

Trabuco Canyon Little League Local Rules 2026

Introduction

Trabuco Canyon Little League (TCLL) is a community-based organization created to introduce, teach, and nurture the development of baseball among the boys and girls of our community.

PURPOSE OF LOCAL RULES

Local Rules establish Trabuco Canyon Little League (TCLL) policies in areas where discretion is allowed by Little League Rules, Regulations, and Policies. No Local Rule shall conflict with the published Little League Rules, Regulations, and Policies without written permission through the Charter Committee waiver system.

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1.0 Code of Conduct

As a community-based organization, TCLL mandates that all Players, Coaches, Umpires, and Parents conduct themselves in a manner that maintains a pleasurable experience for all. Please sign the form below to acknowledge your understanding of the Code of Conduct that will be followed to participate in TCLL.

- **Foul Language:**
 - **Players:** Foul language will not be tolerated. Players who use foul language will be warned once per season. The second violation will result in a one-game suspension. Subsequent violations may result in an end-of-season suspension.
 - **Coaches, Umpires, and Parents:** Foul language will not be tolerated. A warning will be issued on the first violation. The second violation will result in being asked to leave the Fields. A subsequent violation may result in the person being banned from the Fields.

- **Taunting:**
 - Taunting a player or another team is not acceptable. Players who demonstrate a lack of respect for another player will be warned once per season. The second violation may result in a one-game suspension. Subsequent violations will result in an end-of-season suspension.

- **Umpires:**
 - **Players:** Volunteer Umpires will be respected for their role in the game. While it is understood that players can ask for clarification on a rule or a game call, any disrespect to the Umpire will be a warning to the player or the bench. The second violation will result in a one-game suspension. Subsequent violations may result in an end-of-season suspension. If a Junior Umpire is assisting, the Manager must only address any questions to the Plate Umpire.
 - **Coaches:** Volunteer Umpires will be respected for their role in the game. While it is understood that coaches can ask for clarification on a rule or a game call, any disrespect to the Umpire will be a warning to the Manager/Coach or the bench. The second violation will result in a one-game suspension. Subsequent violations may result in an end-of-season suspension. If a Junior Umpire is assisting, the Manager must only address any questions to the Plate Umpire.
 - **Parents:** Volunteer Umpires will be respected for their role in the game. Parents must not talk to the umpires in any capacity. This is the job of the team's Head Coach. Any disrespect to the Umpire will be a warning to the parent on the first violation. The second violation will result in an expulsion from the game. A subsequent violation may result in an end-of-season suspension. Parents, siblings, and friends are not allowed to be in or near the dugout or interfere with

the manager, coach, umpire, or players in any way, including yelling, badgering, and excessive coaching.

2.0 General Rules

2.1 Start Date

TCLL declares the season officially begins on the first day of the Regular Season per each respective Division.

2.2 Refund Policy

REGISTRATION FEES AND REFUND POLICY

Each year, the Board shall establish the fee structure to register players in TCLL. Early bird registration discounts may be provided if a player is registered within applicable dates provided by the board through the league website. If a player withdraws from TCLL before being drafted or placed on a team they can request a full refund of the registration fee less a \$25.00 processing fee. If a player withdraws from TCLL after being drafted or placed on a team, there will be no refund of the registration fee.

2.3 Player Verification

All players are subject to verification of age and residence prior to the season start date. The "typical" age for a player's playing division by age is shown in bold. The 2026 League Age is the player's age as of August 31st of the year in which they are playing. In this case, August 31st, 2026.

2.4 Player Safety

The Manager, or team representative, shall have a copy of the Medical Release forms for all players in their immediate possession at all team functions.

Failure to produce such forms upon request of the Umpire or any Board of Director member will result in a postponement of the game or practice and subject the Manager to further discipline as deemed appropriate by the Board of Director.

No manager (or his designated coach) may leave the park after practice until all team players have been picked up or accounted for by a responsible adult.

3.0 Division Alignment

TCLL is chartered to present teams in the following Divisional classifications:

Division	Typical League Age	Team Formulation	Player Requirements
T-Ball	4, 5 and 6	Assigned – Player Agent	None
Minor A	5, 6 and 7	Assigned – Player Agent	<ul style="list-style-type: none">• Players of age 5 and 6, must have completed T-Ball. (Ages Subject to Safety and Approval)
Single A	7, 8	Assigned – Player Agent	<ul style="list-style-type: none">• Players of Age 7 must have completed Minor A. (Ages Subject to Safety and Approval)
AA	8, 9, 10	Player Tryout and Draft	<ul style="list-style-type: none">• Age 8 players are eligible for Draft after all eligible Age 9 and 10 players are drafted, and must have completed Single A. (Ages Subject to Safety and Approval)
AAA	9, 10, 11	Player Tryout and Draft	<ul style="list-style-type: none">• Age 11 eligible players must be drafted. (Ages subject to Safety and Approval).• Age 9 and 10 must have completed AA. (Ages subject to safety and approval)• Players below League Age 9 are ineligible for the Division.

Majors	10, 11, 12	Player Tryout and Draft	<ul style="list-style-type: none"> Age 12 Players must play Majors. Age 10 and 11 Must have completed AAA. (Ages subject to safety and approval).
50-70	12,13	Player Tryout and Draft	
Juniors	13, 14	Player Tryout and Draft	
Seniors	15, 16	Mixed: Tryout and Player Agent	
Big League	17, 18	Players assigned by District	

4.0 Manager and Coach Selection

4.1 Background Verification

All volunteer Managers and Coaches and any person coming in regular contact with players during the season or who will be in the dugout with the players, must submit to a criminal background check through Little League International. Prospects must also complete Live-Scan and any required training courses per Little League International. Any fees associated with background checks or Live-Scan will be the sole responsibility of the volunteer. Completion Certificates of required courses must be up to date and provided to the respective Trabuco Canyon Little League Division Rep and Board prior to the official start of the season.

- All required training documents/links, will be provided by Trabuco Canyon Little League in a timely manner to all approved Managers and Coaches.

