

VISTA AMERICAN LITTLE LEAGUE #04052810
2026 Local Playing Rules and Regulations
GENERAL RULES

- 1.01 (a) The League shall maintain a file for all officers, managers, coaches and umpires. The following shall be maintained in the file:
1. Any document prepared by the individual himself to include a response to any charges made against the individual;
 2. A memorandum of any action taken by the Board concerning the individual including, but not limited to, any appearance by the individual before the Board or any disciplinary action;
 3. All written complaints concerning the conduct of the individual regardless of if the Board takes action on the complaint or not.
- (b) The new Board, at the first meeting of the season, shall purge files referred to in the above section (1.01(a)) in the following manner: all files for three prior seasons will be retained (except background check documentation which will be destroyed annually) while all older records will be removed from the file and destroyed.
- (c) Any files maintained pursuant to this section (1.01a) are confidential. They are for the exclusive use of the Board of Directors in its administration and management of the League. The contents of the file may not be revealed to anyone other than a Board member without express written permission of the individual involved. Any individual may review the contents of his file. Any violation of this rule concerning confidentiality will require the Board to take disciplinary action resulting in a written reprimand placed in the offender's file.
- 1.02 Any representative of the League found to have violated any league rule, including but not limited to the following, may be asked to appear before the Board and MAY be subject to suspension or removal:
1. Being under the influence of drugs or alcohol before or during any practice or game.
 2. Threatening violence.
 3. Acting in a violent manner.
 4. Any act intended to cause a child to experience pain.
 5. Managers, coaches or umpires will not be allowed to use any form of tobacco products during practices or games. This includes E-Cigarettes and Vaping pens as well as chewing tobacco and tobacco free nicotine pouches.
 6. Any violation of rules 1.06-1.10
- 1.03 Manager and coaches of each team will be responsible for the following:
1. Before each game, both teams will be responsible for lining the field and taking care of the prepping of the field, ensuring the bases are placed properly and the safety breakaway arrow is facing the mound, brushing/raking the infield, chalking the batters' boxes, and baselines.
 2. If time permits, the infield shall be brushed/raked and watered between games to ensure the integrity of the field and mound. The baselines and batters' boxes should be touched up if necessary.
 3. At the end of the day (last game on the field), both teams will be responsible for brushing/raking the infield. Teams will be responsible to sweep out their prospective dugouts. Also, ensure all equipment and bases are secured in the field storage rooms.
 4. Ensure that players and/or parents pick up trash in the dugout and around/under the bleachers after each game. Brooms are provided at each field so that the dugout can be swept after each game by each team.
 5. Managers involved in the last game of the day are to remain at the field until the snack bar is locked up and assure that snack bar and board member personnel leave the field safely.
 6. Every AAA, Majors, Intermediate, and Juniors Manager must umpire two league games per season half, in a different division. Failure to comply shall result in a one game suspension and will not be in good standing. Managers should communicate with the league UIC to schedule the games they will be umpiring.
- 1.04 Board Members who fail to attend three (3) regularly scheduled Board meetings may be subject to removal by a majority vote of the Board.
- 1.05 Vista Sports Park is considered a "Non-Smoking Facility" – smoking will not be permitted anywhere at this facility. This includes E-Cigarettes and Vaping pens as well as chewing tobacco and tobacco free nicotine pouches. Per City of Vista Regulations, no gum, seeds, or shelled nuts are allowed anywhere at the Vista Sports Park.
- 1.06 If an injury that occurs to a player requires medical attention, then a signed medical release must be presented to the team manager before the player can resume practice or play. This original release must be forwarded to the Safety Officer and a copy to the President and the Player Agent within 24 hours.
- 1.07 Managers / coaches must have all medical release forms in their possession at all games and practices.

- 1.08 One rostered coach and one adult, from the approved volunteer list, must be present at all practices. It is highly recommended that a cell phone be available at any team event. At no time will an unapproved volunteer be allowed on the field or in the dugout.
- 1.09 All Parents will be required to sign a Parent Code of Conduct (PCC) to ensure a safe and positive environment for all participants.
- 1.10 REFUND POLICY – If a player elects to terminate his/her participation in a VALL season prior to the roster distribution by the league to the managers, that player will be entitled to a complete refund of all registration fees paid. If termination occurs after the distribution of rosters, but prior to the first scheduled game of the season, registration fees less \$55 will be refunded. If termination occurs after the commencement of the first game of the season, no fees will be refunded.

