a minimum of 3 innings to be completed for a game to be considered official.

Section 5. End of Game Rules

A game ends immediately when:

- Time expires
 - Mercy rule is reached
 - A forfeit is declared
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Section 6. Player Pool Usage

A. Requesting Pool Players

If a team cannot field 9 players, they must notify the Division Director as early as possible.

B. Pool Player Limits

In the event pool players are needed:

- Only enough to reach 9 total players will be used.
- They are prohibited from pitching or catching (unless agreed to by opposing team).
- Managers may not choose specific players.

C. Late Arriving Players

Pool players (if any were used) finish their Minimum Play Requirement (6 defensive outs).
Late team players are added to the bottom of the order.

Section 7. Inning Breaks

- Maximum 2 minutes between innings
 - Maximum 6 warm-up pitches
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Section 8. Run Rules (Mercy Rules)

A. AA, AAA & Majors

- 15-run rule after 3 innings
- 10-run rule after 4 innings

B. Juniors

- 15-run rule after 4 innings
- 10-run rule after 5 innings

Section 9. Bat & Equipment Regulations (Illegal Bats)

A. Illegal Bat Definition

A bat is illegal if:

1. It carries a **USSSA stamp**
2. It is not USA Baseball certified
3. It does not meet LLI bat rules

B. First Offense

- Batter is OUT
- Player receives season-long warning
- Manager receives a team warning

C. Second Offense

- Batter is OUT and ejected from game
- Manager is ejected and receives an additional 1-game suspension

D. Intent Does Not Matter

Accident or mistake does not modify penalties.

E. Manager Responsibility

Managers are responsible for bat legality.

ARTICLE VII — RESCHEDULING, RAINOUTS & MAKE-UP GAMES

Section 1. Authority to Postpone Games

Games may only be postponed or delayed by the League President, Vice President, Scheduler, Umpire-in-Chief or acting umpire (weather/field safety). **Managers may NOT postpone or cancel games.**

Section 2. Reasons for Postponement

A. Acceptable Reasons

A game may be postponed due to:

- Inclement weather
- Field unplayability
- Facility closure
- League-directed scheduling adjustments
- Safety concerns as determined by GNLL leadership

B. Unacceptable Reasons

A game may NOT be postponed for:

- Manager or coach unavailability
- Anticipated low player turnout
- Strategic reasons
- Parent/family conflicts
- Team preference or convenience

If a team cannot field the minimum number of players, forfeit procedures apply.

Section 3. Scheduling of Make-Up Games

A. Scheduling Priority

All postponed games must be rescheduled as soon as reasonably possible and no sooner than 48 hours after the postponement unless approved by the President and/or Scheduler.

B. Sunday Restrictions

Make-up games will not be scheduled on Sundays unless declared necessary by the Board due to extraordinary scheduling circumstances.

C. Doubleheader Allowances

- Major Division teams: Up to two (2) doubleheaders per calendar week

- Minor Division teams: One (1) doubleheader per calendar week

D. Manager Notification & Obligations

- The Scheduler will assign the make-up game date/time
- Managers must communicate conflicts immediately, but conflicts do not guarantee changes
- Once scheduled, the game is mandatory

E. Mandatory Participation

Teams must appear for scheduled make-up games.

Failure to appear constitutes a forfeit and may result in disciplinary action (Article V).

Section 4. Mid-Game Weather or Field Suspensions

A. Umpire Authority

Once a game begins, only the umpire may suspend play due to weather or unsafe field conditions.

B. Resumption of Suspended Games

If a game is suspended:

- It resumes at the exact point of interruption
- Original lineups, batting order, and player eligibility remain
- Pitch count eligibility follows Article X
- The Scheduler assigns the next available make-up date

C. Time Limits After Resumption

Time limits do not reset. Remaining time applies to the resumed game.

Section 5. Communication Protocols

A. League-Wide Notifications

Weather-related or facility-related cancellations will be sent using:

- League email
- GNLL website
- GameChanger alerts (primary league communication app)

B. Manager Responsibilities

Managers must:

1. Notify their team immediately
2. Confirm all players/parents have received the update

C. Umpire Notification

The Umpire-in-Chief will notify affected umpires.

