

LOCAL RULES 2026 PLAYING SEASON

"It's for the Kids"



League ID #405-28-02

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SCOPE

These Local Rules are subject to and subordinate to the Official Little League Regulations and Playing Rules and the Little League Operating Manual. This is a supplement to the Operations Manual and Rule Book provided by Little League International. All VLL Officials, Managers, Coaches, and Umpires shall familiarize themselves with these rules and all supplements.

STATEMENT OF PURPOSE

The Vista Little League (VLL) Local League Rules are intended to assist managers, coaches, parents, and players in understanding the local rules and regulations, which have been adopted by the VLL Board of Directors ("Board") for the 2026 Little League Season. We have a proud tradition of past volunteer service to the young boys and girls in our community. The goal of the Board is to provide an environment that is both fair and safe and one that works toward building character and respect. With the assistance of our volunteers and parents, this tradition will continue for many years ahead!

These Local League Rules are designed only to list the VLL local rules and regulations. All other rules and regulations governing the operation of VLL and the playing of the games are in accordance with two books published by the worldwide governing body of Little League baseball - the Official Little League Rulebook, Official Regulations, Playing Rules, and Operating Policies. Copies of this manual are available to all VLL Board Members and Managers. VLL Local League Rules do not supersede anything contained in the official Little League publication.

We strongly encourage all managers and coaches to read and become familiar with all Little League Rules and Regulations, especially all new Rules for the season. Little League is now offering a free app with rules and regulations.

We also strongly encourage all parents, managers, and coaches to remember that Little League is just a step - an important step - in the development of your child as an athlete and as a person. Please keep this in perspective in your treatment of, and attitude toward both the players and the volunteers (managers, coaches, Board members, team parents, snack bar help, scorekeepers, and umpires) who give their time and effort without compensation to make this League a source of pride for your family and our community.



PLAYER ELIGIBILITY

1. Players league age four (4) and five (5) are eligible for the T-ball division. Players who are league age six (6) must submit a request to Membership and the Player Agent for approval to play in this division. Those players may be considered on a case-by-case basis by the Board.
2. Players league age six (6) and seven (7) are eligible for the A division.
3. Players league age seven (7), eight (8), and nine (9) are eligible for the AA division. Players who are league age ten (10) and who are not drafted in the AAA division will be placed in AA.
4. Players league age nine (9), ten (10) and eleven (11) are eligible for the AAA division. Players who are league age eleven (11) who are not drafted in the Majors division will be placed in AAA.
5. Players league age ten (10), eleven (11), and twelve (12) may play in the Majors division.
6. Players league age thirteen (13) may play in the Intermediate division.
7. Players league age and fourteen (14) may play in the Junior division.
8. Players league age nine (9) and above must participate in the tryout process to be eligible to be drafted into either the AAA, Majors, Intermediate, or Juniors divisions. Any player not participating in the tryout process is ineligible for Major Division, AAA Division play, and postseason All-Star play, unless deemed justified by the Board.
9. Any player wanting to play outside of their division must present their case to the Player Agent and Membership for approval to go before the President. These will be decided on a case-by-case basis. The following cases are what will be typically evaluated:
 - a. Players who are league age five (5) who turn five (5) by March 3rd of the current Spring season that want to play Single A.
 - b. Players league age eight (8) who would like to be eligible for AAA.
 - c. Players league age twelve (12) who would like to be eligible for Intermediate.
10. Player Selection for ALL Divisions - Board Members attending drafts are the President, Player Agent, Secretary, .