GAME REGULATIONS

- 2.01 Before each game, players will line up along the first and third baselines and recite the Pledge of Allegiance and the Little League Pledge, led by at least one member from each team.
- 2.02 The league will provide umpires for each AAA and above season games. Per Little League Rules, if both the plate and field umpire are under the age of 18, then the “Adult Game Coordinator” (AGC) will be the Board Member on Duty (BMOD). The AGC is ONLY responsible for determining whether a game is safe to continue in the event of weather or other unsafe playing conditions. The AGC cannot interpret or overrule the junior umpires at any time.
- 2.03 No chatter will be allowed once the pitcher is in the set position; anything that is said to the opposing team that is distracting to the player in the umpire’s judgment is considered chatter. (See Rule 4.06(2))
- 2.04 No gum or food (including seeds) will be allowed on the field. (Drinks in non-glass containers, with lids are permitted in the dugout)
- 2.05 The Home team manager will provide an official scorekeeper. The Visiting team manager will provide a pitch counter. The scorekeeper and pitch counter must come from the teams playing on the field (the BMOD will NOT be the scorekeeper/pitch counter). The substitute does not have to be a family member. Managers are responsible for ensuring that they have a pitch counter and score keeper. Both the scorekeeper and pitch counter will remain neutral throughout the game. Time will be kept by the umpire and recorded by the official scorekeeper. The official score keeping area behind home plate will be restricted to score keepers/pitch counters/BMOD/UIC. Game play will be suspended until all fans/unauthorized personnel vacate the area. (This area will be marked before the first AAA game of the day by the BMOD.)
- 2.06 In all playoff games, prior to the teams taking their respective dugouts, a coin flip by a neutral Board Member shall determine the home team. For the first championship playoff game, the manager of the team that won the 1st half shall elect to defer prior to the toss or call the toss in the air. For the first playoff game to determine 2nd place, the Board Member shall determine which manager calls the toss. For each subsequent game, the toss is deferred, or call shall rotate between the team managers. If one team is unable to bear the responsibility associated with being the “home team” (i.e., provide an official scorekeeper who shall be seated behind home plate off the field of play and have its team officially rostered members occupy the 3rd base dugout), that team shall be automatically considered the visiting team. All playoff games shall be scheduled at the next available open date; no playoff games will be scheduled on Sunday without prior approval from the Board.
- 2.07 RAINOUTS – All rainouts affecting AAA and Majors division will be played at the next available open date on either the Major or Minor Field. For games rained out in the first half, the make-up game shall be scheduled on the next available open date prior to the conclusion of the first half. For games rained out in the second half, the make-up games will be scheduled (in order in which the rainouts occurred) prior to the conclusion of the second half. If more games are rained out than there are available make-up dates, those unscheduled games will not be played nor counted as a win or a loss in the standings for those affected teams. AA, A, and T-Ball rainouts will not be rescheduled unless an excessive amount of five or more games are rained out for any particular team. If an excessive amount of AA, A, or T-Ball games are rained out, the scheduler will attempt to reschedule those games as field availability allows. Best efforts will be made to schedule the missing games. Priority will be given to games that affect standings.
- 2.08 Sundays are considered “Dark Days” at the Vista Sports Park. No make-up games will be rescheduled on these days of the week unless approved by the Board of Directors.
- 2.09 Warm up time limits shall be as follows for T-Ball, A/AA: as time permits. For AAA/Major division games; 30 minutes prior to the scheduled start of the game, the visiting team shall take infield practice for 10 minutes, after which the home team shall then take infield practice for 10 minutes. Infield practice shall be the use of the infield and catcher’s area only. Infield practice may include the outfield positions. If less than 20 minutes are afforded prior to game time, then the available time shall be divided in half and the visiting team shall take infield for the first half and the home team the second half. Warming up prior to moving onto the field is strongly recommended.