ARTICLE VIII — PLAYER POOL & REPLACEMENTS

Section 1. Purpose of the Player Pool

The GNLL Player Pool ensures:

- Games are not unnecessarily forfeited
- Teams have access to enough players to field a legal roster
- Opportunities for additional playing time for approved pool players

The Player Pool is administered by the President, Division Director(s) and Player Agent.

Section 2. Requesting Pool Players

A. Notification Requirements

A team anticipating fewer than nine (9) players must notify its Division Director as early as possible. A minimum 24-hour notice is strongly recommended.

B. Assignment Process

1. The Division Director assigns pool players on a rotational, equitable basis
2. Managers may not request specific pool players
3. Managers may not contact other teams' players directly
4. All pool assignments must come from the Division Director or Player Agent

Section 3. Limits on Pool Player Use

A. Number of Pool Players

A team may only use enough pool players to reach nine (9) total players. Pool players may not be used to gain an advantage or create a 10-player roster.

B. Defensive Restrictions

Pool players may **NOT** pitch or catch

C. Offensive Participation

Pool players must:

- Bat at the bottom of the batting order
- Receive minimum play requirements (MPR) per division rules

D. Late-Arriving Team Players

If a rostered player arrives after a pool player has begun:

1. The pool player completes their MPR (6 defensive outs)
2. The late-arriving player joins the batting order at the bottom
3. Pool players may be substituted out once MPR is met

Section 4. Replacement Players (Long-Term)**A. Definition**

A Replacement Player is a permanent roster substitute used only when a player:

- Is injured
- Moves away
- Withdraws
- Is otherwise unavailable for the entire rest of the season

Replacement Players are not the same as Pool Players.

B. Assignment

Replacement Players are assigned exclusively by the Player Agent, who will consider safety, competitive balance, and age appropriateness.

C. Manager Restrictions

Managers may not recruit their own replacements, request specific players or decline an assigned replacement unless reason is provided in writing to the Player Agent.

Section 5. Rules Enforcement & Penalties**A. Improper Use of Pool Players**

Examples include:

- Using pool players to exceed 9
- Allowing a pool player to pitch/catch
- Recruiting pool players without approval
- Misrepresenting roster availability

Penalties may include:

- Forfeit
- Manager suspension
- Additional discipline (Article V)

B. Improper Use of Replacement Players

Managers manipulating replacement rules may be subject to:

- Suspension
- Removal as Manager
- Additional Board action

ARTICLE IX — DIVISION-SPECIFIC PLAYING RULES

Each Section in this Article outlines the specific game-play rules for each GNLL division. All rules are consistent with Little League International, except where GNLL Local Rules specifically modify them.

SECTION 1 — MAJOR DIVISION

1. Continuous Batting Order

All rostered players present must be in the batting order.

2. Minimum Defensive Play (MPR)

Every player must participate defensively for:

- At least 6 defensive outs, AND receive at least one (1) at-bat

This follows Little League International (LLI) MPR requirements. Violations may result in Manager suspension per Article V.

3. Defensive Substitution Rules

Free defensive substitutions are permitted except as restricted by:

- Pitcher re-entry limitations
- Pitcher-to-catcher and catcher-to-pitcher eligibility (Article X)

4. Courtesy Runners

Courtesy runners are not permitted except:

- In cases of acute injury
- At umpire discretion
- Runner is replaced by the last recorded out

5. Dropped Third Strike Rule

The Major Division uses the **Dropped Third Strike (DTS)** rule.

A batter forfeits the right to advance if they:

1. Make contact with an offensive teammate or coach
 2. Pick up a bat or helmet during the attempt
 3. Begin walking toward the dugout without attempting to run
- **Deception Clause:**
Any attempt to deceive the defense (e.g., fake jogging away then running) is prohibited.

6. Major Division Time Limits

- No new inning may begin after **1 hour 45 minutes** from official start time.
- The Major Division has **NO drop-dead time**.
- A new inning begins when the last recorded out of the prior inning is made.

7. Fall Season 6-Run Rule (Inning Cap)

In the Fall season only, an inning ends when:

- Five (5) runs are scored, OR
- Three (3) outs are recorded
- The inning cap may be removed for games if agreed upon by both coaches at the plate meeting

SECTION 2 — AAA DIVISION

1. Continuous Batting Order

All rostered players present must be in the batting order.