PLAYER REGISTRATION AND PLACEMENT POLICY

In many cases, the number of families registering for VLL exceeds our available number of teams in any one particular division. The limitations of our enrollment size is directly related to the number of baseball fields that we currently have available to use. As such, VLL's procedure for player placement is as follows:

1. Players who in the previous season were selected for an All-Star team (10U, 11U, 12U, and 13U)
2. Players with a parent/guardian who have volunteered to Manage in which the division the player was Registered does not have a sufficient number of qualified Managers
3. Players with a sibling in the same or different divisions
4. Players who are returning and have played in two (2) or more consecutive Spring seasons

For Divisions with two or less teams:

5. Players who have Registered and who are not on the Waitlist
6. Players on the Waitlist
7. Players who have completed the age verification process and are deemed eligible for play at VLL

It should be noted that being a Registered player does not guarantee player enrollment in the division for which your player is Registered at VLL.

For players who are Registered in a division that requires assessment and a draft (AA through Intermediate), and your player is **not** a must draft, your player may be moved down to the next lower division for Enrollment based on their league age.

A must draft is defined as the following:

1. The upper age limit for the corresponding division (13 for Intermediate, 12 for Majors, 11 for AAA, and 10 for AA) **or**
2. A player who is returning to a division they played in the preceding Spring season.

The Board reserves the right to hold a tryout for the Senior Division or for any division that has two (2) or fewer teams. All registered and waitlisted players for that division will be required to attend the tryout. Based on the results of the tryout and at its discretion, the Board will determine final team assignments with a draft completed by the Managers for that division.

If your player is not drafted to one of the teams, a Board representative will contact you to notify you. At that time:



1. The League will offer you an immediate waiver to play in another league within District 70; or
2. If you choose not to accept the waiver, you will be refunded your registration fees.

Players who are activated from the Waitlist will be notified and will be provided 48-hours to complete Registration and:

1. Pay Registration dues in full **or**
2. Submit documentation of an intent to enroll in a qualifying scholarship program (e.g., City of Vista Scholarship Program) **or**
3. Contact the Board regarding alternative payment options

If any player above the age of seven (7) is placed on the Waitlist but wishes to register for a different local Little League, families should contact the Board at their earliest convenience to attain a waiver which would release the player for participation at a different local Little League program. Players aged four through seven (4-7) are eligible to play in any local Little League of their choice and do not need a waiver. VLL is committed to assisting in giving players and families as many opportunities to play Little League as possible.

REFUND POLICY

Vista Little League incurs costs each season, including but not limited to utilities, groundskeeping, equipment purchases, uniforms, registration processing, and other year-round operating expenses.

The VLL refund policy is as follows and all requests **MUST** be submitted in writing to the VLL President, Treasurer, or Membership Coordinator.

Communication through managers/coaches/volunteers will not be accepted.

Refunds (less administrative/processing fees) are available upon request based on the below schedule:

1. Refund requests before the pre-season registration deadline for any season or clinic will be honored. The pre-season registration deadline is typically one week prior to the first upper division assessments.
2. If the pre-season registration deadline has passed and a refund request is made before Opening Day/First Game of the division your child is placed in/First Day of a Clinic - a refund will be honored at a 50% rate (less any administrative/processing fees).
3. Refunds after Opening Day/First Game/First Clinic will not be honored, with no exceptions.

DUTIES AND RESPONSIBILITIES OF MANAGERS AND COACHES

1. The Manager has total responsibility for the operation and conduct of the team per Little League Rules and local rules established by the Board. Failure to comply with these objectives and the rules described herein can result in up to, but not limited to:
 - a. Written warning.
 - b. Suspension from games.
 - c. Termination of position.
2. The team Manager or Coach is responsible for staying with players until they are picked up by a parent or guardian from any team function.
3. The Manager must teach both good baseball and good sportsmanship. The Manager is accountable for the game behavior of the team's players and coaches. Good sportsmanship and positive comments toward the players and umpires are required.
4. Profanity on the field is not permitted and is grounds for suspension.
5. Both Team Managers and coaches are responsible for the maintenance of the field both before and after the game.
6. For AAA, Majors, Intermediate, and Juniors the Manager and two previously approved coaches (or adult volunteers with a background check) are allowed in the dugout or on the field during games. One adult must be in the dugout at all times during games.
7. The coach's main duty is to assist and support the Manager. The coach has the same responsibility as the Manager concerning the treatment of players. The Manager, in cooperation with the President, may discharge a coach from his duties.
8. The home team Manager or coach (or VLL Manager or coach if an interleague game) of the last game played must stay until the BMOD secures the fields to ensure everyone's safety.
9. All Managers must contact their Division Representative in person and in writing concerning issues before approaching the Board.
10. Only Managers may talk to Umpires during a game.
11. Team members (players or staff) shall not communicate with persons in the stands once taking the field before a scheduled game. This includes permitted excursions off the field.
12. Once a game has begun, the Umpire is in charge of the field. The Scorekeeper works for the Umpire and should not intervene in the game but only respond to the umpire when asked a question (i.e. the scorekeeper should not tell the umpire