No Manager, Coach or persons coming in regular contact with players that have not satisfied the above requirements, shall not be permitted in the dugout or field at any time during practice or games.

4.2 Manager Selection

The President, with Board approval, shall appoint Managers. The Board may appoint a Managers Selection Committee, to recommend candidates to the President for appointment. Managers must be at least 21 years old by Opening Day of the season and coaches must be at least 16 years old by Opening Day of the season. There must be at least one manager or coach who is at least 21 years old at any team activity.

No prospective Manager or Coach shall act in any Manager or Coach capacity until his/her approval by the Board and all background checks and required training have been completed. All managers and coaches are released at the end of each season and are not automatically reappointed from year-to-year.

4.3 Coach Selection

Approved TCLL appointed Managers, immediately after teams have been formed, managers may present other Coaches to the President for Board review and approval. Maximum of (1) Manager and (2) Coaches allowed per team.

No Coach shall act in any capacity until his/her approval by the Board and all background checks and required training have been completed. All coaches are released at the end of each season and are not automatically reappointed from year-to-year.

5.0 Volunteer Umpire Program

5.1 Program Overview

The TCLL Volunteer Umpire Program is designed to instruct, mentor, and develop volunteer Umpires to meet the needs of the TCLL Season's Little League Schedule.

The Program is open to qualified male and female volunteers, who complete and submit the Volunteer Application Form, undergo a background investigation, and complete required training courses through Little League International, along with local District 68 training guideline for volunteer Umpires.

Manager and Team Accountability

a. Each Manager, from Rookies through Juniors, is responsible for having themselves, their two (2) Assistant Coaches, and any potential volunteer umpires from their team, attend the District 68 hosted Umpire Mechanics Clinic and the Umpire Rules Clinic. Attendance at these clinics is mandatory for T-Ball - Juniors divisions. If the Manager and two Assistant Coaches fail to attend the two clinics, this may result in the Manager's suspension for the first game of the season.

In addition to the Adult Program, TCLL maintains a Juniors Umpire Program for eligible individuals under the age of 18. These volunteers will umpire Single A games with the potential opportunity to umpire AA and AAA games.

Youth Umpire Guidelines

- a. All Youth umpires should attend one (1) youth umpire mechanics clinic.
- b. Youth umpires should start with A games to gain experience before covering AA and AAA games.
- c. Youth umpires are not allowed to umpire a game in their own division.
- d. If only youth umpires are on the field, an adult umpire must be designated and function as UIC.

- Umpires are volunteers. Paying any money to any Umpire, regardless of age, is **strictly prohibited**.

5.2 Training

Two Training Programs – conducted by District 68, are provided to educate Umpires. At the discretion of the TCLL Umpire-in-Chief, a local training program may also be implemented.

Attendance at these Programs is mandatory for prospective Umpires, Managers and Coaches.

- **Mechanics Clinic** – Provided by District 68
- **Rules Committee** – Provided by District 68

District 68 Umpire Resources: <http://www.district68.com/>.

Add Join the Little League umpire registry <https://www.littleleague.org/umpires/umpire-registry/>. and gain access to rules and mechanics educational videos and explanations. FREE to register.

Download Free Little League Rulebook on all app stores. Search: Little League Rulebook

Managers are responsible to provide an umpire for each scheduled game.

- Lower Division (T-Ball to Single A): Home Team provides the Umpire. The Program will support a Parent to Umpire a game where his/her child is a player in the game. The Umpire in these divisions may be positioned behind the pitcher's mound, but considered part of the play in the event of a ball in play striking the Umpire. Visiting Team to provide base umpire or Junior Umpire to cover bases.
- Upper Division (AA to Juniors): Home Team is responsible for the Plate Umpire; Visiting Team is responsible for the Base Umpire. For AA, the Program will support a Parent to Umpire a game where his/her child is a player **in the game in the position of Base Umpire only**. It is encouraged that Parents do not umpire their child's game at the AAA and Major's level. No Umpire should assume the position of Plate Umpire in which their child is a player in the game in any division.
 - No games shall be rescheduled because of a lack of an umpire. If an umpire fails to appear, the managers shall resolve the problem by using a person who is an approved volunteer in the league and is willing to serve as the umpire. Once this is established, the game shall be declared a legal game.

The league's Chief Umpire shall be advised of the absence of any scheduled umpire by the manager of the home team. The Umpire-In-Chief may have the game suspended/postponed if players and/or fans abuse the umpire.

- Plate Umpire may stand behind the pitcher, according to Rule 9.04(a) (AA and below only).

5.3 Umpire Point System

TCLL has implemented an Umpire Point System (UPS) to ensure proper coverage across all scheduled games. Points will be earned by Adult Umpires only; Junior Umpires cannot earn Team points.

It is the Manager's responsibility that his/her team meets its Umpire program requirements - including the Umpire Point System requirements noted below.

Points are awarded based on the Division Level and Umpire Role according to the breakdown:

	Plate	Base
Single A	3 Points	1 Point
AA	4 Points	2 Points
AAA	5 Points	3 Points
Majors	5 Points	4 Points
50/70*	6 Points	5 Points
Juniors*	6 Points	5 Points

3.5 Umpire Point System Requirements

Requirements are based on Division of play:

	A	AA	AAA	Majors
Attendance at District 68 Rules Clinic	Manager Umpires (2)	Manager Coaches (2) Umpire (2)	Manager Coaches (2) Umpire (2)	Manager Coaches (2) Umpire (2)
Attendance at District 68 Umpire Mechanics	Umpire (2)	Umpire (2)	Umpire (2)	Umpire (2)

Regular Season Game Requirements	Home Team provides Umpire	Home Team: Plate Visitor: Base Two (2) Umpires Required.	Home Team: Plate Visitor: Base Two (2) Umpires Required.	Home Team: Plate Visitor: Base Two (2) Umpires Required.
Ability to Umpire Child's Game	Encouraged	Permitted	Permitted	Not Permitted
Total Umpire Points Required	8 Points Annual at A, AA	32 Points per Half at AA, AAA, Majors	32 Points per Half at AA, AAA, Majors	32 Points per Half at AA, AAA, Majors

Prospective Umpires are asked to register at TCLL's Umpire Scheduler, which can be found at cgisports.com/ump/2268

Reports on Umpire service are generated from this application. At the conclusion of the regular season TCLL will recognize the Umpire Points Leader as well as those umpires that earn over 100 points during the regular season; TCLL's "Iron Man" umpires.