- 2.10 If ejected from any regular season game, in addition to the Little League requirement of a one game suspension, any manager or coach shall be required to serve as a field umpire in one game prior to returning to the dugout. This service shall be coordinated with the UIC and will not occur in any game within the ejected manager or coach's division. This penalty does not count as the league obligation as a manager. Any individual ejected from the game must leave the field of play and common area prior to play continuing (this does not mean the parking lot; this means the Sports park facility.)
- 2.11 When inter-leaguering with another league, the agreed upon Interleague Rules supersede VALL Local Rules when rules differ.
- 2.12 VALL will be inter-leaguering with other leagues within District 70 as required, once these inter-league schedules are established, further information will be disseminated for interleague play.
- 2.13 Per the Little League Rule 4.19(c), protests involving interpretation of a rule must be made before any succeeding play is made. Protests involving ineligible pitchers or players must be made before the umpire has left the field at the end of the game. Protests can only be made by the manager to the umpire first, then in writing to the league President within 24 hours. Amplifying guidance is provided in Section 7 of these rules.

2.14 IN THE JUNIORS DIVISION:

- (a) The VALL Juniors Division will include players' league age 13, 14 and 15 only.
- (b) Games are to be seven (7) innings and there is no time limit.
- (c) A maximum of three (3) adults, one (18yrs or older) of which must always remain in the dugout, are allowed. Players, managers, and coaches must receive permission from the umpire to leave the dugout at any time during the game.
- (d) The VALL Juniors teams will play under the agreed to inter-league rules established by the participating leagues' presidents within District 70.
- (e) The season will be played in halves and the division championship will be decided as follows:
 1. The winner of the first half will play the winner of the second half in a one game playoff, resulting in the winner taking first place and the losing team taking second place.
 2. If there is a tie for first place in the first or second half, the following tiebreaker will be implemented:
 - a. The team with the better record in head-to-head competition is the champion.
 - b. If the head-to-head record is even, then the team with the fewer runs allowed in head-to-head competition is the champion.
 - c. If still tied, a one game playoff will occur as soon as possible as determined by the scheduler.
 3. If one team should win both the first and second halves, that team will take first place and second place will go to the team with the next best overall record for the season. If there is a tie for second place, the following tiebreaker will be implemented:
 - a. The team with the better record in head-to-head competition is the champion.
 - b. If the head-to-head record is even, then the team with the fewer runs allowed in head-to-head competition is the champion.
 - c. If still tied, a coin flip will decide order.

2.15 IN THE INTERMEDIATE DIVISION:

- (a) The VALL Intermediate Division will include players league age 13 only.
- (b) Games are to be seven (7) innings and there is no time limit.
- (c) A maximum of three (3) adults, one (18yrs or older) of which must always remain in the dugout, are allowed. Players, managers, and coaches must receive permission from the umpire to leave the dugout at any time during the game.
- (d) The VALL Intermediate teams will play under the agreed interleague rules established by the participating leagues' presidents within District 70.
- (e) The season will be played in halves and the division championship will be decided as follows:
 1. The winner of the first half will play the winner of the second half in a one game playoff, resulting in the winner taking first place and the losing team taking second place.
 2. If there is a tie for first place in the first or second half, the following tiebreaker will be implemented:
 - a. The team with the better record in head-to-head competition is the champion.
 - b. If the head-to-head record is even, then the team with the fewer runs allowed in head-to-head competition is the champion.
 - c. If still tied, a one game playoff will occur as soon as possible as determined by the scheduler.
 3. If one team should win both the first and second halves, that team will take first place and second place will go to the team with the next best overall record for the season. If there is a

tie for second place, the following tiebreaker will be implemented:

- a. The team with the better record in head-to-head competition is the champion.
- b. If the head-to-head record is even, then the team with the fewer runs allowed in head-to-head competition is the champion.
- c. If still tied, a coin flip will decide order.