when a batter has batted out of order unless asked). Managers are to refrain from engaging the Board Member on Duty (BMOD) to get involved in disputes. The Manager may suggest that the Umpire request assistance from the BMOD, but it is the Umpire's decision on whether to do so.

- a. When there is no adult umpire, only Junior Umpires on the field, as per Little League rule a Game Coordinator will oversee the game. The manager/umpire meeting at the plate before the game will include the game coordinator. The game coordinator is not there to overrule the junior umpire's calls but is there to support the junior umpire and intervene if managers, coaches, players, or spectators become unruly. It is at the discretion of the BMOD and game coordinator when to intervene and how to proceed with consequences.
13. Upon completion of the game, both Managers are required to sign the Official Pitcher Eligibility Form to verify the accuracy of the pitch counts recorded during the game.
14. During games, BMOD has the right to remove any Manager for actions considered detrimental to Little League; the violation would then be brought to the Board for final action on the removal. At any time, the President has the right to remove and suspend any Manager for actions considered detrimental to Little League pending final action by the Board. For objectionable actions occurring outside of Little League activities or functions, the President shall bring the matter to the Board, which will consider suspension of the offending Manager.
15. Should a disciplinary problem arise with a player, the Player Agent and Division Representative shall be notified within 24 hours of the issue/problem. The parents of the player shall be notified as soon as possible.
16. Should a player require discipline resulting in suspension, the Player Agent and Division Representative must be notified before the game, preferably 24 hours in advance of the scheduled start time.
17. Should a player be removed from the game for disciplinary reasons during a game, the BMOD, the Division Representative, and the parents shall be notified upon completion of the game as to the reason.
18. Should a player, team staff member, or spectator be ejected from the game, they shall immediately leave the playing and viewing area (i.e., must be at or beyond the handicapped parking area). Players without supervision will be required to remain in the dugout until supervision arrives. The Board will review the offense and the party may be subject to further discipline as determined by the Board. Any Manager, coach, or player ejected from a game is suspended for his or her team's next physically played game, per Little League rule 4.07.
19. Managers of AA, AAA, and Majors divisions are each **strongly encouraged** to umpire one game per half season (2 games total). They may only umpire a game in a different division other than what they manage and their child may not be

playing in the game. If deemed necessary by the Executive Committee, participation in umpiring may become a mandatory requirement for Managers or Coaches at any point during the season.

20. All Managers and Coaches are required to complete the Sudden Cardiac Arrest Prevention Protocol, [USA Baseball Abuse Awareness for Adults](#), and [Concussion Safety Training](#) to be eligible to manage or coach. Certificates of completion need to be added to your manager's binder and carried with you at all practices and games. Also, a condition of eligibility for selection as a tournament team manager/coach and the regular season manager/coach must have completed the Little League Diamond Leader Training Program (LittleLeague.org/DiamondLeader). This program must be completed before the individual is named a tournament team manager/coach and before participating in any practices or games. Tournament Team managers/coaches who have completed the program should be prepared to produce the Little League Diamond Leader completion certificate if requested by the District Administrator/ Tournament Director.
21. For all divisions AAA and up, managers will meet approximately 30 minutes before gameplay to inspect the opposing team's binders. managers should inspect the binder to ensure all manager and player forms are present (concussion protocol, medical waivers, etc... managers will also inspect the opposing team's roster and pitch count before delivering the binders to the game's scorekeeper and pitch counter.