Incentives

a. Registration Fees Discounts: Any adult volunteer umpire who serves as Plate Umpire for more than five games will receive a voucher that can be exchanged for a percentage off their registration fees for one player in a future season. See below for details. Registration reduction cannot be combined. The highest amount will be utilized.

Games Umpired Plate:

5-7 = 15% off Registration
8-10 = 20% off Registration

Games Umpired Base:

5-7 = 10% off Registration
8-10 = 15% off Registration

- The volunteer umpire at the end of the season with the most points will receive a \$100 Gift Card from the League.
- Volunteer Umpires are eligible for one drink and one food item from the snack shack one the day of the game.

Should a team not meet these requirements, that team shall be subject to disciplinary action at the discretion of TCLL's UIC, Division Representative and President. Discipline can include, but is not limited to:

- **Single A** – Failure to meet the team's Annual Points commitment will render the team ineligible for the TCLL postseason tournament.

- **AA, AAA, and Majors –**
- Failure to meet the team’s Annual Points commitment will render the team ineligible for TCLL’s Postseason Tournament and the District 68 TOC Tournament.
- Managers and Coaches of any team that do not meet the umpire point requirements during the regular season shall not be allowed to be on the staff of any All-Star team in an official capacity, such as Manager or Coach. Final judgment will be at the discretion of the UIC and League President.
- **A suspension of up to 2 games after the first or second half should they not meet their point requirements.**

Umpire Attire and Equipment:

a. All umpires should always wear acceptable attire to ensure your appearance sets a positive example for players, coaches, and spectators.

b. Minimum Attire Expectations:

- i. Pants: Grey or Navy (Jeans are acceptable)
- ii. Shirt: Black or Blue umpire shirt
- iii. Footwear: Black umpire shoes, sneakers, or athletic shoes (must have laces and be closed toed)
- iv. Hat: Black umpire hat or baseball-style hat
- v. Personal protective equipment(**Plate umpire must have a protective cup**).

c. Equipment provided by the league (Located in the Blue Room)

- i. Mask with Throat Guard
- ii. Chest protector
- iii. Shin guards
- iv. Plate Brush
- v. Indicator
- vi. Ball Bag

6.0 Player Draft

6.1 Draft Eligibility

To be eligible, Players must register prior to the Draft – and – participate in the Draft Evaluation Tryout which will be posted by the League in advance. Any registered player that does not participate in evaluations shall not be considered for the draft, and will be placed on a team via random selection after all eligible players have been drafted. Players unable to attend either evaluation dates, shall notify the league prior to evaluations with acceptable reasoning for draft considerations. In the case where teams in specific divisions are filled, draft ineligible players may be placed on teams outside of their respective divisions in order to balance teams out based on skill and safety parameters for the league.

Prior to the draft, the Player Agent will publish a list of all eligible players for each Division's draft. Only those players on the list may be selected. Players seeking to play-up in a division outside of their league age boundaries must be evaluated in order to be considered for moving up, due to safety and be approved by Division Rep and President. In cases where a player does not meet the necessary skills to play in a certain division, due to safety concerns of the player and league, they may be required to play in a division suited for their development. Notification of this decision shall be given prior to any draft or team selection.

Managers are recommended to watch the entity of the tryout for which eligible players in their Division may be drafted.

6.2 Draft Mechanics

The Draft Room is limited to the Manager (or the Player Agent pre-approved replacement), the applicable Division Representative, and other persons designated by the TCLL President.

The draft order will be determined by a random draw prior to the commencement of the draft. The draft will be a serpentine style (i.e. 1-8, 8-1) through the rounds until all teams have selected the predetermined number of players. If there are an odd number of draft rounds, for example 11, the last round is reversed so that the Manager with the first pick, is provided the last pick. Players that have previously played in TCLL shall be drafted in the same or a higher division. Players must play in the division appropriate to the typical playing division for their age (refer to Section 3.0).

Manager's son / daughter of a manager shall be drafted in or before the round in accordance with the table below.

League Age	Round
8, 9	5
10, 11	4
12	3

If there are two siblings of a Manager that were to play on the same team, both siblings must be drafted by the round specified for that League Age. Any exceptions to this rule to allow players to be drafted after round listed below shall be approved by the Player Agent, Division Rep and TCLL President prior to the draft.

When there are two or more siblings in a division draft and the first brother/sister is drafted, the drafting Manager must draft the sibling in the next round. This rule does not apply to the manager's son/daughter, which is explained above.

Trades are only permitted on draft night. At the time the Player Agent declares the draft complete and all trades finished, no further trading may take place. The Player Agent shall have the final word on when the draft is closed, and trading must cease. The Player Agent shall also have the final approval of all trades with two-thirds vote of the Board of Directors.

6.3 Special Draft Requests

Parents are encouraged to identify special needs / causes that would limit their son/daughter's playing ability. This includes, but not limited to, conflicts because of school, church, non-TCLL sports or other activities. The Player Agent will review these statements and present a summary at Draft.

Parents who request special consideration due to health and/or ability may appeal for consideration. These requests will be noted but may not be granted.

There are NO coaches' picks. If a Manager wishes to have a specific coach, the Manager must select the Coach's son/daughter through the draft.

7.0 Game Mechanics

7.1 Field Maintenance

All Volunteers that will be doing field prep must attend the preseason field prep clinic.

The Home Team is responsible for the pre-game field preparation: rake, drag, water, paint fair/foul lines and batter's box.