2.16 IN THE MAJORS DIVISION:

- (a) The VALL Majors division will include players' league age 9, 10, 11 or 12 only. Parents of 9-year-olds must notify the President and/or Player Agent in writing if they wish for their child to opt out of the major's draft. The draft order will be determined by the 2025 placing results (Fourth place gets the first draft pick followed by third, then second and then first). All players league age 12 who attend tryouts will be drafted into the majors in a serpentine draft conducted prior to the regular draft.
- (b) Each manager will provide one game ball; the umpire will provide the 3rd game ball.
- (c) A maximum of three (3) adults, one (1) Manager and two (2) Coaches, (16yrs old or older), one (18yrs or older) of which must always remain in the dugout, are allowed. Players, managers, and coaches must receive permission from the umpire to leave the dugout at any time during the game.
- (d) Games are to be six (6) innings and there is no time limit in the Major's division. Incomplete games (less than four (4) innings completed) and ties will be rescheduled at the discretion of the scheduler. No new inning will begin after 9:30pm. All games will be suspended at 9:45pm.
- (e) Each team will bat their entire team's roster (those present). Note: because of this continuous batting order option, rule 7.14 does not apply (no special pinch-runner allowed).
- (f) The dropped third strike rule will apply to the Majors division only. For more information, please refer to Rule 6.05.
- (g) A team must be able to field at least eight (8) players for a game to be considered official. If the manager knows they cannot field eight (8) players, the Player Agent should be contacted at least 24 hours prior to the game start time so that pool players can be arranged and/or the game can be rescheduled at the scheduler's discretion. The 9th spot in the batting order will be skipped over without penalty.
- (h) Per Little League Rule Book, if one team has a lead of 10 runs or more at the end of the inning, and at least four innings have been completed (three and a one-half if the home team is ahead), the manager of the team with the least runs shall concede in the victory to the opponent.
- (i) The season will be played in halves and the division championship will be decided as follows:
 1. The winner of the first half will play the winner of the second half in a one game playoff, resulting in the winner taking first place and the losing team taking second place.
 2. If there is a tie for first place in the first or second half, the following tiebreaker will be implemented:
 - a. The team with the better record in head-to-head competition is the champion.
 - b. If the head-to-head record is even, then the team with the fewer runs allowed in head-to-head competition is the champion.
 - c. If still tied, a one game playoff will occur as soon as possible as determined by the scheduler.
 3. If one team should win both the first and second halves, that team will take first place and second place will go to the team with the next best overall record for the season. If there is a tie for second place, the following tiebreaker will be implemented:
 - a. The team with the better record in head-to-head competition is the champion.
 - b. If the head-to-head record is even, then the team with the fewer runs allowed in head-to-head competition is the champion.
 - c. If still tied, a coin flip will decide order.
- (j) Rule 6.02 (one foot in the batter's box) will be enforced.
- (k) Intentional Walk: Defensive teams will now be able to elect to intentionally walk a batter at any time during the at bat by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead, and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, the number of pitches to get to ball four will be added to the defensive pitcher's official pitch count.
- (l) Each umpire has the authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. The stealing and relaying of signs to alter the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both player and the manager shall be ejected from the game.

