

Bayland Park Little League

Softball League Manual 2021

All Star Player and Manager Selections

General Statement:

An All Star Player is a selected player that represents the best of Bayland Park Little League not only in physical and mental ability, but in the ability to play and contribute positively to what is America's premier team youth sport. A Little League All Star Player exhibits a love for the game, contributes to her fellow teammates with encouragement and enthusiasm, and does not criticize another player's effort in a negative way.

An All Star Manager is a manager or coach from a regular season team, in the same applicable division, in the event there is no qualified manager/coach as determined in the selection process, or no manager/coach accepts such appointment, a manager or coach from another regular season division who has shown through their leadership of a team the qualities of good sportsmanship, patience and the ability to foster enthusiastic play from players under their direction may be selected.

The All Star Manager is chosen based on their teams season record along with the qualities expressed above following review and input from other managers in the pertinent division, umpires, League President, League All Star Committee, Player Agent and/or members of the League's Executive Committee.

The Bayland Park Little League Board of Directors will determine what levels the league will participate in Little League All Star play each year based on input from Division managers. The Little League Tournament team (Majors team) remains the top priority.

Player Selection Process:

The players for the Tournament Teams will be selected by using a player vote system outlined within this section. Any player meeting the requirements as stipulated in the Little League Regulations shall be eligible for the Tournament Team.

Prior to final selection of the Tournament Teams players must have their signed commitment form completed and turned in to the Player Agent or League President. This is due to the significant time commitment the Tournament Team requires.

Step 1: A popular vote will consist of players voting for no more than 16 players on teams within their division.

The Player Agent or All Star Committee Chair will include on the ballots the specific commitment dates for All-Star competition, if available, and the directions for voting. The Player Agent or All Star Committee Chair will read the directions aloud to the players before they begin voting. The All Star committee will count the popular votes for each player and rank the players by their popular vote totals. The committee will highlight the top 16 players receiving popular votes. If there is a tie for the 16th position of the popular vote between 2 or more players, the "tied" individuals will be included on the list.

Rationale: This step affords the players the opportunity to vote for teammates and members of other teams that they believe are worthy of being selected to the All-Star team(s).

Step 2: During a meeting attended by the team managers and the All Star committee, the list of 16+ players is reviewed.

Each manager is provided a sheet that contains the list of All-Star player nominees derived from Step 1. The nominees will be listed below their respective team names (teams in alphabetical order) for each division.

The committee will address each team manager (teams in alphabetical order) once, and give them the names of the 16 highest ranking popular vote players. After being provided the information, the manager will be given the option of either

agreeing with the All-Star player nominees from his/her team or he/she may add no more than two players to the list of nominees from: his/her team; another team; or an eligible player from a lower division.

If the manager adds one or two players, it is strongly advised that the manager provide sufficient justification to all present why the player should be added to the list if in conflict with the player voting results. The All Star committee will take the manager's explanation under advisement and proceed with the selection process. (As noted above, the manager can consider eligible players in a lower division overlooked by the popular vote if believed to be worthy of selection to the All-Star team.)

After addressing each team manager, the All-Star player nominee list will have remained unchanged or escalated to no more than the number at the start of Step 2 plus twice the number of teams in the division.

Rationale: The purpose of this exercise is to give the manager the option of either agreeing with the nominees or adding up to two players he/she believes are worthy of consideration. This step also requires the manager to justify the addition of a player not held in high regard by the players.

Step 3: After the nominee list has been finalized, each manager (teams in alphabetical order) will each be given the opportunity to direct questions to other managers about any of the player nominees not on his/her team or promote the player nominees from his/her team. This discussion will be confined to constructive discussion about the involved players and limited at the discretion of the selection committee.

Rationale: This discussion provides each manager with an opportunity to learn more about the player nominees not on his/her team.

Step 4: The managers will be given a ballot with an ID number on it that only the President of the league will know. The managers will each vote, by ranking nominees in order from 1 to the total number of nominees who they believe are worthy of being selected to the All-Star team(s). The player nominees' rankings will be averaged and the final ranking will determine the first nine players on the All-star team. In the event of a tie for the last (9th) position on the team, the players' popular votes will be the first tiebreaker. The player with the most player votes will be selected. In the event there still is a tie, the All Star Committee make the selection.

Rationale: The voting guidelines should be the same for the managers as for the players; however, the managers will recognize and attempt to fill role positions such as pitchers, catchers, infielders, outfielders, hitters, defensive players, etc. The President will use the ID number to identify and confront a manager only if the President suspects any bogus activity with the manager's voting, i.e. tanking players, or voting obviously weaker players ahead of better players.

Step 5: Once the All Star manager is selected, the Manager then fills the balance of the All Star player roster, giving greater consideration to the players finishing 10 through 13 in the Manager's voting. If a player other than that which finished 10th through 13th in the Manager's voting is selected, the All-star Manager must provide justification for such a selection and it must be approved by the All Star Committee.

