EASTERN LITTLE LEAGUE BASEBALL, INC.

2025-26 LOCAL RULES

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1. **LEAGUE POLICIES AND RULES**
    a. LOCAL RULES: As outlined below, the following rules (the "Local Rules") are hereby adopted by the Board of Directors (the "Board") of Eastern Little League (the "League") and shall have the same force as the Playing Rules and Regulations provided by Article X of the By-Laws of the League.
    b. CHANGES OR MODIFICATIONS TO LOCAL RULES: The League President and/or Executive Committee reserve the right to revise, clarify or change these Local Rules at any time, for any reason. Any such modifications of the Local Rules must be approved by a majority vote of the full Board. These Local Rules shall continue in force and effect until otherwise revised, modified or amended by a majority vote of the full Board.
    c. REFUND POLICY: No refund of registration fees shall be made once a player has been drafted. Special consideration may be given at the discretion of the League President.
    d. WEAPONS POLICY: Players and coaches are not permitted to be in possession of a dangerous instrument or a deadly weapon as defined in Kentucky Revised Statute (KRS) 500.080 (3) and (4) at any field of play or practice, or during any ELL function. Any such item shall be immediately turned over to the coaching staff or any ELL board member. Violation of this section shall result in a written reprimand from the Board of Directors. A second violation of this section shall result in suspension from ELL. The length of the suspension shall be determined by the Board of Directors depending on the circumstances of the violation. A third violation shall result in a permanent expulsion from ELL. The Board of Directors may report any violation of this section to an appropriate law enforcement agency.
2. **MAJOR DIVISION MANAGER SELECTION PROCESS**:
    a. APPROVED COACHES AND ADULTS IN DUGOUT: Each team shall have one (1) manager and no more than two (2) assistant coaches who shall be approved by the Board. During games there will be no more than one (1) manager, two (2) Board approved coaches, and one (1) additional adult allowed in the dugout who must also be approved by the Board.
        i. All coaches and adults in the dugout MUST have an application on file and background check completed prior to the first game.
        ii. No adult will be allowed in the dugout or on the field until these are completed.
3. **MAJOR DIVISION DRAFT**
    a. DRAFT SELECTION: The intent of the Draft System is to provide a fair and equitable method to achieve competitive balance among teams with regard to talent and age mix.
        i. Therefore, the following rules shall be in force:
            1. Following tryouts of all potential new players, the Managers along with the President and Player Agent shall meet to conduct the League Draft. The Player Agent shall preside and review with all Managers the rules governing the draft prior to its beginning.
            2. Only those players participating in sign-ups and tryouts are eligible to be drafted. Any player failing to complete at least 50% of the spring tryout session shall lose eligibility status unless that player presents a valid excuse, which is considered and accepted by a majority of the Board in the exercise of their reasonable discretion.

The Player Agent and/or President shall provide a master list of all Players eligible to be drafted to the Managers prior to the draft.

3. There will be a maximum of six (6) players of any particular age allowed on a major league team throughout the season. With the mandatory 12 year old draft rule, if, during the draft, either (a) all major league teams have six (6) 12 year olds or (b) all major league teams with remaining unprotected pick(s) have six (6) 12 year olds, and there are still remaining 12 year olds to be drafted, then more than six (6) 12 year olds will be allowed on a team, and the remaining rounds of the draft will be monitored to make sure all 12 year olds are drafted.
4. The order of the draft shall be determined by the Order of standings from the previous year as follows:
   a. 1. Last Pick: Regular Season League Champion;
   b. 2. Next to Last Pick: Regular Season League Runner-up
   c. 3. 8th thru 1st Pick: Best Record to Worst Record
5. In case of a two-way tie, head-to-head results from the prior year's regular season shall break such tie(s). Fewest runs allowed will be the tiebreaker in the event teams have identical records and have split head-to-head games. The team that allowed the fewest runs in the regular season will have the later draft pick. By way of example, in a ten team league, if team A and team B tie for 9th place based on overall record and played each other twice during the regular season with team A winning one game and team B winning one game, then the team that allowed the fewest runs during the course of the regular season shall have the second overall draft pick. In the case of a three-way tie, any tied team may only break the tie using head-to-head record if that team has a winning record against BOTH other teams in the tie breaker (ie: head-to-head sweep, or 2-1 record against division opponent). If one team does own a winning record against BOTH other tied teams, that team would get the later draft pick and the two remaining teams would default to the two-way tie-break rules. If there is a three-way tie in which no team has a winning record in head-to-head matchups against BOTH other tied teams, the draft order will be based on fewest total runs allowed by opponents for the overall regular season. The teams that allowed the fewest runs in the regular season will have the later draft pick. By way of example, in a ten team league, if team A, team B and team C tie for 8th place and the tie cannot be broken by head-to-head record, and Team A gave up 100 runs during the regular season, Team B gave up 101 runs in the regular season, and Team C gave up 102 runs during the regular season, Team A would have the third overall pick in the draft, Team B would have the second overall pick in the draft, and Team C would have the first overall pick in the draft.