2.17 IN THE AAA DIVISION:

- (a) The AAA Division will include player's league age 9, 10, and 11 only. League age 12-year-olds may play as an exception but requires approval from the District Administrator. See Little League Rule Book.
- (b) Each manager will provide one game ball.
- (c) A maximum of three (3) adults, one (1) Manager and two (2) Coaches, (16yrs old or older), one (18yrs or older) of which must always remain in the dugout, are allowed. Players, managers, and coaches must receive permission from the umpire to leave the dugout at any time during the game.
- (d) No new inning will start after 1 hour 45 minutes; an inning begins once the third (3) out is made. If two (2) hours has expired and the home team is ahead (and four (4) innings are complete), the game is over. If time will likely elapse during the fifth (5) or sixth (6) inning and the visiting team is behind by more than five (5) runs, the visiting manager may elect to concede. No new inning will begin after 9:30pm. All games will be suspended at 9:45pm. Incomplete games (less than four (4) innings completed) will be rescheduled at the discretion of the scheduler. Tie games in the AAA Division will be played out until a winner is determined unless playing through would cause the current game, or the game following, to conflict with curfew, as determined by the Board Member on Duty. Games that are suspended, due to curfew or potential curfew, will be rescheduled at the discretion of the scheduler.
- (e) Per the Little League Rule Book, 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 a one-half if the home team is ahead), the manager of the team with the least runs shall concede the victory to the opponent.
- (f) Per the Little League Rule Book, if one team has a lead of 15 runs or more at the end of an inning, and at least three innings have been completed (two and one-half if the home team is ahead), the manager of the team with the least runs shall concede the victory to the opponent.
- (g) AAA division will bat the entire team's roster (those present). Note: because of this continuous batting order option, rule 7.14 does not apply (no special pinch-runner allowed).
- (h) The inning will end when three (3) outs or five (5) runs have scored.
- (i) A team must be able to field at least eight (8) players for a game to be considered official. If the manager knows they cannot field eight (8) players, the Player Agent should be contacted at least 24 hours prior to the game start time so that pool players can be arranged and/or the game can be rescheduled at the scheduler's discretion. The 9th spot in the batting order will be skipped over without penalty.
- (j) Each player must play at least six (6) defensive outs per game per Little League rules.
- (k) The season will be played in halves and the division championship will be decided as follows:
 - 1. The winner of the first half will play the winner of the second half in a one game playoff, resulting in the winner taking first place and the losing team taking second place.
 - 2. If there is a tie for first place in the first or second half, the following tiebreaker will be implemented:
 - a. The team with the better record in head-to-head competition is the champion.
 - b. If the head-to-head record is even, then the team with the fewer runs allowed in head-to-head competition is the champion.
 - c. If still tied, a one game playoff will occur as soon as possible as determined by the scheduler.
 - 3. If one team should win both the first and second halves, that team will take first place and second place will go to the team with the next best overall record for the season. If there is a tie for second place, the following tiebreaker will be implemented:
 - a. The team with the better record in head-to-head competition is the champion.
 - b. If the head-to-head record is even, then the team with the fewer runs allowed in head-to-head competition is the champion.
 - c. If still tied, a coin flip will decide order.
- (l) Rule 6.02 (one foot in the batter's box) will be enforced this year.
- (m) Intentional Walk: Defensive teams will now be able to elect to intentionally walk a batter by announcing the decision to the plate umpire. After appropriate notification is made by the defensive manager, the ball is ruled dead, and no other runners may advance unless forced by the batter's award of first base. Once the award is granted, the number of pitches to get to ball four will be added to the defensive pitcher's official pitch count.
- (n) Each umpire has the authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. The stealing and relaying of signs to alter the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both player and the manager shall be ejected from the game.

2.18 IN THE AA DIVISION:

- (a) The AA division will include players league age 7, 8, and 9 (pending Player Agent's approval) who have played at least one season of Single A. Players aged 5 and 6 will only be considered for AA if a Single A division is not available, and the player has played 1 season of T-Ball. Parents must provide a written request to the Player Agent and President for consideration.
- (b) A maximum of three (3) approved coaches, one (1) Manager and two (2) Coaches, (16yrs old or older), one (18yrs or older) of which must always remain in the dugout, are allowed.
- (c) Each manager will provide one game ball.
- (d) Scores and divisional standings will not be kept; therefore, umpires and scorekeepers are not required. Umpires should consist of managers and coaches. The league may provide umpires on occasion for training to prepare for the AA tournament. A scorekeeper may be utilized but is not required during the season.
- (e) AA games played will be called after 1 hour 30 minutes from the start time, regardless of outs or complete innings.
- (f) Teams will utilize a continuous batting order.
- (g) Three (3) outs or batting all players shall constitute an inning. The inning is terminated when a play is made on an offensive player resulting in the third out or "last batter" hits the ball and the defensive player with the possession of the ball touches home plate.
- (h) Batters are awarded first base if hit by a live pitch (player pitch).
- (i) All players shall sit no more than three consecutive outs.
- (j) Each player must play at least three (3) consecutive defensive outs in an infield position. Positions include 1- 6.
- (k) The season will be broken up into three (3) sections, defined as: Pitching Machine (2/28/26-3/21/26), Modified Kid/Pitching Machine (3/22/26-4/25/26) and Kid Pitch Only (4/26/26 through the end of the season including tournament). Modified Kid-Pitch Rules will apply: No bases on balls are allowed. Should a batter receive four (4) balls in an at-bat, the offensive manager or coach will throw no more than three (3) overhand pitches from the base of the mound (no soft toss from the side) to the batter, picking up at the current strike count against the batter. If the batter fails to hit a playable ball in three pitches, bad pitches or no swings, the batter is declared out. Bunting during Machine Pitch is not allowed. Starting on 3/22/26, each manager will provide a pitch counter to track pitch count for players. Kid pitch players are limited to 50 pitches max per day. Refer to the LL Rule Book for pitching rest days.
- (l) Runner may not advance on a passed ball. The runner may advance only one (1) base on an overthrow per play when the ball is in play— NO STEALING HOME.
- (m) A tournament will be held at the end of the season. The Division representative and the Vice President will coordinate the AA division championship tournament at the conclusion of the season and will set the schedule and rules.
- (n) Kid pitch will be used during the championship tournament. No coach pitch or machine pitch will be used.
- (o) During tournaments, teams must be able to field eight (8) of their own players for an official game to be played.
- (p) If a league age 9-year-old player is moved down from AAA, the player may not pitch.
- (q) Kids will pitch from the mound, maintaining contact with the pitcher's plate before every pitch.