DRAFTING

Juniors and Intermediate

1. The Junior Division draft and Intermediate Division draft will be implemented and conducted by the Player Agent and follow Alternate Plan “B” (Note 2) as described in the Little League Operating Manual. The draft order will be determined by random draw.
2. All trades must be approved by the Board members present at the draft and completed before the managers are released from the draft.
3. The Junior Division Roster shall be limited to 12-15 players.
4. Manager selection for the Intermediate Division son/daughter will be in the 3rd round for league age thirteen (13) year-olds, 4th round for league age twelve (12) year-olds, or 5th round for league age eleven (11) year-olds; the sibling option, when applicable, will require the manager to pick the sibling in the very next round after the first sibling is taken.

Majors

1. The Majors Division draft will be implemented and conducted by the Player Agent and follow Alternate Plan “B” (Note 2) as described in the Little League Operating Manual. The draft order will be determined by random draw.
2. Per Little League rules, all twelve (12) year-olds and players previously drafted to a Majors team during a Spring season must be drafted into the Majors Division unless an agreement is reached by the player’s parents, Player Agent, and Board and a proper waiver has been filed with the District Administrator, as needed.
3. All trades must be approved by the Board members present at the draft and completed prior to the managers being released from the draft.
4. Manager selection for their son/daughter will be in the 3rd round for league age twelve (12) year-olds, 4th round for league age eleven (11) year-olds, or 5th round for league age ten (10) year-olds; the sibling option, when applicable, will require the manager to pick the sibling in the very next round after the first sibling is taken.

AAA

1. The AAA Division draft will be implemented and conducted by the Player Agent and follow Alternate Plan “B” (Note 2) as described in the Little League Operating Manual. The initial draft order will be determined by random draw.
2. All players who participated in the AAA division in the prior season shall be drafted into the AAA division or higher in the following season.
3. All trades must be approved by the Board members present at the draft and completed prior to the managers being released from the draft.

4. Manager selection for their son/daughter will be in the 3rd round for league age ten (10) year-olds, 4th round for league age nine (9) year-olds, or 5th round for league age eight (8) year-olds); the sibling option, when applicable, will require the manager to pick the sibling in the very next round after the first sibling is taken.

AA

1. The AA Division draft will be implemented and conducted by the Player Agent and follow a modified Plan "C" as described in the Little League Operating Manual and further described here. The initial draft order will be determined by random draw.
2. All players wishing to participate in the AA division shall participate in a skills assessment, conducted by the Board prior to the draft. If a player is unable to attend the assessment, former managers and coaches shall assign the player a rating based on past knowledge of the player's relative skill level.
3. Each player shall be assigned an aggregate score of 1-5, based on his or her assessment performance. A minimum of eight assessors should be required to evaluate each player and produce an aggregate score. Assessors may be Managers, coaches, or Board members.
4. The Player Agent and AA Division Representative shall draft players based on their aggregate score. The roster will be selected to ensure balance.
5. Once the draft is complete, and rosters are filled, team rosters will be reviewed, total aggregate scores tallied and any obvious adjustments in rosters will be made by the Player Agent and AA Division Representative to ensure an equally balanced roster
6. Following the selection of random teams, the Player Agent, together with the AA Division representative, will initiate trades to place players with their respective parent coaches and may also conduct trades to meet critical need-based requests. These trades will be made based on the player's aggregate assessment scores.
7. Any subsequent trades requested by the managers will be subject to approval by the Player Agent and the Board.