The Visiting Team prepares post-game fields: rake, drag and cover mound (weekday games).

Both teams shall remove trash from the field, dugouts, and bleachers on their side.

Scoreboard operation is the responsibility of the team whose dugout resides on the same side as the control panel, regardless of Home or Visitor team.

7.2 Scorebook and Pitching Log (AA, AAA, Majors)

The Home team provides the Official Scorekeeper.

The Official Scorekeeper's role is to keep score, maintain the book and the pitch count for both teams.

Scorekeepers are assigned to the Plate Umpire and should only communicate with the Plate Umpire.

Managers will provide a Team Lineup as well as a Team Pitching Logs to the Plate Umpire at the Plate Meeting prior to the game.

After the game, the Umpire will review and sign the Scorebook and Pitch Logs. The Logs will be returned to the individual Managers.

Failure to provide a Pitching Log prior to the game may result in disciplinary action at the discretion of the Division Representative and President.

7.3 Game Time Limits – Darkness, Weekend Play

The Plate Umpire's watch will be the official time. Any batter in the batter's box at the time of last pitch is permitted to complete his/her at bat.

The third out by the home team both signifies the end and beginning of an inning: An inning ends as soon as the third out is recorded on the home team, at which time; the next inning subsequently begins in regard to game time.

Time Limit/Length of Game: Reasonable exceptions can be made by the Plate Umpire to complete the game. For example, if four (4) innings have not been completed or if the game is tied (AAA and Majors only).

The announcement of "Last Inning Rules": games will be called by the Plate Umpire. The Plate Umpire will notify each Manager at the top of the called "last inning."

Majors Games- All games will be six (6) innings, time permitting, unless there is a safety issue. **At the start of an inning after one (1) hour forty-five (45) minutes**, Umpire will declare "last inning rules" and notify Managers. This is the last and final inning for the game.

-2 hr drop dead time

Majors PostSeason (If Applicable):

All Majors postseason games will be played to completion.

AAA Games - All games will be six (6) innings, time permitting, unless there is a safety issue. **At the start of an inning after one (1) hour forty-five (45) minutes**, Umpire will declare "last inning rules" and notify Managers. This is the last and final inning for the game.

-2 hour drop dead time.

AAA PostSeason (If Applicable):

All AAA postseason games will be played to completion.

AA Games - All games will be six (6) innings, time permitting, unless there is a safety issue.
Time Limit/Length of game: **At the start of an inning after one (1) hour thirty (30) minutes**,
Umpire will declare "last inning rules" and notify Managers. This is the last and final inning for the game.

-2 hour drop dead time

AA PostSeason (If Applicable):

All AA Post-Season games will be played to completion.

Lower Division: Single A, Minor A and T-Ball

Single A: Games are six (6) innings in length, or as limited by Time Limit.

Time Limit/Length of game: **At the start of an inning after one (1) hour fifteen (15) minutes**,
Umpire/Manager's will declare "last inning rules" and notify Managers. This is the last and final inning for the game.

Minor A: Games are six (6) innings in length, or as limited by Time Limit.

Time Limit/Length of game: **At the start of an inning after one (1) hour**, Umpire/Manager's will declare "last inning rules" and notify Managers. This is the last and final inning for the game.

T-Ball: Games are six (6) innings in length, or as limited by Time Limit.

Time Limit/Length of game: **At the start of an inning after forty-five (45) minutes**,
Umpire/Manager's will declare "last inning rules" and notify Managers. This is the last and final inning for the game.

7.4 Game Balls

The Home Team will supply a minimum of three new game balls prior to the start of each game; home team shall also supply any additional new balls necessary to complete the game.

7.5 Ground Rule Review

Home Plate Umpire will define ground rules for the field prior to the start of each game.

7.6 Mercy Rule

The 15,10,8 run rule will be in effect after 3 innings (3½ innings if the home team is ahead).

7.7 Late Arriving Players

Players arriving late to a game, should be immediately placed at the bottom of the lineup, and considered active, for meeting minimal play.

Minimum play requirements are not waived.

However, if the status of the game (advanced innings or game time) will not reasonably afford the achievement of minimal play – the Home Plate Umpire will determine a reduced applicable play – and share with both Managers.

8.0 Pool Players / Player Absence

8.1 Pool Player Definition

A Pool Player is a registered TCLL player, who serves as a substitute player for another team, who needs a player to avoid a game forfeiture.

The Pool Player model is only applicable for AA, AAA, and Majors Divisions.

8.2 Pool Player Mechanics

The list of Pool Players and their order of selection will be developed confidentially by the Player Agent using a random convention and disclosed only to the TCLL President.

- Pool Players must be requested by the Team Manager when he/she believes his team will have less than nine (9) players eligible to dress for an entire upcoming game.
- It is strongly recommended that a Pool Player is requested by a Manager when he/she believes the team will have only ten (10) eligible players.
- Pool Players should not be requested for teams who will have eleven (11) players, even if they are missing a player.

As soon as a Manager becomes aware that his/her team is short of players, he should contact the Division Representative and the Player Agent and request sufficient horizontal Pool Players such that he will have ten (10) players who can play the entirety of that game.

Pool Players are assigned on a game basis. Managers must make the Pool Player request for each game that they need a player.

8.3 Other Comments

- The Pool will be composed of players from each Division that are willing to participate in extra games during the regular season.
- Managers and/or coaches will not have the right to randomly pick players from the pool.
- The first player on the Pool list (not on the opposing team) available to play on a given day is assigned to the first team requesting a player.
- Pool Players may not play pitcher or catcher when in the role of a Pool Player but may play all other defensive positions. Pool Players are to bat last in the batting order.
- Pool players that are called and show up at the game site must play at least nine defensive outs.

8.4 Player Absence – Majors Division

The Major Division rosters will consist of up to 15 active players.

Managers must inform the Player Agent and Division Representative for any player missing two (2) consecutive games or a player suffering an injury which will not permit the player to play for two (2) or more games. Failure to comply may result in disciplinary action at the discretion of the Player Agent.