2. Five-Run Rule (Inning Cap)

The offensive inning ends immediately once:

- Five (5) runs are scored, OR
- Three (3) outs are recorded

3. Minimum Defensive Play Requirements

Each player must play half of all defensive innings, measured in full innings only.

- Time limits, darkness, or weather do not excuse missing MPR
- Managers must monitor playing time proactively

4. Courtesy Runners

Courtesy runners are not permitted except:

- In cases of acute injury
- At umpire discretion
- Runner is replaced by the last recorded out

5. Defensive Alignment

AAA teams must play **a max of nine (9)** defensive players:

- Pitcher & catcher
- 4 infielders
- 3 outfielders

6. Steals, Advancing on Passed Balls & Overthrows (UPDATED 12/25)

Like the Majors division, runners may steal (once ball has crossed the plate); advance on throws back to the pitcher and wild pitches; and at their own risk on any batted ball in play.

7. Live-Ball Situations

If a defensive play is attempted, the ball remains live until it is returned to the pitcher and they contact the rubber. Runners are NOT limited to the amount of bases they take on any errant throw.

8. AAA Division Time Limits

- No new inning may begin after 1 hour 35 minutes
- Play must drop-dead at 1 hour 55 minutes

9. Drop-Dead Procedure:

1. Game ends immediately when time expires

2. Score reverts to last completed inning, unless
3. The home team ties or takes the lead during the incomplete inning — in that case, that score stands

SECTION 3 — AA DIVISION

The AA Division is new for the Spring 2026 season and is designed to prioritize player development, safety, and enjoyment while introducing key elements of kid pitch baseball. Unless granted exemption by the Competition Committee, all LL age 8 year olds are required to play in AA; and no 10 year olds are permitted to play in the division.

1. MANAGERS, COACHES & TEAM FORMATION:

- a) One manager and three registered coaches (4 total) are allowed in the dugout during games.
- b) All coaches must be registered in the GNLL system.
- c) Coaches must remain inside the dugout unless coaching a base.
- d) No coaches on the field except for the coach pitching during innings 3-6.
- e) NO on deck batters, no practice swings inside or outside the dugout between innings.
- f) Coaches CAN warm up the pitcher before the inning.
- g) There is no evaluation and draft process – after Assistant Coaches are assigned, players will be assigned to teams dependent upon skill with a goal of parity across the division.

2. INNING STRUCTURE:

- a) Kid pitch innings (1-2)
- b) Coach pitch innings (3-6)
- c) Run limits by inning:
 1. 1st & 2nd: 3 runs max (*standard strikeouts and walk rules apply*)
 2. 3rd & 4th: 5 runs max (*Five Pitch Rule applies*)
 3. 5th & 6th: 8 runs max (*Five Pitch Rule applies*)

3. FIVE PITCH RULE (Coach pitch innings):

- a) Players are allowed FIVE pitches per at bat. If a player receives all five pitches and no ball is put into play, the player is out.
- b) ONLY swinging strikes are counted; three = out
- c) Balls are not counted. NO WALKS issued.
- d) Foul balls count as a pitch, except for pitch five where normal foul rules apply.

4. POSITIONING & MANDATORY PLAY REQUIREMENTS:

- a) The coach must pitch from a minimum distance of 25ft.
- b) If a ball hits the coach pitching, the ball is considered live. The coach must make a reasonable effort to avoid contact with the ball

- c) The offensive coach should only pitch once the pitcher/fielder is on the mound dirt.
- d) Four outfielders are allowed.
- e) A catcher IN FULL GEAR is required in all innings.
- f) No player shall sit more than one consecutive inning.
- g) All players must bat in the lineup.

5. STEALS & OVERTHROWS:

- a) Stealing is allowed during kid pitch innings (1 & 2).
- b) Runners stealing cannot leave the base until the ball crosses the plate.
- c) Runners stealing may only take 1 base, however, if a defensive play is attempted on that runner and an overthrow occurs, the runner may take one additional base.
- d) A runner may only steal home if a defensive play is attempted at 3rd base. NOT ON PASSED BALLS.
- e) Once the ball is returned to the player/pitcher – the ball is “dead” and no runners may advance
- f) All runners are allowed one additional base on overthrows. The additional base DOES NOT include a base a runner was forced to advance to on a ball in play.