A and T-Ball

1. Players will be assigned to team rosters in each of these divisions by the Player Agent. The Player Agent will ask for assistance from the Division Representative if needed.
2. The Player Agent will attempt to satisfy buddy requests while at the same time attempting to balance the numbers of players on each team roster based on league age.

Player Replacement

1. All Managers will notify the Player Agent once a player misses a combination of six consecutive practices or games, regardless of the reason, providing all available information as to the cause for the absence. It is the responsibility of the Player Agent and the Board to determine if the reason is justified and/or if disciplinary action is warranted.
2. If player replacement is deemed appropriate, players will be replaced based on the eligibility list provided by the Player Agent.
3. The Manager must fill the opening within seven days of being notified by the Board that the player must be replaced. If the Manager fails to fill the vacancy in the allotted time the Player Agent and/or the Board shall appoint a player to fill the vacancy.
4. Any player selected to fill a vacancy who decides not to accept the appointment, shall not be eligible to fill a subsequent vacancy.

Safety

If a serious illness or injury occurs no player will be allowed to resume play without a physician's medical release.

Waiting List

A waiting list of eligible players will be established after the registration date has passed and/or the tryouts have taken place, and/or the draft/ placement of players has taken place. The player may be evaluated by the Executive Board and Division Representative for purposes of placement in a division.

GAMES

1. It is the policy of the Board that only games called due to weather and/or facility problems be rescheduled. "A", "AA", and "AAA" games terminated due to time limitations are final. Major Division games suspended due to curfew may be scheduled for completion. See Division Rules for specifics.
2. Any required make-up games (or suspended games) will be rescheduled by the league scheduler. Games will be rescheduled in the first available time slot on a "first canceled, first rescheduled basis." Or as soon as reasonably practicable. If the rescheduled games force a team to play three consecutive days, this rule will be waived and the rescheduled game will be moved to the next available date.
3. It is the responsibility of BOTH team managers to prepare the field before taking infield warm-ups. The field preparations include the watering of dirt areas, raking the infield, chalking the lines, and placement of bases. These preparations should be completed at least 15 minutes prior to the start of the game.
4. Teams will not be allowed on the infield until all of the field prep is completed and both managers and the BMOD have approved the field. The field will be used for infield warm-ups, if time allows, in the following manner and will be enforced by BMOD: visitors will take the field 30 minutes before the game for a maximum of 10 minutes, followed by the home team for a maximum of 10 minutes. Both teams will have the same opportunity (time) on the field for warm-ups. Should the full 30 minutes prior to the start time be unavailable, the time will be divided equally. Warm-up time is not guaranteed. No team will be on the field 5 minutes before the start of the game.
5. Pre-Game Hitting- No cages allocated for pre-game hitting.
6. Pool Players in Majors and AAA Divisions can only be brought into a game to cap a team at 10 players. The league's player agent will manage the pool. Pool Players will be selected by the Player Agent, not the Managers.
7. Artificial noise makers are not allowed.
8. Pregame music is allowed. During the game, managers may permit music while the defensive team warms up between innings, up until the catcher calls "balls in." Walk-up music is also permitted as offensive players approach their at-bat, but the music must stop once the batter has one foot in the batter's box. The speaker must be positioned near your team's dugout and directed toward it. No speakers are allowed behind the backstops, as this disrupts the umpires. Please use discretion when selecting music and controlling volume (no foul language, sexual content, racial slurs, or vulgarity). The BMOD has sole discretion over the volume and appropriateness of the music, and will take reasonable steps to maintain a family-friendly environment, including removing inappropriate music if necessary.
9. No gum or seeds are allowed on any field. Each team will be responsible for cleaning the dugout after each game.

10. Players must wear a uniform that includes a matching jersey, cap, pants, socks, and belt, consistent with their teammates. If a player is pitching and chooses to wear an undershirt or arm sleeve, it must be a solid color and cannot be white or grey..
11. Jewelry is allowed; however, the Manager, BMOD, and/or Umpire have the discretion to require removal if it is deemed excessive, distracting, or unsafe.