Rationale: Allows the All-star manager to fill needs at positions that may otherwise not be represented in the top 9 players (i.e. Catcher, pitcher)

Step 6: The All-Star team players, manager(s), and coaches will be announced as soon as it is allowed by Little League.

All Star Manager Selection Process:

1. The selection process for the All Star team managers will be initiated by the League President. The manager of the Little League Tournament Team (12 year old team) shall be a manager or coach from the Majors Division. The manager of 8-9-10 y/o and/or the 9-10-11 y/o All Star team shall be a manager or coach from the Majors or Minors Divisions. The manager of Juniors and/or Seniors All Star team shall be a manager or coach from the Juniors or Seniors Divisions. The selection of a manager for any of the tournament teams is subject to the conditions described above in the General Statement.
2. At some point before the selection process, the All Star committee will ask all the managers in the Minors, Majors, Juniors, and Seniors Division the following questions:

- a. Would you be willing to coach or manage if your daughter is selected to an All-Star team?
- b. Would you be willing to coach or manage if your daughter is not selected to an All-Star team?
- c. Who do you recommend to manage the All-Star team(s)?

Rationale: This step allows for the managers to let the board of directors know who is interested in managing and coaching the post-season teams and whom they believe are worthy of the positions. Managers can recommend themselves to manage or coach. The board takes these results under advisement in addition to season records and other qualities.

The All Star Committee shall make the final selections following review the candidate's season record, consultation with the appropriate Division managers, umpires and others that they may deem appropriate as a part of the selection process. The President shall be responsible for announcing the selected All Star managers to the Board of Directors and league members when Little League Rules allow.

General Policies

Duty Officer:

A member of the Board of Directors (Duty Officer) will be present on all game days to open, manage and close the facilities. The Duty Officer shall determine the fitness of the playing field before the game starts. He/she shall be responsible for cancelling the game due to weather or other factors, before the start of the games and for all other matters concerning the facilities the Duty Officer has complete authority and responsibility. Once a game begins the umpire has control of the field (inside the fences). All injuries shall be reported to the Duty Officer on duty immediately.

Manager Selection Guidelines - Regular Season:

As the chief administrator, the League President appoints team managers and coaches which are subject to Board of Directors approval. The President shall follow these guidelines when selecting managers.

The President should gather information concerning prospective managers so to ascertain his or her background, softball acumen, and his or her ability to teach softball fundamentals. This person must show a dedication to the kids and the knowledge of how to teach pitching, hitting and defense in ways that will allow the kids to develop their skills while learning good sportsmanship.

This person should have experience either coaching or playing softball in this league or another league and must demonstrate good character, good sportsmanship and an ability to follow the rules of Little League. Past service to the league and prior conduct in our League should also be considered. All candidates must pass the background check required by Little League Inc. Furthermore, all candidates must sign a document that they will be able to attend the draft and at least eighty percent (80%) of all practices and games. Failure to meet the minimum attendance will subject the manager to removal and a one year suspension from managing in this league unless they can show such absence was caused by emergent situations such as sickness, death in family or other such reasons.

It is the League President's sole discretion as to who shall be considered a "qualified" managerial candidate. There will be no seniority system for managers. All managers will be re-evaluated on a yearly basis. There is no automatic right to return if you managed in the prior year.

If and only if after such an investigation, it is determined that there are more qualified managerial candidates than league teams, the president should utilize the following criteria to make his or her decision:

1. Managers with daughters who are league age 12 will get first priority.

Reason: A child's 12 year old year is a special year and we should allow managers who are qualified to share that experience with their playing daughters.

2. Managers who do not have "perceived" conflicts of interest will be given a higher priority. Such "perceived" conflicts of interest would be managing and regularly umpiring at the same level, holding an office such as president of the league, or league player agent.

Reason: Parent perceptions of conflicts of interest whether accurate or not can hurt our league's image and reduce the number of players.

Note: The league would permit a manager in rare instances, to umpire a game other than his or her own team when the need arises. Such a rare occasion should not be considered a "perceived" conflict of interest and should not be counted against a prospective manager.

3. Managers who do not coach a select team comprised of Bayland Park kids during that same season will be given a higher priority.

Reason: If there are a number of qualified coaches, all coaches deserve an opportunity to coach and kids should be exposed to different methods and ways of coaching so as to not get pigeon holed in a position or stuck in a rut.

Team Selection Process:

Teams shall be selected in accordance with one of the approved methods outlined in the Little League Operating Policy, as given in the Softball Rulebook.