In the event that a tie cannot be broken based on the rules set forth herein, the tie shall be broken by flip of the coin conducted by the League President in the presence of the managers of the affected teams.

6. The Player Agent shall declare the draft to begin. The Manager with the first pick of the draft shall make his selection within a given time period specified by the Player Agent (i.e. three minutes). This process shall continue according to the order of the draft until all rosters have been filled.
7. In nearly all circumstances, players **will not** be allowed to re-enter draft. Under extreme circumstances which are documented, the player's parents may request in writing to the Player Agent their desire to re-enter the draft by January 31st. Player Agent and Parents of player must agree that re-entry into the draft is the only option available. Once this has been confirmed, each case shall be presented individually to the Board for consideration.
8. Any player leaving an Eastern Little League team and re-entering the draft may not be redrafted by the same team the player left unless prior written approval by the player's parents or legal guardian is presented to the Player Agent prior to the commencement of the draft. No guarantee exists that these players will be redrafted by a Major League Team.
9. If a player has been removed from Eastern Little League for one year, then that player is eligible to re-enter the draft and to be drafted by any team.
10. The Player Agent will monitor the draft and notify the Managers during the draft at what point all remaining 12-year-olds must be chosen while accounting for protected picks. Notwithstanding any rule set forth herein to the contrary, sibling(s) of currently rostered players and coach's kid picks as declared to the Player Agent in advance of the draft are protected in accordance with paragraph 3(c) below (i.e. sibling(s) of currently rostered players and coach's kid picks have priority over 12 year old picks).
11. Teams are allowed to have their Manager and all board approved Coaches in the draft room. No players will be allowed.

b. <u>BROTHER OR SISTER PICKS</u>: If a brother or sister of a currently rostered player completes tryouts and is eligible to be drafted, the Manager of the team with the rostered player has the right to protect the candidate(s) so long as he/she/they are selected by that team's third round pick of the draft. The Manager must declare his intention to protect the sibling candidate(s) to the Player Agent, in writing prior to the beginning of the draft. If a Manager chooses not to protect a sibling of a currently rostered player in order to try to draft them in a later round, then the sibling candidate(s) may be drafted by another Manager.

If two or more siblings are in the draft, upon the selection of the first sibling, the selecting manager shall automatically have the option to draft the other sibling with

the team's next available pick, whether in a regular round or a bonus round. If the manager does not exercise the option, the second sibling is then available to be drafted by any team.

In the event that a set of siblings are designated by a parent as "attached" for the Major draft (all or none drafted), then upon selection of the first sibling, the remaining sibling(s) must be drafted with the team's next available pick(s). As a result, if a team does not have any (or enough) remaining picks or if a team's remaining pick(s) are slated for the remaining 12 year olds who have entered the draft, then that team may not select a player who has an attached sibling.

c. MANAGER AND COACHES PICKS: Managers and returning coaches are permitted to protect their children (or grandchildren) under a parent draft protection rule, subject to the restrictions outlined below. An adult who was classified as an "additional adult in the dugout" (see Section 19) in the prior season shall not be considered a "returning coach" for purposes of determining protected picks. A team may elect to exercise both a BROTHER OR SISTER PICK protection rule and a MANAGER AND COACHES PICK protection rule, if applicable, in the same draft without penalty.