6. BUNTING & LEADOFFS

- a) Bunting is allowed during kid pitch innings, but NOT during coach pitch innings.
- b) Leadoffs are allowed during kid pitch innings.
- c) During coach pitch innings, runners must remain in contact with the base until a ball is put into play.

7. PITCHER LIMITS:

- d) No player can pitch more than ONE INNING per game.
- e) After a player has thrown one inning, they **must observe FOUR full calendar days** off before pitching in a game again. (This rule is intended to develop multiple pitchers)

ex: A pitcher who throws an inning on Saturday, is next eligible to pitch in a game on Thursday.

8. UMPIRES

- a) One Jr. Umpire will be assigned to each game.
- b) For kid pitch innings, they will be behind the plate. For coach pitch innings, they may move to the field.
- c) All umpires used will be Jr. Umpires (13-14 years old). ANY attempt by a parent, player or manager/coach to intimidate a Jr. Umpire will NOT be tolerated and may result in suspension.
- d) The Jr. Umpires judgement is final and is not subject to appeal. If you have an issue, please see the Board Member on duty.

9. Time Limits

- No new inning after 1 hour 35 minutes
- Drop-dead time at 1 hour 55 minutes

11. ADDITIONAL RULES: Please see the Little League rule book or use the Little League App for the remainder of the rules.

SECTION 3 — COACH PITCH DIVISION

1. Field Setup & Pitching Method

All games must be played with a net assembled behind the catcher's box/area, but out of the way of runners advancing home. Each team will choose and commit for the entire inning, to use of either a (non-motorized) pitching machine or a coach pitcher.

2. Time Limits

- No new inning after 1 hour 30 minutes
- Drop-dead time at 1 hour 45 minutes

3. Inning End

An inning ends when:

- Three (3) outs are recorded, OR
- Five (5) runs are scored

4. Pitch Count / Attempts (UPDATED 12/25)

Each batter receives:

- Six (6) pitches
- If no ball is put into play after 6 pitches → the batter gets two (2) swings off a tee
- If no fair ball is hit after the tee swings → the batter is out

5. Player Participation Rules

- All players must play at least half the game
- All players must play at least one (1) infield inning
- No player may play:
 - More than 2 innings at any single defensive position
 - More than 3 innings at catcher

6. Defensive Alignment

- 10 defensive players
- 4 outfielders
- Player-pitcher must remain even with or behind the coach pitcher
- Teams may chose to either have a catcher in full gear behind the plate, or a player NOT in gear placed behind the net

7. Overthrows

Runners may advance **one base maximum** on an overthrow.

8. Defensive Coaches Acting as Umpires

No official umpires are assigned to Coach Pitch.

Therefore:

- Defensive coaches serve as on-field umpires
- They call:
 - Fair/foul
 - Safe/out
 - Dead-ball situations

Coaches must resolve all calls amicably and quickly. If unclear, benefit goes to the offensive team.

9. Instructional Coaches

Two (2) defensive coaches may be positioned in the outfield to assist players.

10. No Bunting

- Bunting is prohibited
- Sliding is prohibited

If a player bunts, play stands, but coaches must instruct the player not to repeat the action.

11. No Scorekeeping

No standings or protests apply to Coach Pitch. This division is instructional only.

SECTION 4 — TEE BALL DIVISION

1. Time Limits

- No new inning after 1 hour 20 minutes
- Drop-dead at 1 hour 40 minutes

2. Batting Rules

- Entire lineup bats each inning
- Continuous order
- No strikeouts — batter continues until ball is put into play

3. Defensive Play Requirements

All players play defense each inning.

- Minimum 1 infield inning per game
- Minimum 1 outfield inning per game
- Pitcher/first base positions may be played only 1 inning per game per player (to prevent overpowering younger players)

4. Base Running Rules

- Runners advance one base on infield hits
- If ball reaches outfield → runners may advance two bases
- No advancement on overthrows
- No sliding

5. No Scorekeeping

No standings or protests apply to Tee Ball. This division is instructional only.