DIVISION RULES

1. All Divisions will use the Continuous Batting Order (CBO) option as described in the Little League rulebook under section 4.04.
 - a. If a player is injured, becomes ill, or must leave the game site after the start of the game, their spot in the batting order will be skipped without penalty.
 - b. If a player becomes injured or ill during their at-bat and cannot continue, the offensive team may choose to take an out, or the next batter will step in and assume the count of the previous batter
2. AAA and Majors only will use the batter's rules as described in the Little League Rule Book under section 6.02.
3. AAA, Majors and Intermediate - Umpires will adopt the stealing and relaying of pitch selections and locations as described in the Little League Rule Book under section 9.01- (d2021- No Juniors team at VLL).

Juniors

1. Games are to be seven innings and there is no time limit in the Juniors Division.
2. A Maximum of three approved coaches, (one Manager, and two Coaches), (sixteen years old and up), one (eighteen years or older) of which must remain in the dugout at all times, are allowed. Players, managers, and coaches must receive permission from the umpire to leave the dugout at any time during the game.
3. The VLL Juniors teams will play under the agreed-to interleague rules established by the participating league's presidents.

Intermediate

1. Games are to be seven innings and there is no time limit in the Intermediate Division.
2. A Maximum of three approved coaches, (one Manager, and two Coaches), (sixteen years old and up), one (eighteen years or older) of which must remain in the dugout at all times, are allowed. Players, managers, and coaches must

receive permission from the umpire to leave the dugout at any time during the game.

3. The VLL Intermediate teams will play under the agreed-to interleague rules established by the participating league's presidents.

Majors

1. During regular season play, if a game is tied after six innings, extra innings shall be played as normal. The inning that begins after 9:20pm weeknights (or 2.5 hours have elapsed from game start on Saturdays), is the last inning. The inning begins immediately following the third out of the previous inning. If no winner is determined within the time allocated, the game shall end in a tie.
2. Per LL 4.10 (e), if one team has a lead of 10 runs or more at the end of an inning, and at least four innings have been completed (three and one-half if the home team is ahead), the manager of the team with the least runs shall concede victory to the opponent.
3. The home team is responsible for providing an official scorekeeper and the visiting team is to provide a pitch counter. If either role is not filled at the scheduled game start time, the manager shall fill these roles, and the team will lose an adult coach.
4. Minimum Play Rule (MPR): During regular season play, every player must play a minimum of two defensive innings (6 outs) in games that last five defensive innings or more. Any player who fails to meet the MPR requirements will start the next game and complete previous requirements not completed and the current game MPR before being replaced. (as per LL Regulations IV (i)).
5. The courtesy runner shall be allowed with two outs for the pitcher and catcher. The runner shall be the player who was the last recorded out.
6. The VLL Majors teams will play under the agreed-to interleague rules established by the participating league's presidents.
7. A Maximum of three approved coaches, (one Manager, and two Coaches), (sixteen years old and up), one (eighteen years or older) of which must remain in the dugout at all times, are allowed. Players, managers, and coaches must receive permission from the umpire to leave the dugout at any time during the game.

AAA Division

1. During regular season play, no new inning will begin after 1 hour and 45 minutes have elapsed on the game clock. If the game is tied at the end of the last inning played, the game will be recorded as a tie. If one team leads by more than 5 runs when the game clock reaches 1 hour and 45 minutes, the team with the lower score will automatically concede.