   i. A manager and/or a returning coach of a major league team who has been duly appointed to a team by the Board prior to the draft may protect his eligible child(ren) in the draft according to the following schedule, regardless of previous years' service, so long as he declares his intention to the Player Agent prior to the draft:

      1. Age 9-10 — 5th round
      2. Age 11 — 4th round
      3. 12 — 3rd round

   All managers and coaches shall be subject to Board approval prior to the start of the season.

d. BONUS PICKS: Prior to the draft beginning, the Player Agent shall determine the number of players required to fill all rosters. Those teams requiring 6 or more players shall participate in Bonus Rounds, as follows:

   If a team requires 6 picks, they will be awarded one (1) bonus pick after round 4. If a team requires 7 picks, they will be awarded one (1) pick after rounds 3 and 4. If a team requires 8 picks, they will be awarded one (1) pick after rounds 2, 3 and 4. If a team requires 9 picks, they will be awarded one (1) pick after rounds 1, 2, 3 and 4. For any team requiring more than 9 picks, these picks will be added to the end of the round 5, or see extreme circumstances below. If more than one Manager is allowed bonus picks under this section, the order of rotation will be identical of that being followed in the draft.

   Under extreme circumstances the Board, after an open discussion during a full board meeting, can decide to add bonus picks before or after other rounds of the draft for a particular team.

e. TRADES: Trades as a general rule are discouraged. However, extenuating circumstances may exist so that a trade may be in order. All trades must be handled on an individual basis between the Player Agent and the Managers directly involved in the trade, and must be approved by the Board. At no time will a trade involving a player for a draft pick be considered.

f. PLAYER NOTIFICATION: As soon as possible after the draft, the Player Agent shall notify all candidates not successfully drafted.

4. **REPLACEMENT PLAYER SELECTION**

a. REPLACEMENT PLAYER SELECTION: If a player misses three (3) consecutive league-scheduled events without notification or excuse, a Manager must notify the Player Agent or President and then has fourteen (14) days from the date of the third league-scheduled event to find a replacement player. For purposes of player replacement, a "league-scheduled event" shall mean a practice or game that is scheduled by the league that takes place on the day of or after the first league game of the season. If a player must go "on leave" temporarily for four (4) weeks or more due to injury, illness, vacation or other circumstance, an additional player must be added to the team **either** 14 days after the incident, **or** before the next scheduled game if an injury duration determination is made after 14 days, and then upon return of the original player, the team would finish out the season with 13 players. In no event shall a team participate in any end of the season tournament game with less than twelve (12) players.

b. REPLACEMENT STATUS:

i. Prior to the Fifteenth (15) Game. Based on a twenty-two (22) game regular season schedule, if a player is pulled up from the Minor League prior to the fifteenth game of the season, the player is considered a permanent replacement. The player is only eligible to play for the Major League team and will be considered a member of that team for future years as well.

ii. After the Fifteenth Game. Based on a twenty-two (22) game regular season schedule, if a player is pulled up from the Minor League after the fifteenth game of the season, then that player shall be considered a temporary replacement and will re-enter the draft the following season. That player shall be eligible to play for and finish out the season with his Minor League team provided those games do not conflict with a Major League game.

iii. Minor League Only Status: If a player enters the Major League draft having been designated as "Minor League Only" ("MLO"), then that player may not be considered as a replacement player for a Major League team during the year in which the player was designated as MLO. A player's MLO designation must be removed at or before the commencement of the Major League draft or that player may not be drafted or considered as a replacement player for a Major League team that season. Intention to remove a player's MLO designation shall be communicated to the President and/or Player Agent, in writing, and received no later than commencement of the Major League draft.

iv. Any player returning to their Minor League team from a prior season is eligible to be pulled up to the Major League as a replacement player irrespective of whether the player attended tryouts. If a Minor League player is asked to join a Major League team as a replacement player and declines, then that player is not eligible to serve as a Permanent Replacement Player for a subsequent Major League team seeking such a player. The said player is eligible to serve as Temporary Replacement Player or as a Fill-In Player only.