A player who has missed four (4) consecutive games at the Majors level for any reason must be replaced temporarily as provided by this Local Rule.

10.0 All-Star Team Development

10.1 All-Star Selection Process

The All-Star process will be overseen by the TCLL Tournament Director(s). The process is intended to begin in conjunction with District 68 regulations and time frames. Specific aged All-Star Teams for the yearly tournaments will be structured based on TCLL player availability and commitment.

Confidentiality - because of District Rules and individual considerations - thorough process is critical. The selection of the respective team Managers and Players for each All-Star Team must remain confidential until the District/league approved announcement date.

Any disclosure prior to the announcement date may be met with possible sanctions to be determined by the President of TCLL.

10.2 Player Commitment

Selection to an All-Star team honors a player's contribution to the current Spring Season. Players who have signed TCLL All-Star intent form prior to the selection process will only be considered for All-Star selection. Players that were not registered, attended a majority of scheduled games, or games missed without prior notification to the league with approval, shall be considered for an All-Star Team.

With the selection comes the responsibility to represent TCLL not only in the Tournament, but also in the practices and team activities that precede the Tournament.

Players selected to an All-Star team, and their parents, are expected to be committed to their team throughout the duration of the team's tournament experience as stated in the Commitment Letter submitted with their application.

The signed Commitment Letter is a Parent / Player's acknowledgement of the commitment to the All-Star team.

If after being selected to an all-star team a player leaves or fails to participate in team activities without Manager approval, or injury / medical reasons, then that player is subject to be removed from the team.

Once selected to an All-Star Team, no player may be removed without consent of the TCLL President and the approval of the Board of Directors.

10.3 All-Star Selection Meeting

Working with the TCLL President, the Tournament Director(s) will schedule the All-Star Selection Meeting for both Manager and Players.

Attendance by the respective Division Managers and Division Representatives is mandatory. In the meeting, the All-Star Managers will be announced, and the Players will be voted.

Additionally, two (2) independent auditors from the TCLL Board of Directors that are appointed by the President will attend to count and validate the vote.

10.4 All-Star Manager Selection

Prospective Managers should provide a notice of interest to manage by May 1, to the Tournament Director and TCLL President.

Prospective Managers will discuss their candidacy with the TCLL President. Should multiple, qualified candidates share an interest to Manage an All-Star Team, the final selection shall be made by the Executive Board of Directors, based on the candidates qualifications and league standing. .

Managers selected to manage an All-Star team are expected to be committed to those duties throughout the duration of the team's tournament experience. If after being selected, a Manager leaves, or fails to participate in either games or scheduled practices with a team for any reason other than injury or medical reasons, then that manager shall be deemed to no longer be the manager of that team.

The Executive Board shall then select a replacement manager from among the existing assistant coaches. The original manager may be reinstated to the team upon their return as either the Manager or an Assistant Coach at the discretion of the President.

10.5 All-Star Player Selection

Players will be selected by a vote of the "eligible" managers of the various levels (please see below) from a ballot that includes all "eligible" players. "eligible" must have signed the TCLL All-Star intent form prior to the selection process to be considered for All-Star selection. Players that were not registered, attended 60% of scheduled games, or games missed without prior notification to the league with approval, shall be considered for an All-Star Team.

When submitting their Commitment Letter, Players may indicate if they would like consideration for selection at their Age level, or if they would like to be considered for a 'step' Age. For example, an Age 8 Player may submit for consideration on the Age 9 Team; an Age 9 Player may submit for consideration for the Age 10 team, etc.

The intent of TCLL is for players to represent the League in their respective Age Teams.

Only the votes of the Managers (or approved alternates) that are in attendance will be counted. Managers are expected to provide input on the candidacy of the Player for All-Star selection.

- **Juniors / Seniors All-Star Manager** – Twelve to fourteen players will be voted by the Juniors / Seniors Managers' and Division Representative.
- **All-Star Team (Age 12)** –
 - Manager Vote: Majors Division Managers will vote for a minimum of seven (7), and no more than twelve (**12**) players for the Age 12 All Star Team. Managers in the first round, cannot vote for players on their team. The top ten (**10**) vote receiving Players will be named to the All-Star Team

- **Age 11 All-Star Team** – Majors Division Managers will vote for a minimum of seven (7), and no more than twelve (12) players for the Age 11 All Star Team. Managers in the first round, cannot vote for players on their team. The top ten (10) vote receiving Players will be named to the All-Star Team.
- **Age 10 All-Star Team** – AAA and AA (with eligible players) Division Managers will vote for a minimum of seven (7), and no more than twelve (12) players for the Age 10 All Star Team. Managers in the first round, cannot vote for players on their team. The top ten (10) vote receiving Players will be named to the All-Star Team.
- **Age 9 All-Star Team** – AAA and AA (with eligible players) Division Managers will vote for a minimum of seven (7), and no more than twelve (12) players for the Age 9 All Star Team. Managers in the first round, cannot vote for players on their team. The top ten (10) vote receiving Players will be named to the All-Star Team.

Should the vote result in a tie, the following tie-breaker process will be enacted to achieve a team of ten (10) players:

- The names of the Players involved in the tie shall be placed on a separate ballot, with each Manager receiving a single vote to be cast for any player on the ballot. Manager can vote for the player on his team.
- If this process results in a subsequent tie vote, then the ballot shall be adjusted to only include those players still involved in the tie and another vote taken with each manager being provided a single vote.
- This process shall be repeated as many times as necessary to complete the portion of the roster that is determined by manager voting.

After the Manager and Player voting, the results will be verified and validated by the TCLL President. The respective All-Star Manager will receive the list of the ten (10) players voted on their All-Star Team.

The Manager is requested to provide the President and Tournament Director with the names of the additional two (2) to four (4) players who will be added to the team as **'Manager's Picks'** within 72 hours of voting.