2. All weekday games will be terminated by 9:30pm.
3. Minimum Play Rule (MPR): During regular season play, every player must play a minimum of two defensive innings (six outs) in games that last five defensive innings or more and one at-bat. Any player who fails to meet the MPR requirements will start the next game and complete previous requirements not completed and the current game MPR before being replaced. (as per LL Regulations IV (i))
4. Teams may score a maximum of 5 runs per inning, including the final inning of the game.
 - a. If one team leads by more than 10 runs after 4 innings, the game shall be called.
 - b. If one team leads by more than 5 runs after 5 innings, the game shall be called.
 - c. A game shall also be called at any point when, under the five-run limit, it is mathematically impossible for the trailing team to catch up.
5. The home team is responsible to provide an official scorekeeper and the visiting team is to provide a pitch counter. If either role is not filled at the scheduled game start time, the manager shall fill these roles, and the team will lose an adult coach.
6. The courtesy runner shall be allowed with two outs for the pitcher and catcher. The runner shall be the player who was the last recorded out.
7. A Maximum of three approved coaches, (one Manager, and two Coaches), (sixteen years old and up), one (eighteen years or older) of which must remain in the dugout at all times, are allowed. Players, managers, and coaches must receive permission from the umpire to leave the dugout at any time during the game.

AA Division

1. All games will end one hour and thirty minutes after the scheduled start time.
2. Managers will meet before the start of the game and make an informal agreement to abide by issues such as strike zones, base running, and other general house rules. The BMOD will be the final authority to resolve any conflicts which may arise.
3. No player may sit out more than two innings per game. No player shall sit a second time in a game until all players have sat once. This extends to sitting the second time, third time, fourth time, and so on. No player may sit on the bench in excess of one time more than any other player, throughout the entire season.

4. Players shall have the opportunity to play all positions, consistent with any safety concerns. Players shall be rotated among infield and outfield positions at least every two innings, consistent with any safety concerns.
5. Pitching machines will be used until the completion of the 3rd inning. Thereafter player or coach pitch is used for the remainder of the game.
6. During the first half of the season, defensive coaches may be on the field but must be positioned on the outfield grass unless one is required to call balls and strikes. During the second half of the season, all defensive coaches must remain in the dugout except to call balls and strikes as necessary.
7. Innings will end when three outs are made, or when the entire batting order has had one at-bat. The number of players in the batter order is not relevant during regular season games.
8. A play is considered dead once any infielder has possession of the ball in the infield and is not making an active play on a runner. At that point, all baserunners must stop advancing. A throw back to the pitcher is not considered an active play, regardless of whether the throw reaches the pitcher. On an overthrow, runners may advance only one (1) base.
9. Ten players are allowed on the field. The tenth player must play in the outfield. All outfielders should be positioned at least three (3) feet behind the edge of the grass. All pitchers must have one foot in the pitcher's circle (dirt) and be positioned at an equal depth to the pitching machine, meaning they should never be in front of the machine.
10. There are no walks.
11. There will be no base stealing.
12. Bunting is not allowed on the machine or coach pitch.
13. Protests are not allowed.
14. Pitching machines will be set between 38-42MPH. A manager, coach, or approved staff member will operate a pitching machine.
15. Each batter is allowed a maximum of 5 pitches (strikes) off the machine. If the ball is not put into play the batter is declared out. If the 5th pitch is fouled off, the player continues their at-bat (as they would with 2 strikes in live pitching).
16. The ball is dead if the batted ball hits the pitching machine. Players will advance one base and the batter is awarded first base.
17. Courtesy runners may be used for catchers at any time. The runner shall be the player who made the last batted out.

18. During live pitching, after ball four, the batter will hit off a coach's pitch and be allowed a maximum of 3 pitches. If the 3rd pitch is fouled off, the player continues their at-bat until they either hit the ball in live play or strikeout.
19. If a pitched ball hits a player, they shall be given the choice of taking their base or receiving three pitches from the coach.
20. During live pitching, a coach on the defensive team shall umpire.
21. Pitchers are limited to 50 pitches per game or one inning per game but may exceed 50 pitches to complete a player's at-bat.
22. Pitchers shall be removed as pitchers after walking 5 hitters or hitting 3 hitters in an inning.
23. Players shall not act as first or third-base coaches.
24. Rained-out games may not be rescheduled. The scheduler may attempt to schedule makeup games, depending on field availability.
25. Scores and divisional standings shall not be kept.