v. If a set of siblings are designated by a parent as "attached" for the Major draft (all or none drafted), these siblings, if not drafted to a Major League team, are

considered MLO and are not eligible to be called up individually as a Permanent Replacement Player. The said player is eligible to serve as Temporary Replacement Player or as a Fill-In Player.

c. FILL-IN PLAYERS: If, due to injury, vacation, illness, or other, any team knowingly enters a game with less than ten (10) players, a temporary player(s) shall be added to the team from the ELL minor league to complete a ten (10) player roster for each game where that circumstance occurs. Upon return of the team's regular player(s) for a roster of 10 or more, said minor leaguer(s) shall return to his/their respective minor league team(s), with no ties to said major league team or division charter. See section 12.A.4 and 12.A.5 for eligible Fill- In Players.

5. **EXPANSION/CONTRACTION OF MAJOR DIVISION TEAMS**: Should the league decide to expand or contract the Major League's due to numbers, below is the outline to be followed.
   a. EXPANSION: A supplemental Draft will be conducted prior to sign-ups. This is designed for the expansion teams to be able to build their team to seven players prior to the regular spring draft. Its purpose is to allow these teams to build a team and begin pre-season practice, like other existing teams.
      i. The order of selection will be decided by coin flip.
      ii. This draft will consist of only 11 & 12's who played in the Minor League in the ELL program the previous spring. (No players from outside the park can be chosen during the supplemental draft.) The teams must draft a minimum of three 12 year olds. If chosen and the child chooses not to play, that coach gets another pick from the pool of 11&12's.
      iii. In the regular draft in February, the expansion teams will be placed at the end of each round. The team who gets the first pick in the supplemental draft will get the last pick of each round in the regular draft. Since they will have 7 players going into the draft, they each would have one pick in each round. Since they are expansion teams, their 5th round picks will be moved to the front of that round instead of the end to keep them from having the last 2 picks of the draft.
      iv. An email will be sent to all potential 11 & 12's of the supplemental draft notifying them of the draft in December.
   b. CONTRACTION: Should contraction be necessary due to numbers or other factors, the following steps should be followed:
      i. These players are not subject to tryouts but will be a part of the regular draft. They will be treated like 12yr olds at the draft and will be guaranteed a spot the following spring, regardless of age.

6. **REGULAR SEASON SCHEDULES**
   a. SCHEDULING AND RAIN OUT GAMES: All games shall be played in the order presented in the League Game Schedule except in the case of a rainout game. Regular season rainout games shall be rescheduled for the next available make-up date, as determined by the League President. All Fridays and Sundays shall be considered as potential make-up dates for a rained out game (excluding Easter), as well as any other open dates, as long as no other games on that day have to be rescheduled to accommodate the extra game. If a rainout game occurs late in the season, or if no other

options are available, the league reserves the right to reschedule the rainout games in violation of these rules in order to complete the season as scheduled.

b. TOURNAMENT AND RAIN OUT GAMES: In the event that any Tournament Game is rained out, the game shall be rescheduled for the next available make-up time, as determined by the League President; provided, however, the pitch count threshold for the teams affected by the rescheduling of the Tournament Game shall be frozen and shall not reset if the Tournament Game is rescheduled to another day. By way of example, if Player A pitched 26 pitches the day before the Tournament Game was rained out and Player B pitched 55 pitches two days before the Tournament Game was rained out and neither Player A nor Player B would have been eligible to pitch in the Tournament Game that was rained out, Player A and Player B may not pitch in the rescheduled game even if that rescheduled game occurs on the following day(s).

7. END OF SEASON TOURNAMENT RULES:

a. END OF SEASON PARK TOURNAMENT RULES: All teams must participate in an end-of-season Park Tournament, which will be a seeded tournament based on each teams overall regular season record. Tiebreakers will be determined based on head-to-head record during the regular season. The team with the better head-to-head record will have the better seed. If two teams split head-to-head competition then the final tiebreaker will be fewest runs allowed by each respective team during the regular season. In that instance, the team with the fewest runs allowed during the regular season will have the better seed. If there is a 3-way tie, any tied team may only break the tie using head-to-head record if that team has a winning record against BOTH other teams in the tie breaker (ie: head-to-head sweep, or 2-1 record against division opponent). If one team does own a winning record against BOTH other tied teams, that team would get the better seed and the two remaining teams would default to the two-way tie-break rules. If there is a three-way tie in which no team has a winning record in head-to-head matchups against BOTH other tied teams, the teams with the fewest runs allowed during the regular season will have the better seed. In the event that a tie cannot be broken based on the rules set forth herein, the tie shall be broken by flip of the coin conducted by the League President in the presence of the managers of the affected teams.