11.0 Seniors Division Specific Rules

11.1 Eligibility

Players that are Little League Age 15 and 16 (14 only if necessary) and live within the boundaries of Trabuco Canyon Little League will be eligible for the Seniors Division. Any exceptions to these eligibility requirements will be made by the Regional Committee by way of accepted waiver.

Should a player register late, the Division Representative shall determine whether and when these players shall be assigned to a team. In the event it is decided to assign these players to a team, a supplemental draft date shall be set by the Seniors Representative and the teams shall select players in an order that is the inverse of their regular season standing at the time of the draft (any second round will be in serpentine manner). Teams shall continue to draft until all players are assigned or a team reaches 14 players. No team shall have more than 14 players on their roster after the supplemental draft. These players will be eligible for postseason tournament play in accordance with established Little League tournament rules as supplemented by these local rules.

11.2 Rules of Play

Specific modification to the rules of the game will be decided by the District Wide Seniors Meeting.

12.0 Juniors Division Specific Rules

12.1 Eligibility

Players that are Little League Age 13 and 14 and live within the boundaries of Trabuco Canyon Little League (TCLL) will be eligible for the TCLL Juniors Division.

Should a player register late, the Division Representative shall determine whether and when these players shall be assigned to a team. In the event it is decided to assign these players to a team, a supplemental draft date shall be set by the Seniors Representative and the teams shall select players in an order that is the inverse of their regular season standing at the time of the draft (any second round will be in serpentine manner). Teams shall continue to draft until all players are assigned or a team reaches 14 players. No team shall have more than 14 players on their roster after the supplemental draft. These players will be eligible for postseason tournament play in accordance with established Little League tournament rules as supplemented by these local rules.

12.2 Rules of Play

The season shall consist of a regular season and a local post season tournament (double elimination for TCLL teams only). All TCLL teams will qualify for the Juniors Little League post season Tournament of Champions (TOC).

13.0 Majors and AAA Tournament and District Tournament of Champions Tournament

Winners of the respective division postseason tournament will be crowned as Regular Season Champions, and earn a birth to District 68 TOC Tournament as the #1 seed for TCLL. TCLL will qualify two (2) teams to compete in the District 68 Tournament:

- Seed Number 1: Regular Season Winner
- Seed Number 2: Post Season Tournament winner

13.1 Post Season Tournament

A tournament will be played after the conclusion of the regular season that includes all eligible teams in the division. The seeding will be based upon the teams' cumulative win/loss records for the entire season

The winner of the Post Season Tournament will earn a spot in the District 68 Tournament of Champions as the #2 seed.

During the Tournament, the higher seeded team will retain the option of Home/Visitor selection if they remain in the Winner's Bracket. If both teams in a game have the same number of losses in the tournament, Home/Visitor selection will be determined by a coin flip.

14 Majors Division Specific Rules

Game Length

- Games are six (6) innings in length or as limited by time as specified in Sec 7.3.
- Games may be played with (8) players, rule 4.16,4.17
- If only (8) players present, *the 9th player in batting order shall be skipped over with no penalty.

Batting

Continuous batting order (CBO) Rule 4.04 shall be used for the entire season. During this period, all players present at the start of the game shall be placed in the batting order for the duration of the game. Any player arriving after the start of the game shall be added at the end of the batting order. Any player who becomes injured or who must leave the game shall be skipped over in the batting order with no penalty taken once the manager informs the Umpire-in-Chief of this situation.

Defense

Mandatory play is nine (9) outs, with no less than six (6) outs recorded before the 4th inning. No requirements regarding infield minimum play. No player should sit 2 innings in a row, prior to all players sitting at least (1) inning. No player should sit consecutive innings until minimum play requirements are met.

Rules of Play

The Mercy Rule is a (15,10,8) run differential after four (3) innings (3 1/2 innings if the home team is ahead).

Pitch count is as noted in the Little League Rule book.

“Infield fly” rule does apply

“Drop 3rd” Rule 6.09(b) The batter becomes a runner when the third strike is not caught, providing (1) first base is unoccupied or (2) first base is occupied with 2 out.

Stealing: Runners can steal bases, including home. Leading off is not allowed

Runners are not limited to 1 base on overthrows during a live batted ball or in an attempt to throw out a runner attempting to steal. Ball is live until the pitcher has the ball on the mound and is set, along with catcher, or when the play is deemed “dead” or the play over by Plate Umpire.

One Foot in the Box: After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at bat. (Refer to Playing Rule 6.02)

Courtesy Runners: The player that was the last out replaces a runner forced to leave the game due injury or illness. A courtesy runner can be used for a pitcher and/or catcher of the current record with 2 outs.

Coaches

- LL Rule 3.09: Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.
- Managers or Coaches may not come into contact/assist any player on the field during a live ball. Any assistance of a runner may result in an interference call by the Umpire and the runner may be deemed out.

Next Level Development:

15.0 AAA Division Specific Rules

15.1 Game Length

- Games are six (6) innings in length or as limited by time as specified in Sec 7.3.
- Games may be played with (8) players, rule 4.16,4.17
- If only (8) players present, the *9th player in batting shall be skipped over with no penalty.

15.2 Batting

- Continuous batting order (CBO) Rule 4.04 shall be used for the entire season. During this period, all players present at the start of the game shall be placed in the batting order for the duration of the game. Any player arriving after the start of the game shall be added at the end of the batting order. Any player who becomes injured or who must leave the game shall be skipped over in the batting order with no penalty taken once the manager informs the Umpire-in-Chief of this situation.
- A five-run maximum per inning rule is in effect. No more than five (5) runs may be scored by a team in any inning prior to the 6th (or “last inning” declared by umpire) – unless the additional runs were the result of an over the fence home run.
- For the 6th Inning, or the last inning as identified by the Umpire, the five-run maximum rule is waived. For the last inning, teams may score until either three (3) outs are recorded, or a Mercy Rule is applied.

15.3 Defense

- Mandatory play will be 9 defensive outs (with 3 outs in the Infield) by the end of the 4th inning, and 12 defensive outs by the 6th inning. Players must not sit out two consecutive innings.