ARTICLE X — PITCHING & CATCHING REGULATIONS

Section 1. General Pitching Eligibility

A. Eligibility to Pitch

Any rostered player in a Kid Pitch division may pitch, provided they meet:

- Daily pitch count rules
- Mandatory rest requirements
- Catcher/pitcher eligibility rules
- Division-specific restrictions (e.g., Minor Division age limits)

B. One Pitch = One Appearance

A player is considered to have pitched in a game as soon as they throw one pitch.

C. Removal From Pitching

- Minors and Majors: Once a pitcher is removed, they may not return to pitch in that game.
- Juniors: A pitcher may return to the mound once per inning, per LLI rules.

D. Safety First

Managers and coaches must remove pitchers showing signs of injury, fatigue, or loss of control.

E. Finish-the-Batter Exception

If a pitcher reaches their daily limit during a batter, they may continue until the batter reaches base, or they have been retired.

F. Three Consecutive Days Rule

A player may never pitch on three consecutive days, regardless of pitch count.

Section 2. Daily Pitch Count Limits

A. Maximum Pitches Per Day

League Age	Max Pitches
13–16	95
11–12	85
9–10	75
7–8	50

Section 3. Required Rest Rules

A. Ages 14 & Under

Pitches Thrown	Mandatory Rest
66+	4 days
51–65	3 days
36–50	2 days
21–35	1 day
1–20	0 days

B. Three Consecutive Days Rule

A player may never pitch on three consecutive days, regardless of pitch count.

C. Max Pitches & Rest Rules Consolidated

	Number of Pitches Thrown (BOLD= Pitch limits for ages 8,10, 12 &16)						
Age	>20	21-35	36- 50	51-65	66- 75	76- 85	86- 95
7 & 8	0	1	2	3	4		
9 & 10							
11 & 12							

13 - 16					4
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Section 4. Pitcher–Catcher Restrictions

A. Pitcher to Catcher

A pitcher who **throws 41 or more pitches in a game may not play catcher** in that same game.

Exception:

If a pitcher reaches 40 while pitching to a batter, they may finish that batter and still be eligible to catch.

B. Catcher to Pitcher

A player who has caught more than three (3) innings in a game may not pitch that day. One pitch caught in the fourth inning would make that player ineligible to pitch that day.

Section 5. Improper Pitching Rule Penalties

A. Manager Accountability

Managers are fully responsible for compliance with the following; ignorance of rules is not a defense:

- Pitch counts
- Rest rules
- Pitcher/catcher rules

B. Penalty Structure

Pitching rule violations result in the following mandatory penalties:

1. **First violation:** 1-game suspension
2. **Second violation:** 3-game suspension
3. **Third violation:** Removal as Manager for the remainder of the season

Section 6. Pitch Count Recording & Tracking

A. Official Pitch Count Determination (FPTLBF)

LLI & GNLL use the statistic FPTLBF – or First Pitch Thrown to Last Batter Faced – to determine pitch count thresholds. It can be found in GameChanger > Pitching Reports.

This is the **official pitch count** number used for:

- Daily pitch totals
- Required rest calculations
- Catcher/pitcher eligibility rules

B. Manager Verification

After every game, both managers must:

- Review GameChanger pitch counts
- Confirm accuracy with the official scorekeeper

Section 7. Intentional Walks

A Manager may request an intentional walk at any point by notifying the umpire. No pitches are thrown; however, the required pitches to complete the walk must be recorded in GameChanger and charged to the pitcher's official pitch count.

Section 8. Warming Up Pitchers

Only approved volunteers, or players wearing full catcher's gear may warm up pitchers.

Section 9. Weather-Related Suspended Games

Pitch counts from the original game carry over, and:

- Required rest applies
- A pitcher may not continue pitching unless eligible per pitch count rules

Suspended games resume at the exact point of interruption, with the same remaining time left.

ARTICLE XI — END-OF-SEASON (EOS) TOURNAMENTS

Section 1. Tournament Divisions

GNLL will host End-of-Season (EOS) Tournaments for both Minors & Majors divisions provided at least 4 teams were in the division during the regular season. Not all teams will make the EOS tournament, as bracket size and length shall be determined by at least three members of the Competition Committee.