   The end of season tournament shall be played immediately following the regular season prior to any all-star tournaments, and for purposes of pitch counts, and pitcher's days of rest, shall be considered a continuation of the regular season. All current Little League Regular Season Rules (mandatory play, pitching) shall apply as if the regular season was continuing.

b. YEAR END CHAMPIONS, PARK TOURNAMENT CHAMPIONS: Because two (2) divisions exist in the major leagues at Eastern Little League (American and National), Eastern Little League will recognize two champions (one for each division) based on each team's overall regular season record (excluding tournament games). The division champion with the best record will be recognized as the regular season league champion, and the other as their division champion. Tiebreakers will be determined based on head-to-head record during the regular season. If the two division champions split head-to-head competition then the final tiebreaker will be fewest runs allowed by each respective team during regular season play. If there is a 3-way tie

that cannot be broken by head to head record, the champion will be that team which allowed the fewest total runs by their opponents during the entire regular season. Eastern Little League will also recognize a park tournament champion and runner up, based on the end of season tournament described in item 16 above.

i. Trophies will be awarded in the Major League as follows:

1. Regular Season Champion;
2. Division Champion (American OR National; i.e. the Regular Season Champion does not also receive a Division Champion trophy);
3. Tournament Champion; and
4. Tournament Runner-Up
5. Trophies will be awarded in the Minor, Rookie & Tee-Ball Leagues as follows:
6. Regular Season Champion
7. Regular Season Runner-Up
8. Tournament Winner
9. Tournament Runner-Up

8. **ALL-STAR/SELECT TEAM SELECTION**

a. ALL-STAR SELECTION: In recognition of the fact that the League was granted single charter status in 2014 there shall be up to three (3) All-Star teams comprised of players from the American and/or National League Divisions. The All-Star teams shall be selected by the managers of the respective All-Star teams from a pool of eligible players designated by the Eastern Little League Board, or a committee of the Board. Such teams are designated as the "Eastern Nines and Tens", "Eastern Tens and Elevens", and "Eastern Elevens and Twelves".

b. NOMINATION: Eligible players may be nominated for a corresponding age group in their Division. In order to be eligible for placement upon an All-Star team the player must submit a Parental Participation Permission Slip and have played in at least 15 regular season games in a twenty-two game season except for a medical exception approved by the Board. The Permission Slip shall outline the duties and expectations applicable to membership on the All-Star team.

c. TEAM ROSTER: No player shall be eligible to play on more than one All-Star team. Team rosters for each division shall be filled first for the Eastern Elevens and Twelves, next for the Eastern Tens and Elevens, and finally for the Eastern Nines and Tens. Announcement of All-Star team members and All-Star practices shall be in compliance with annual Little League tournament rules. The All-Star manager shall select the roster for his team after consideration of input from the other managers. The All-Star manager shall use his best efforts to ensure that the roster consists of no more than 13 players. The final All-Star team roster must be approved by the League President in consultation with the Executive Committee. All-Star selection shall occur no sooner than the date that is prior to the final two games of the regular season. The date and time of posting of the membership of the All-Star teams will be as determined by the Board of Directors but shall be no earlier than the date otherwise established by Little League.

d. MANAGER SELECTION: The managers and/or coaches for the All-Star teams shall be selected by a majority vote of the Board of Directors no later than May 15th.

e. PLAYING UP: The Board should strongly encourage any 11 year old player to play on the Eastern Tens and Elevens in their respective Division. However, if an 11 year old player(s) is needed to fill out the Eastern Elevens and Twelves' roster than "playing up" shall be permitted. Playing up shall be strongly discouraged for any player younger than 11 years of age.