15.4 Rules of Play

- The Mercy Rule is a 15,10,8) run differential after four (3) innings (3 1/2 innings if the home team is ahead).
- Pitch count is as noted in the Little League Rule book.
- “Infield fly” is in effect.
- **Stealing:** Runners can steal bases, including home.
- One Foot in the Box: After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at bat. (Refer to Playing Rule 6.02)
- No lead-offs. A runner may vacate an occupied base once a pitched ball has passed the batter

- Runners are not limited to 1 base on overthrows during a live batted ball or in an attempt to throw out a runner attempting to steal. Ball is live until the pitcher has the ball on the mound and is set, along with catcher, or when the play is deemed “dead” or the play over by Plate Umpire.
- **Courtesy Runners:** Last out shall replace runners forced to leave the game due to injury or illness. A courtesy runner may be used for Pitcher and/or Catcher of current record with 2 outs.
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16.0 AA Specific Rules

16.1 Game Length

- Games are six (6) innings in length or as limited by time as specified in Sec 7.3.
- Games may be played with (8) players, rule 4.16,4.17
- If only (8) players present, the *9th player in batting order shall be skipped over with no penalty.

16.2 Batting

- Continuous batting order (CBO) Rule 4.04 shall be used for the entire season. During this period, all players present at the start of the game shall be placed in the batting order for the duration of the game. Any player arriving after the start of the game shall be added at the end of the batting order. Any player who becomes injured or who must leave the game shall be skipped over in the batting order with no penalty taken once the manager informs the Umpire-in-Chief of this situation.

16.3 AA Specific Rules

16.4 Game Length

- Games are six (6) innings in length or as limited by time as specified in Sec 7.3.
- Games may be played with (8) players, rule 4.16,4.17
- If only (8) players present, the *9th player in batting order shall be skipped over with no penalty.

16.5 Batting

- Continuous batting order (CBO) Rule 4.04 shall be used for the entire season. During this period, all players present at the start of the game shall be placed in the batting order for the duration of the game. Any player arriving after the start of the game shall be added at the end of the batting order. Any player who becomes injured or who must leave the game shall be skipped over in the batting order with no penalty taken once the manager informs the Umpire-in-Chief of this situation.
- A five-run run maximum per inning rule is in effect. No more than five (5) runs may be scored by a team in any inning prior to the 6th (or “last inning” declared by umpire) – unless the additional runs were the result of an over the fence home run.
- For the 6th Inning, or the last inning as identified by the Umpire, the five-run maximum rule is waived. For the last inning, teams may score until either three (3) outs are recorded, or a Mercy Rule is applied.

16.6 Defense

- Mandatory play will be 9 defensive outs (with 3 outs in the Infield) by the end of the 4th inning, and 12 defensive outs (with 6 outs in the Infield) by the 6th inning. ▪ Players must not sit out two consecutive innings.

16.7 Rules of Play

- The Mercy Rule is a 15,10,8 run differential after four (3) innings (3 1/2 innings if the home team is ahead).
- Runners on 1st or 2nd Base shall only advance by straight steal, wild pitch, passed ball, batted ball in play, or forced to do so by batter (e.g. hit by pitch, walk). If a runner advances in any other manner (I.E. runs on an overthrow from the catcher back to pitcher) and is put out in the process, he is out. Otherwise, he is returned to the original base without penalty.
- A runner may vacate an occupied base once a pitched ball has passed the batter.
- Stealing home on a passed pitched ball or overthrown ball in an attempt to either throw a runner out during a steal to 3rd or make a play on a runner during a live batted ball is not permitted.
- “Infield-fly” rule not in effect
- The drop 3rd Strike Rule is not in effect. As such, a strikeout, whether caught or dropped is an Out.
- Intentional Walks are not allowed
- Pitch count is as noted in the Little League Rule book.

- Batter runners are limited to First Base after a walk. Runners may only advance to second base after a pitch.
- Players cannot steal Home. Should the defense initiate a pick-off at 3rd Base, the Runner is required to return safely to 3rd Base.
- **When Play Stops on a Batted Ball:** A play shall end when the pitcher has the ball on the mound, “controls” the ball and doesn’t attempt to make any further play on any runners. The umpire(s) should make a nonverbal indication such as raising a hand when the play shall end. Runners in motion may continue to advance to the base they are running to at the time play ends but at the risk of being put out. If a runner stops or reverses his motion after this point, the runner shall return to the last base he/she touched if unoccupied. Unless there is a dead ball the runners are always at risk of being out.

16.8 Coaches

- LL Rule 3.09: Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.
- Managers or Coaches may not come into contact/assist any player on the field during a live ball. Any assistance of a runner may result in an interference call by the Umpire and the runner may be deemed out.

17.0 Single A Specific Rules

17.1 Game Length

- Games are six (6) innings in length or as limited by time, or as specified in Sec 7.3
- Games may be played with (8) players, rule 4.16,4.17
- If only (8) players present, the 9th player in batting order shall be skipped over with no penalty.

17.2 Batting

- Three (3) recorded defensive outs, or 5 runs scored.
- Batters receive six (6) good (in the strike zone) Machine pitches. The machine should be set at 38 mph from a distance of 46ft. The pitching machine Coach operator may make adjustments to the height of the pitch, but not to the speed. Should adjustments be made, there will be no “test” pitches during a live at bat.
- If the sixth pitch is not placed into play, or fouled off, the batter is retired. After midseason, this is recorded as a Defensive Out.
- If the fifth pitch is fouled, the batter remains at bat until the ball is successfully hit fair, fouled again, or the batter is retired.
- The ball is considered ‘dead’ whenever ANY ball hits the pitching machine. The batter in this case is awarded 1st base and all other runners on base shall be allowed to advance one base.

The ball is considered “live” whenever a batted ball strikes the machine “feeder” or coach in the field of play and runners are allowed to advance at their own peril.

- Batting order should rotate each game to avoid players always batting high or low in order.