Section 2. Seeding & Standings

A. Seeding Method

Seeding is based on regular-season standings.

B. Tie-Breakers

If two or more teams have the same record, apply in order:

1. Head-to-head results
2. Fewest runs allowed in head-to-head play
3. Most runs scored in head-to-head play
4. Total run differential
5. Coin toss

C. Uneven Number of Games Played

If teams played an unequal number of games:

- Win percentage determines seeding
 - $\text{Win\%} = \text{Wins} / \text{Games Played}$
-

Section 3. Tournament Format

A. Bracket Types

GNLL may use single-elimination, double-elimination, or a hybrid format. Format shall be determined by the Competition Committee and Scheduler. Format will be dependent upon the number of teams, field availability and scheduling constraints.

B. Byes

Byes are awarded to highest-seeded teams.

C. Umpires

GNLL will use the highest quality umpires available to the league, including, but not limited to Junior/Youth umpires. Final staffing decisions will be made by the Umpire in Chief.

Section 4. Tournament Conduct & Rules

A. Applicable Rules

All standard GNLL and LLI rules remain in effect unless explicitly modified.

B. Player Eligibility

To participate in EOS, a player must:

1. Be on the regular-season roster
2. Have met GNLL game participation requirements
3. Be in good standing (no outstanding suspensions or discipline)

C. Suspensions

Any suspension not fully served during regular season carries over.

D. Protests

Protests are resolved by a committee consisting of:

- Division Director
- Umpire-in-Chief
- GNLL President, Vice President or Coaching Coordinator

ARTICLE XII — POSTSEASON (ALL-STARS) SELECTION PROCEDURES

Section 1. Purpose of the All-Star Program

The purpose of the GNLL All-Star Program is to:

1. Identify and select players who demonstrate high levels of skill, sportsmanship, effort, and commitment
2. Field competitive teams that proudly represent GNLL in tournament play
3. Ensure transparent and fair manager and player selection processes
4. Maintain alignment with LLI's mission and tournament standards

Section 2. Postseason Committee

A. Composition & Definition

The Postseason Committee is composed of all members of the Competition Committee and the Player Agent. Any Manager or Coach who applies to manage an All-Star team will be excluded from the committee.

B. Authority

The Postseason Committee is responsible for:

- Selecting All-Star Managers
 - Overseeing the player evaluation process
 - Approving all final All-Star rosters
 - Ensuring compliance with LLI tournament eligibility rules
 - Administering documentation, affidavits, and deadlines
 - Removing any applicant (manager or player) for misconduct, safety, or availability concerns
-

Section 3. All-Star Manager Selection

A. Eligibility

Any registered GNLL Manager or Coach may apply to manage an All-Star team in the division they coached during the regular season.

B. Application Process

All-Star Manager Applicants must:

1. Express their of interest in writing or email to the League President & Division Director
2. Do so by the deadline set by the Board
3. Acknowledge all availability and responsibility requirements

C. Evaluation Criteria

Selections will consider:

- Sportsmanship and conduct throughout the season
- Demonstrated teaching and leadership ability
- Past All-Star coaching performance (if applicable)
- Adherence to GNLL and LLI rules
- Availability for all practices, meetings, and tournaments
- Overall reputation within GNLL

D. Selection Timeline

The Postseason Committee will:

- Review applications approximately two weeks prior to the end of the regular season
- Select Managers for each All-Star team
- Submit selections to the GNLL President for approval

E. Assistant Coaches

After rosters are selected:

- The Manager & Postseason Committee may choose two (2) assistant coaches
 - Assistants must be approved GNLL volunteers who coached in the season
 - Potential Assistants are expected to participate in the evaluation day activities
-

Section 4. All-Star Player Eligibility

A. Game Participation

To be eligible for All-Stars, players must have participated in at least 60% of their team's regular-season games (including EOS tournaments). Exceptions require approval by the President and must meet LLI hardship/medical rules.