f. RECOGNITION OF DISTRICT CHAMPIONS AND RUNNER-UP: The League will recognize any All-Star team as follows: District and/or State Champions will receive individual team trophies and a sign will be added to the All-Star team display on the concession stand listing players, coaches, and the Manager. District runners-up will also have a sign added to the All-Star display listing players, coaches, and the Manager.

g. EASTERN SELECT TEAMS: The League shall support (provide field time for practice, uniforms, and tournament entry fees) one Select Team in each age division (9/10, 10/11, and 11/12) for a total of up to three (3) teams to be comprised of players who are not nominated and/or selected for All-Star team play. In the formation of the Select Team roster the Select Team Manager shall give preference to Major League players (over Minor League players). Rosters for the Select Teams shall be formed as soon as practicable following selection of the All-Star teams. Section 2b. above shall apply to formation of the Select Team rosters. Select Team managers and coaches shall also be determined as soon as practicable following selection of the All-Star teams. Any manager or coach desiring to coach a Select Team shall indicate his preference to the President no later than 48 hours after conclusion of the All-Star Team selections. The managers and coaches of the Select Teams shall be approved by the Board as soon as practicable after the submission of names to the President.

9. **DISCIPLINE PROCEDURE FOR ALTERCATIONS**

a. SUSPENSION OF PLAYERS: The Board of Directors may suspend any player from Eastern Little League when the conduct of that player is considered detrimental to the best interest of the League and/or Little League Baseball. Any action or suspension shall occur in compliance with Article III, Section 4 of Eastern Little League Baseball, Inc., Constitution and Bylaws. Participation of any Player may be subject to suspension for just cause by a Team Manager or Coach as provided in Article IX and subject to provisions of Article III, Section 4 of Eastern Little League Baseball, Inc., Constitution and Bylaws.

b. GRIEVANCE PROCEDURE: A written complaint regarding any Manager or Coach must be presented to the Team Representative and/or League President who will present the grievance to the Board of Directors for action.

10. **SECONDARY TEAM PARTICIPATION IS PROHIBITED**

a. SECONDARY TEAM PARTICIPATION PROHIBITED: Participation by a player on a baseball team other than the player's Eastern Little League team or the player's school sanctioned Middle School team during the League's regular season is prohibited. If a player is selected for inclusion on an Eastern All-Star or Select Team then this prohibition shall extend through the conclusion of district, state and regional tournament play by the All-Star and /or Select Team.

11. **LEAGUE GROUND RULES AND LOCAL RULE ADOPTIONS FROM LITTLE LEAGUE RULES**

a. PRE-GAME FIELD USE: Prior to each weekday game, the visiting team shall have use of the Main Field for all but the final 15 minutes prior to the start of the game. The visiting team shall be required to prepare the field for play by no later than 15 minutes prior to the start of the game, including but not limited to, watering, raking, dragging and chalking the field. Enforcement of the foregoing field use rule shall be the responsibility of the respective Managers.
b. MANDATORY SLAUGHTER RULE: If after four (4) innings, three and one-half if the home team is ahead, one team has a lead of ten (10) runs of more, the manager of the team with fewer runs shall concede the victory to the opponent.
c. TARP STORAGE AREA: The gravel area which the tarp sits on and everything within it shall be considered a dead ball area. When the ball is deflected into this area after being a fair ball, or thrown into that area, the play will be considered dead. By rule if a player catches a foul ball (pop-up) in the area, it shall be considered a live ball and an out if caught.
d. MANDATORY PLAY: As provided in Little League Regulations IV(i), every player on the team roster who is present to participate in a game at the time the game starts and is present at the game's conclusion shall participate in each game for a minimum of six (6) defensive outs and shall complete at least one plate appearance. Substitutes must play six (6) consecutive outs since only a starter may re-enter the game once taken out.
    i. Shortened Games: A game may be shortened as a result of inclement weather, darkness, invocation of the slaughter rule or other factors. It shall not be considered a violation of the mandatory play rule should a player fail to play the minimum number of defensive outs or complete one plate appearance in a game, which is "shortened" to less than a minimum of 5 innings. However, the player involved shall start the next scheduled game, play any previous requirement not completed in the prior game AND the requirement for the current game before being removed. By way of example, in a game shortened to less than 5 innings in which a player played only 3 outs on defense and completed one plate appearance, the player must start the next game, play 9 consecutive defensive outs and complete at least one plate appearance before being removed from either the defensive lineup or batting lineup. Similarly, in a game shortened to less than 5 innings in which a player played 6 outs on defense, but did not complete a plate appearance, the player must start the next game and complete at least two plate appearances and 6 consecutive defensive outs before being removed from the defensive lineup or the batting lineup. Finally, as noted below, if a game goes 5 innings and a player does not complete his or her minimum playing requirements, the player must start the next game and complete at least twelve consecutive outs and at least two plate appearances before being removed from either the defensive lineup or batting lineup.
    ii. Shortened Tournament Game: If a tournament game is shortened due to darkness or inclement weather then the game will resume on the following day from the exact point where play was halted. Tournament games shall be played according to all applicable Little League Tournament Rules and Local Rules.