2.19 IN THE A DIVISION:

- (a) The Single A division will include players league age 5 or 6 that have played one season of T-Ball or players league age 7, that have never played before.
- (b) Scores and divisional standings will not be kept, therefore umpires and scorekeepers are not required. Umpires should consist of managers or coaches. The League may provide umpires on occasion for training.
- (c) A maximum of four (4) approved coaches, one (1) Manager and three (3) Coaches, (16yrs old or older), one (18yrs or older) of which must always remain in the dugout, are allowed.
- (d) Single A games will be called after 1 hour from scheduled start time, regardless of outs or complete innings.
- (e) Teams will utilize a modified batting order.
- (f) Three (3) outs or batting the entire roster, in attendance that day, shall constitute an inning. The inning is terminated when a play is made on an offensive player resulting in the third out or the last batter hits the ball and the defensive player with possession of the ball touches home plate.
- (g) All players shall take the field on defense.
- (h) Each player must play at least three (3) defensive outs in an infield position. Positions include 1-6.
- (i) No base stealing allowed.
- (j) Runner may advance one (1) base on an overthrow per play.
- (k) Teams must be able to field eight (8) players. If a team fails to field eight players, the managers of both

teams can elect to use players from the opposing team so that a game can be played.

COACH PITCH RULES (A DIVISION):

- (l) The pitch shall be delivered at the base of the pitcher's mound. It shall be an overhand pitch, no soft toss or underhand pitches. The pitch may be delivered from a standing or kneeling position.
- (m) The defensive position for pitcher will be on either side of the mound with one foot on the dirt portion of the mound.
- (n) Five pitches will be delivered to a player during their at-bat. If the batter fouls the 5th pitch off, he/she will receive one bonus pitch.
- (o) If a player fails to hit the ball after 5 pitches (or bonus pitch) he/she will be allowed 1 swing off the tee.
- (p) If the ball, once in play, hits the coach, the ball is dead, and all runners advance one base.
- (q) Stealing off coach pitch is not allowed.
- (r) Bunting off coach pitch is not allowed.

2.20 IN THE T-BALL DIVISION:

- (a) The T-Ball division is considered an instructional division and is for player's league age 4, 5 and 6 who have never played before.
- (b) Standings and scores will not be kept.
- (c) A maximum of four (4) approved coaches, one (1) Manager and three (3) Coaches, (16yrs old or older), one (18yrs or older) of which must always remain in the dugout, are allowed.
- (d) Games shall be called after 45 minutes from the scheduled start time.
- (e) All players will play in the field. All players should split playing time in the infield and outfield positions.
- (f) All players will bat each inning regardless of outs recorded.
- (g) If a defensive out is achieved, the offensive player will be removed from the bases, but an out will not be recorded. This is to reward the defense for learning proper defensive play.
- (h) Defensive coaches are allowed to be in the field of play but shall not physically assist fielders.
- (i) Offensive coaches shall be stationed at the tee and as base coaches to assist their players. A team mom or coach (18 years or older) shall assist in the dugout while the team is batting.
- (j) During the last four (4) games of the season a modified coach pitch will be implemented. Each player shall receive three (3) pitches tossed from a kneeling position by a coach from his/her team. If the ball is not put in play by the third (3) pitch, the player will then bat from the tee to put the ball into play.