17.3 Defense

- A maximum of ten (10) players play defense each inning.
- Infield play is limited to six (6) players, including Catcher. The remaining players must play in the outfield grass.
- Outfielders are not eligible to make an unassisted play in the Infield, such as tagging a runner or a base. In the event this happens, the runner shall be ruled safe.
- Minimum play is twelve (12) defensive outs – with a minimum six (6) outs in Infield.
- No player can be benched two (2) consecutive innings.
- All players must have been benched for an inning prior to a player being benched a 2nd inning.
- The Pitcher must have one (1) foot touching the mound dirt as the ball is pitched from the machine. Players must wear a protective helmet when playing the position of Pitcher during machine play.

17.4 Rules of Play

- A defensive out will retire the batter or runner. The player will return to the dugout.
- A ball hit into the outfield is considered 'live' until it is returned to the Infield. Players may advance while the ball in play is retrieved – at the Umpire's discretion.
- Players can attempt – at their peril – to advance on an overthrow; a maximum one (1) base is permitted on an overthrow, regardless of subsequent overthrows.
 - Base stealing is not allowed
 - Bunting is not allowed
 - **When Play Stops on a Batted Ball:** A play shall end when an infielder “controls” the ball and doesn’t attempt to make any further play on any runners. The umpire(s) should make a nonverbal indication such as raising a hand when the play shall end. Runners in motion may continue to advance to the base they are running to at the time play ends but at the risk of being put out. If a runner stops or reverses his motion after this point, the runner shall return to the last base he/she touched if unoccupied. Unless there is a dead ball the runners are always at risk of being out.

17.5 Coaches

- Offensive: No more than three (3) coaches can be on the field at any time – Machine Coach + 2 Base Coaches.
- Defensive: No more than two (2) coaches can be on the field at any time. A defensive Coach on the field must remain in the outfield during play.

17.6 Next Level Development:

- At midseason, the Game’s score will be kept. A five (5) run rule is effective, in addition to the three(3) Defensive out rule.
- **Season Format** - The first half of the season will be machine pitch; the second half of the season will be kid pitch.
- **Number Of Pitches** - The batter shall receive six pitches from the machine. If the ball is not put in play by the sixth pitch / sixth swing attempt the player will be recorded as an out. However, if the sixth pitch is fouled off, the batter may keep hitting until a swing and miss or ball hit into play.
- In the second half of the season, the player-pitcher will pitch until either the ball is put in play, the batter strikes out, or four (4) balls are thrown. If the ball is put in play, the result of the play will determine the action with the batter/runner. If the pitcher throws four (4) balls prior to the batter striking out or putting the ball in play, the coach will then pitch three (3) pitches to the batter at which point the ball is either put in play or the batter strikes out. **Pitching is 42ft in Single A.**

- Pitching Machine Speed - The pitching machine will be set at approximately 35-40 mph from 46 ft.

At midseason, no Defensive Coaches will be allowed on the field.

18.0 Minor A Specific Rules

18.1 Game Length

18.2 Game Length

- Games are six (6) innings in length or as limited by time as specified in Sec 7.3

18.3 Batting

- Games are six (6) innings in length or as limited by time as specified in Sec 7.3
- Six (6) players bat each inning, regardless of number of players on the team, or number of outs recorded.
- Batters receive five (5) good Coach pitches.
- If the fifth pitch is not placed into play, or fouled off, the tee will be introduced for the remainder of the At Bat.
- Players stay at bat until the ball is successfully hit fair.
- Batting order should rotate each game to avoid players always batting high or low in order.

18.4 Fielding

- All players play defense each inning (i.e. no bench sitting).
- Infield play is limited to seven (7) players, including Catcher. The remaining players must play in the Outfield grass. A Catcher is expected to play Catcher with the proper equipment.
- Players are expected to minimally play half of the game in Infield.

18.5 Rules of Play

- A defensive out will retire the batter or runner. The player will return to the dugout.
- A ball hit into the outfield is considered 'live' until it is returned to the Infield. Players may advance while the ball in play is retrieved. No advance on an overthrow.

18.6 Coaches

- Offensive: No more than three (3) coaches can be on the field at any time – Coach Pitch, Base Coaches.
- Defensive: No more than two (2) coaches can be on the field at any time.

18.7 Next Level Development

- At midseason, Machine Pitch will be introduced.
- Machine to be set at 32mph from 46 ft.
- Coaches will provide up to five (5) machine pitches. The first ball hit into play is considered 'live'.
- If the fifth pitch is not placed into play, or fouled off, Coach Pitch will be introduced for the remainder of the At-Bat.

19.0 Tee Ball Specific Rules

19.1 Game Length

- Games are six (6) innings in length, or as limited by Time Limit in Sec 7.3.

19.2 Batting

- Six (6) players bat each inning, regardless of number of players on the team, or number of outs recorded.
- In the last inning (either Inning 6, or the last inning due to time) the entire batting order bats regardless of outs made.
- Players stay at bat until the ball is successfully hit fair.
- Batting order should rotate each game to avoid players always batting high or low in order.

19.3 Fielding

- All players play defense each inning (i.e. no bench sitting).
- Infield play is limited to seven (7) players, including Catcher. The remaining players must play in the Outfield grass.
- Players are expected to minimally play half of the game in Infield.

19.4 Rules of Play

- For the first seven (7) games, players / runners are to remain on the base even if out.
- At midseason, a defensive out will retire the batter or runner. The player will return to the dugout.
- No advance on an overthrow.

19.4 Coaches

- Offensive: No more than three (3) coaches can be on the field at any time.
- Defensive: No more than three (3) coaches can be on the field at any time.

19.5 Next Level Development

- At midseason, Coach Pitch will be introduced.
- Coaches will provide up to four (4) pitches. The first ball hit into play is considered 'live'.
- If the fourth pitch is not placed into play, or fouled off, the tee will be introduced for the remainder of the At-Bat. TCLL Local Rules, Rev 2023