iii. Violations: Should a mandatory play violation occur during a game consisting of at least 5 innings, the violation shall be reported to the League President and the following penalties shall be assessed against the offending team manager.
    1. 1. First Offense: Written warning *
    2. 2. Second Offense: Suspension for the next scheduled game *
    3. 3. Third Offense: Suspension for the remainder of the season unless the Board determines to assess a less severe penalty in the exercise of its reasonable discretion. Any Manager seeking the imposition of a lesser sanction for a third violation of the Mandatory Play Rule shall petition the Executive Committee immediately setting forth the reasons why suspension for the remainder of the season is not warranted. The affected Manager shall be suspended pending the Executive Committee's decision on the matter, which shall be rendered within 48 hours of its receipt of the Petition.
    4. As set forth above, the player involved shall be a starter in the next scheduled game and play no less than the full mandatory playing time for both games (Complete twelve consecutive defensive outs and two plate appearances).
    5. *After an appropriate review by the Board, if it is determined that a mandatory play violation was intentional on the part of the team manager, a more severe penalty may be assessed for any such violation.

iv. Tournament Play: The mandatory play rule shall also be in effect during tournament play. If a play violation occurs due to not following these guidelines or by trying to play three (3) players in one spot in the batting order, the violation would be deemed intentional and a more serious consequence, such as forfeiture, could be seriously considered by the Board.

v. Re-entering the Game: (Per LL Rule 3.03): A player in the starting line-up who has been removed for a substitute may re-enter the game in the SAME position in the batting order, provided, the substitute has completed one plate appearance, prior to the starting player's reentry, and has played defensively for a minimum of six (6) consecutive outs, prior to the starting player's re-entry.
    1. A pitcher may not re-enter the game as a pitcher;

e. BAT SLINGING: If a player "slings" his bat during a game, the umpire shall issue a warning to that player that upon any future occurrence of "bat slinging" in that game by the player, the player will be called out and all runners shall return to their respective bases before the play commenced.

f. REMOVABLE BASE RULE: If there is a play at first base, second base, or third base, and, after the runner reaches the base safely, the removable base becomes dislodged from its original position, no play (tag out) can be made on that runner. Any "following" runner on the same play shall be considered touching the base if that runner touches or occupies either the dislodged base or the point marking the original location of the base, whether they are stopping, or proceeding to the next base.

g. DROPPED THIRD STRIKE RULE: The Dropped Third Strike Rule shall apply in the Major League Division only (Per Little League Rule 6.05(b)).

h. COURTESY RUNNER: A "courtesy runner" for the catcher is permitted when there are two (2) outs. A player whose name is on the team's batting order may not become a substitute runner for another member of the team. The catcher is not subject to removal from the lineup. A courtesy runner must be reported to the plate umpire (Per Little League Rule 7.14.(b)).

i. SLASH BUNTING: There shall be no slash bunting. If a player shows bunt or squares to bunt at any time after the pitcher is on the mound, the player may not thereafter swing until the following pitch is delivered. All managers and coaches shall instruct their team that slash bunting is prohibited and it shall be the responsibility of the managers and coaches to ensure that their team does not attempt to slash bunt.