B. Conduct & Attitude

Eligible players must have demonstrated:

- Good sportsmanship
- Effort and a team-first attitude
- Respect for coaches, umpires, and opponents
- Coachability and consistent attendance

C. Availability

Players must commit to attending:

- All scheduled practices (unless previously arranged and approved)
 - Team meetings
 - Mandatory LLI paperwork/photo sessions
 - All tournament games and events
-

Section 5. Player Evaluation & Selection Process (UPDATED 12/25)

GNLL uses an invitation-based evaluation model to ensure fairness and focused assessment.

A. Coach Nominations

Each regular-season Manager shall nominate 3–6 players for All-Star consideration.

Nominations should reflect exemplary skills, sportsmanship, attitude and coachability.

B. Invitation List Creation

After collecting nominations:

- All nominated players are compiled into a list for review
- The All-Star Manager & Competition Committee reviews all nominees
- The Manager may invite some or all nominated players
- The Manager may decline nominations
- The Manager may invite additional players not nominated

C. Invitation to Evaluation Day

The All-Star Manager or member of the Competition Committee will send a formal invitation to selected players to attend the All-Star Evaluation Day and provide each with an information sheet of what to expect.

Attendance is required unless excused by the Manager.

D. Players Not Required to Attend

Players that the Manager and Competition Committee determine have already secured a roster spot may be excused from Evaluation Day, allowing evaluations to focus on bubble players and reducing injury risk.

E. Evaluation Purpose

The evaluation is designed to:

- Give the Manager and Committee the best, most focused opportunity to assess players fairly
- Compare “bubble players” side-by-side
- Evaluate hitting, fielding, catching, pitching, speed, and attitude

F. Important clarifications

- Not all nominated players will be invited
- Not all invited players make the team
- Some non-nominated players may be invited

G. Final Roster Selection

The All-Star Manager & Competition Committee selects players based on:

- Statistical season performance
- Evaluation performance

- Team needs (position specific)
- Sportsmanship and commitment
- Availability

Final rosters must be approved by the Postseason Committee and the President.

Section 6. After Team Selection

A. Practice Authorization

Practices may begin only after the LLI-designated start date (typically May 15), team rosters are finalized, and all required paperwork has been distributed.

B. Required Documentation

The Manager and Player Agent must coordinate with families to collect:

- Certified birth certificates
- Residency/school forms (waivers, proofs of address)
- Medical releases
- Any additional materials required by LLI

C. Tournament Team Affidavit

The Manager must:

- Complete the official Little League Tournament Team Affidavit
 - Ensure all players meet eligibility
 - Submit the roster for District approval
-

ARTICLE XIII — GLOSSARY & DEFINITIONS

1. “Official Start Time”

The moment the umpire calls **“Play!”**

Recorded by the official scorekeeper in GameChanger.

2. “New Inning”

A new inning begins at the moment the final out of the previous inning is recorded, or, in T-Ball, Coach Pitch & Minors, when the 5th run of the prior inning scores.

3. “Continuous Batting Order (CBO)”

All players present are included in the batting lineup. Late arrivals are added to the bottom of the lineup.

4. “Minimum Play Requirement (MPR)”

Division-specific mandatory defensive playing time:

5. “Dropped Third Strike (D3K)”

Rule allowing the batter to attempt first base on an uncaught strike three, unless prohibited.

6. “Pitch Count”

The official number of pitches thrown, used to determine rest and eligibility.

GNLL uses FPTLBF from GameChanger.

7. “FPTLBF — First Pitch Thrown to Last Batter Faced”

A GameChanger-generated statistic. **This number is the official pitch count** for all LLI eligibility calculations.

8. “Drop-Dead Time”

A hard time limit that ends the game immediately when reached. Used only in divisions where explicitly stated.

9. “Blind Draft Pick”

A player placed into the draft without participating in tryouts.

10. “Pool Player”

A temporary player assigned to prevent forfeit. May only bring a team to nine (9) players; may not pitch or catch.

11. “Replacement Player”

Permanent roster addition due to injury, relocation, or season-ending absence. Assigned only by the Player Agent.

12. “Regulation Game”

A GNLL game is considered regulation when it reaches its time limit or season designations, regardless of innings completed, unless otherwise stated.

13. “Approved Volunteer”

A volunteer who has:

- Submitted a GNLL volunteer application
- Passed a background check
- Been approved by GNLL