T-Ball - Players will be sorted and assigned without a performance evaluation. The blind draft method will be used. League age 5 y/o players will be selected first, then the league age 4 y/o players. Player trading may be done after the draft to accommodate siblings & specific parent request made beforehand in writing. Teams shall be dissolved at the end of each season.

Minors (Coach Pitch) - Players shall attend a performance evaluation. The blind draft method will be used. After player selection, an assessment of the teams shall be made to ensure the teams are fairly balanced with regards to strength. Player trading may be done after the draft to accommodate siblings & specific parent request made beforehand in writing. Teams shall be dissolved at the end of each season.

Minors (Machine Pitch) - Players shall attend a player evaluation. Team Managers shall draft players using the serpentine method. League age 8 y/o players will be selected first, then the league age 7 y/o players. This method shall also be used in the case where there are not enough players to have both coach & machine pitch divisions, where all players League age 6 - 8 are placed in one division, regardless if the games will be played using a coach or machine to pitch. Teams shall be dissolved at the end of each season.

Minors (Player Pitch) - Players shall attend a player evaluation. Team Managers shall draft players using the serpentine method. League age 10 y/o players will be selected first, then the league age 9 y/o players. Teams shall be dissolved at the end of each season.

Majors - Players shall attend a player evaluation. For the first year, Team Managers shall draft players using the serpentine method. League age 12 y/o players will be selected first, then the league age 11 y/o players. At the end of each season, players still eligible to play in the Majors shall remain on the same team, and will not need to attend an evaluation their second year in the Majors. In subsequent seasons Team Managers shall draft players using the conventional draft method to balance out their team, selections shall be in the reverse order from the previous Spring season standings. First any available 12 y/o players will be selected, then the 11 y/o players rising from the Minors. Majors teams shall continue from season to season, however the managers/coaches may be replaced, and the team name may change.

Junior/Seniors - Players shall attend a player evaluation. For the first year, Team Managers shall draft players using the serpentine method. League age 16 y/o players will be selected first, then the league age 15 y/o players, and so on. At the end of each season, players still eligible to play in the Junior/Seniors shall stay on the same team. In subsequent seasons Team Managers shall draft players using the conventional draft method to balance out their team, selections shall be in the reverse order from the previous Spring season standings. First any available 16 y/o players will be selected, then 15 y/o players, then 14 y/o player, and lastly the 13 y/o players rising from the Majors. Junior/Seniors teams shall continue from season to season, however the managers/coaches may be replaced, and the team name may change.

When/if the Majors/Juniors/Seniors divisions need to expand or reduce the number of teams, the league shall follow one of the approved methods noted in the Little League Operating Policy, as given in the Softball Rulebook.

Team Distribution and League Ages:

The table below is a guideline to aid in establishing the league ages for each division, the number of teams, and how many players should be on each team.

Number of Softball Teams ^{1,2}

League Age	Division	0	1 ⁵	2	3	4	5	6	Total Players in Division
15 - 16	Seniors	<24	—	24 - 30	36 - 45	48 - 59	60 - 70	72 - 83	
13 - 14	Juniors	<33	—	—	36 - 45	48 - 59	60 - 70	72 - 83	
13 - 16	Jrs./Srs. ³	<12	12 - 23	24 - 30	33 - 43	44 - 59	60 - 70	—	
11-12	Majors	<12	12 - 23	24 - 30	33 - 42	44 - 59	60 - 70	72 - 83	
9 - 10	Minors	<10	10 - 19	20 - 26	27 - 35	36 - 54	55 - 59	60 - 78	
7 - 8	Machine Pitch	<30	—	—	30 - 36	40 - 48	50 - 60	60 - 72	
6 - 8	Coach / Machine Pitch ⁴	<10	10 - 19	20 - 26	27 - 35	36 - 48	50 - 60	60 - 72	
6 ⁶	Coach Pitch	<24	—	—	24 - 30	32 - 40	41 - 50	48 - 60	
4 - 5	T-Ball	<8	8 - 15	16 - 24	—	32 - 40	—	48 - 60	

Note 1: League President may change any of the above, as necessary.

Note 2: Players may be moved up/down, if there are not enough players to form a division.

Note 3: Juniors & Seniors shall be mixed, until there are enough players to form at least 3 teams in the Junior division and 2 teams in the Senior division.

Note 4: Coach & Machine Pitch division shall be mixed, until there are enough players to form at least 3 teams in each division.

Note 5: When only 1 team in a division exist, it shall play inter-squad games, and when possible inter-league games.

Note 6: Players League Age 6 may play T-Ball, providing they have not played T-ball before

To the greatest extent possible teams should have an approximately equal number of its players for each age. For example, each team in the Majors should have about same no. of league age 12 players, as it does of league age 11 players. Of course, the actual pool of registered players will be a factor in the distribution of ages within each division. Loading teams with grossly uneven age groups is prohibited, this will be controlled during the player draft.