UNIFORM AND GEAR REGULATIONS

- 3.01 All male players must wear supporters or cups (soft cups are permissible for T-Ball players only). Fem Guards or the equivalent is suggested for females.
- 3.02 Major, Intermediate, and Junior uniforms will consist of a League issued jersey and team cap that the player may keep. Players provide matching pants, belts, and socks.
- 3.03 AAA, AA, A and T-Ball uniforms will consist of a League issued t-shirt and cap that the player may keep. Players provide matching pants, belts, and socks. Uniforms may have last names on shirts at their own expense. Names on shirts are optional and cannot be mandated by manager or coach.
- 3.04 All Division uniforms cannot be altered in any way (with exception to the players last names on the back) without approval from the Board.
- 3.05 Per the 2026 LL rule book coaches are not permitted to wear conventional baseball uniforms or metal cleats. Coaches are permitted to wear matching shirts and hats. Intermediate/Juniors division coaches may wear matching uniforms, no metal cleats.
- 3.06 Any hat that is otherwise like league issued hats may be purchased by parents for players at their own expense.
- 3.07 Managers/coaches may purchase additional uniforms for their team, at their own expense with Board approval.

DRAFTS AND TRADES

- 4.01 Each player acquired shall, for the duration of their Major League career, be the property of the team and league making the acquisition, unless subsequently traded or released.
- 4.02 Attendance at all player drafts shall be limited to the Division Managers, the League Player Agent, and the League President. In the absence or unavailability of the League President, the Vice President may attend and act on behalf of the League President.
- 4.03 Provisions and guidelines set forth in the Little League Rule Book shall be used to conduct the draft in the Juniors and Intermediate Divisions. Draft plan A for Existing Leagues will be used to conduct the Juniors draft for players aged 13, 14 and Draft plan A for First Year Operation (Serpentine Draft) shall be used for the Intermediate draft. Provisions and guidelines for the Intermediate and Juniors draft will be provided to managers prior to the established draft date. The draft is conducted in confidentiality and players shall never be told the

position in which they were drafted.

- 4.04 Due to the addition of a fifth (5th) Majors Division team, the League has been granted approval to utilize Western Regional Draft Waiver guidance to conduct the Majors Division Player Draft. Accordingly, Draft Plan A for Existing Leagues, as defined by Little League Baseball, shall be utilized for the selection of players league age 9, 10, 11, and 12 eligible for the Majors Division. All drafts shall be conducted in accordance with the applicable Little League Baseball Official Regulations and Playing Rules, the Operating Manual, and any current-year directives issued by Little League International. The AAA Division Player Draft shall be conducted using Draft Plan A for First Year of Operation (Serpentine Draft), as prescribed by Little League Baseball. Detailed draft procedures, provisions, and guidelines for both the Majors and AAA Divisions shall be distributed to all managers prior to the officially established draft date. All draft proceedings shall be conducted in strict confidentiality. At no time shall any player, parent, or guardian be informed of the order or position in which a player was selected. Disclosure of draft order or selection position is expressly prohibited.
- 4.04 If a Major team loses a player for any reason, the player must be replaced within seven (7) calendar days from the date he/she is released by the Board of Directors. Said major player is released from the league and will not be placed in the minor division. The player must be replaced by the aforementioned process, through scouting of the AAA division.
- 4.05 A AAA player may decline, through the Player Agent, to move up to the Majors if drafted to fill a vacancy on a Major team. This refusal shall result in forfeiture of further eligibility in the Major division for the current season. The player will, however, be allowed to remain in the AAA division for the current season.
- 4.06 A Major team may not draft from a AAA team during the last two (2) weeks of the regular season.
- 4.07 A player who has accepted selection to and has played a game at the Major's level cannot return to the AAA division.

REPLACING PLAYERS DURING THE SEASON

- 5.01 At any level, if a player misses two consecutive weeks of practices and/or games without a written explanation by the parent or legal guardian, the manager is to advise the Player Agent so that appropriate action can be taken.

ALL-STARS

All-Stars shall consist of up to five (5) teams. The team age restrictions (8,9,10), (9,10,11), (10,11,12), (13), (13,14) shall be determined by the Board of Directors based on Quality and Quantity of eligible players. League age 8 players must have played in AAA division to be eligible for selection.