A Division

1. All A-division games will be limited to **one hour**.
2. No new inning shall start within five minutes of the end time.
3. Innings will end when three outs are made, or when the entire batting order has had one at-bat. The number of players in the batting lineup is not relevant.
4. There will be no base stealing.
5. Each batter is allowed a maximum of 5 pitches (strikes) off the machine. If the ball is not put into play the batter is declared out. If the 5th pitch is fouled off, the player continues their at-bat (as they would with 2 strikes in live pitching).
6. If a batted ball hits the pitching machine, the ball is dead. Players will advance one base and the batter is awarded first base.
7. All play stops when the defensive team returns the ball to the pitching area, defined as a radius of approximately ten (10) feet around the mound. There is no advancement on an overthrow to any base.
8. A manager, coach, or approved staff member will operate the pitching machine.
9. The pitching machine will be set between 38-42MPH at the coach's discretion.
10. Approved adults must remain in the dugout when children are present.
11. All players take the field, with standard infield positions being filled. All others will play in the outfield. All pitchers must have one foot in the pitcher's circle (dirt) and

be positioned at an equal depth to the pitching machine, meaning they should never be in front of the machine.

12. Players shall have the opportunity to play all positions, consistent with any safety concerns. Players shall be rotated between infield and outfield positions every inning, consistent with any safety concerns.
13. Protests are not allowed.
14. Rained-out games are not subject to being rescheduled. The Division Representative may attempt to schedule makeup games depending on field availability.
15. Scores and divisional standings shall not be kept.
16. Defensive coaches on the field must be positioned on the outfield grass.
17. Teams must be able to field nine (9) players. If a team fails to place nine players the managers of both teams can elect to use players from the opposing team so that the game can be played.
18. The coach/umpire feeding the machine may elect to call a "no pitch" if the ball is over the head of the batter, in the dirt or otherwise unhittable if and only if the batter does not swing.

T-Ball

1. T-ball playing time will be **one hour**.
2. Teams will bat the entire roster. All players shall bat each inning. There are no outs. Every hit is a single and runners on will advance one base. No advancing on an overthrow.
3. The final batter of the inning hits a grand slam clearing all the bases. Managers should rotate a different lead off and last batter every game.
4. The batters will hit off the tee only until the final two weeks of the season. During the last two weeks of the season "coach pitch" can be used for up to a maximum of 5 pitches. Thereafter the batter will return to hitting off the tee.
5. All players take the field, with standard infield positions being filled. All others will play in the outfield.
6. Players shall be rotated between infield and outfield positions every inning consistent with any safety concerns. No catchers should be used.

POST-SEASON EVENTS

VLL Intermediate

The regular season is focused on development and fun. With only two teams in the Intermediate division, at the end of the season, they will face each other in either a best-of-three championship series or based on their head-to-head regular season record. The board will decide which option to use depending on scheduling considerations. The winner of the series will be named the Intermediate Champion and will represent VLL at the Tournament of Champions.

VLL Major Division Playoffs

The regular season is for development and fun, but wins and losses will be tracked for seeding purposes only. Seeding for the end-of-season championship tournament will be based on team records throughout the season. The winner of the tournament will be named Majors champion and represent VLL at the Tournament of Champions.

VLL AAA Division Playoffs

The regular season is for development and fun, but wins and losses will be tracked for seeding purposes only. Seeding for the end-of-season championship tournament will be based on team records throughout the season. The winner of the tournament will be named AAA champion and represent VLL at the Tournament of Champions.

Vista City Tournament

All Juniors, Intermediate, Major, and AAA division teams will be eligible to participate in the Vista City Tournament, if one is available for their respective division.

In all divisions, the Presidents from the participating leagues (VLL, VALL, and BFLL) will meet prior to the tournament to conduct a draw for seeding..