- 6.01 All managers and coaches in the Major and AAA division will vote for the (8,9,10), (9,10,11), (10,11,12) teams. All managers and coaches in the Junior and Intermediate divisions will vote for the (13) and (13, 14) teams.
- 6.02 Voting
- (a) Voting will be distributed by the player agent based on player response to All-Star commitment results.
 - (b) Voting results will be tallied by a minimum of (2) Board members on an All-Star committee assembled by the board. The Player Agent will supervise the count and manage/maintain the results for later distribution.
- 6.03 All-Star teams – up to 14 players
- (a) The first 30 players who received the most votes will constitute the pool from which the All-Star managers will select the players for the rostered All-Star team. If there is a tie for the 30th slot, those players tied will all be considered part of the pool of 30.
 - (b) The selected All-Star managers shall select at least 8 players to complete the All-Star team.
 - (c) The final 3 players will be selected by the board approved All-Star manager from the specified age 30 player pool.
- 6.04 Each AAA/Majors manager (or one representative) will be given the opportunity to recommend players to the All-Star Managers for selection.
- 6.05 Major managers in order of seasonal standing will be selected as All-Star managers, if in good standing and with the approval of the board. If the manager slots cannot be filled from within the Majors division, then the AAA managers, in order of seasonal standing and in good standing with Board approval, shall be selected. Upon approval by the Board of Directors, managers will be notified 5 days prior to the All-Star team announcement. Selected managers may choose their team coaches with Board approval. It is assumed, unless otherwise notified, managers and/or coaches would prefer to be involved with the team that includes their child (if applicable).

- 6.06 A condition of the All-Star tournament teams includes the requirement that the managers, coaches, and elected players must be committed to participate with the team as far as the team advances through the tournament. This could include participation in the State Championship or World Series.

PROTESTING A GAME

- 7.01 Protesting a game will be conducted in accordance with (IAW) Little League Baseball (LLB) rule 4.19 for Majors Division and above.
- 7.02 Per rule 4.19(g) Minor league (AAA) protests will be conducted as follows:
- (a) The protesting manager shall immediately, and before any succeeding play beings, notify the umpire that they wish to protest the previous play.
 - (b) If the protest cannot be resolved on the field of play, the umpire will halt the game and a note will be placed in the scorekeeper's log. Play will not resume until required procedures under LLB rule 4.19 (e/f) halting the game for a minimum of 24 hours. If the protest is upheld, the game will be rescheduled to start in the inning/play it stopped at a later date. If the protest is upheld, the game will be rescheduled to start in the inning/play it stopped at a later date.
 - (c) Protest will not be allowed for AA and below with the following exception: During the AA playoffs all protests will be resolved on the field prior to succeeding play. The umpire will hear the protest and make a decision prior to the next pitch. There will be no stoppage of the game.

MODIFICATIONS

- 8.01 Local Rules and Regulations can be modified with a majority vote by the Board of Directors.

DEFINITIONS

9.01 DIVISIONS:

- (a) Minor League Divisions
 - 1. T-Ball ages 4,5,6
 - 2. Single A ages 5,6,7
 - 3. Double A ages 7,8,9
 - 4. Triple A ages 9,10,11
- (b) Little League Divisions
 - 1. Majors ages 9-12
 - 2. Intermediate age 13 only
 - 3. Juniors ages 13,14, 15

2026 Little League® Age Chart



Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2022	2022	2022	2022	2022	2022	2022	2022	2021	2021	2021	2021	4
2021	2021	2021	2021	2021	2021	2021	2021	2020	2020	2020	2020	5
2020	2020	2020	2020	2020	2020	2020	2020	2019	2019	2019	2019	6
2019	2019	2019	2019	2019	2019	2019	2019	2018	2018	2018	2018	7
2018	2018	2018	2018	2018	2018	2018	2018	2017	2017	2017	2017	8
2017	2017	2017	2017	2017	2017	2017	2017	2016	2016	2016	2016	9
2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	10
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	11
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	12
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	13
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	14
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	15
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	16

NOTE: This age chart is for BASEBALL DIVISIONS ONLY, and only for 2026.

9.02 SEASON:

For the purposes of these rules, the word 'season' shall mean the 12 months that include preparations for the spring baseball practice, regular game and post-season tournament schedules, as well as the wrap up to the spring schedule and the fall ball schedule following it.