Team Names:

Softball Teams at Bayland Park LL are to be named within the animal kingdom. Each Division will have a dedicated theme, so that all teams within a division are based on a broad group of animals. Modifiers are allowed, so teams may use colors, or adjectives to the name, so team names like Purple Panthers, Fighting Frogs are acceptable. Two things to avoid when naming the team, innuendos and being too lengthy. Regarding the later, the longer the name, the smaller the font will be for printing on a t-shirt, especially for the younger divisions. Below are the groupings for each division:

T-Ball Division - Teams in the T-Ball division shall be named for **Insects, Spiders, Bugs** and the like. Some examples: Bees, Yellow jackets, Fire Ants, Spiders, June Bugs, Skeeters, Blue Beetles, Dragonflies, Scorpions, Butterflies.

Coach Pitch Division - Teams in the Coach Pitch division shall be named for **Reptiles & Amphibians**. Some examples: Horned Frogs, Tortugas, Geckos, Gators, Vipers, D-backs, Lizards, Iguanas, Turtles, Tuataras.

Machine Pitch Division - Teams in the Machine Pitch division shall be named for **Fish & Aquatic Animals**. Some examples: Sharks, Barracudas, Hammerheads, Sea Lions, Rays, Carps, Dolphins, Marlins, Piranhas, Orca.

Minors Division - Teams in the Minors division shall be named for **Birds & Flying Animals**. Some examples: Eagles, Cardinals, Falcons, Seahawks, Hawks, Bats, Bluebirds, Ducks, Ravens, Red Swans.

Majors Division - Teams in the Majors division shall be named for **Mammals & Land Animals**. Some examples: Mustangs, Toros, Bison, Badgers, Wolverines, Bears, Bengals, Panthers, Kangaroos, Dirty Dogs.

Juniors & Seniors Division - Teams in the Juniors & Seniors division shall be named for **Mythology/Mythical Creatures**. Some examples: Sphinx, Dragons, Griffins, Cerberus, Valkyries, Pegasus, Mermaids, Phoenix, Unicorns.

At the time of draft and player selections, the Team Manager (or designee), shall decide on team name, and team colors. The primary team color will be for the jersey & visor/cap, a secondary color will be the lettering and/or trim. The Team Manager may have the choice of visors or caps for the players, all players on the team will be issued the same style visor or cap. Unless otherwise directed by the League, visors will be the default uniform headgear.

Team Organization:

No players may be traded between teams, without the approval of Player Agent and/or Board of Directors.

With the exception of T-Ball and Coach Pitch (age 6), only base coaches, and when applicable the adult pitcher, are allowed on playing field while game is in progress; all other coaches shall remain in the dugout.

Contacts:

A contact is defined as any meeting in which softball is practiced, played, or discussed between a manager and/or coach together with two or more players not including the daughter(s) of the manager or coach.

In the Majors, Juniors, and Seniors Division, five (5) contacts a week are allowed. No contact in these divisions can exceed two (2) hours in length.

In the Minors and Machine Pitch Divisions, four (4) contacts a week are allowed. No contact in these divisions can exceed two (2) hours in length.

In the Coach Pitch & T-Ball Divisions, three (3) contacts a week are allowed. No contacts in these Divisions can exceed one and half-hours (1:30) in length.

Meeting at the batting cages immediately prior to a game does not constitute a contact.

Regular season games are considered a contact. However, time limits shall be governed by the game rules for the applicable division.

Division Championship:

A regular season champion of each Division (other than the Coach Pitch & T-Ball Divisions) shall be determined by the team with the best win/loss percentage. If two or more teams end the season with identical records, the team with the most head-to-head wins among the tied teams shall be declared the regular season champion. In the event that this does not break the tie, a one game playoff will be played to determine the division champion.

Equipment:

Managers will be issued equipment for the team and be responsible for returning all equipment at the end of the season. Players who are reprimanded twice for abuse of Bayland Park equipment will have to provide their own equipment for future games. Equipment for the All Stars will be issued to the All Star manager.

Only whiffle balls shall be used for soft toss drills against fences within the Bayland Park Complex.

Field Decorum:

Violations of Field Decorum Regulation (Reg. XIV) will be dealt with in the following manner:

- First offense will warrant a verbal warning followed up in writing;
- Second offense will result in loss of League position (auxiliary, umpire, coach, manager, Board of Directors member or other League official) and ejection from the park for two weeks.

These decisions are final and there will be no exceptions or appeals to the Board of Directors.

Bayland Park prohibits any alcoholic beverages in the park at all times. Anyone found to have alcoholic beverages in their possession, will be ejected from the park. Such behavior is not condoned by the League or the Board of Directors and could result in legal action against the offending person(s) by the Constable and/or Harris County.

Field Preparation:

Managers are required to report for work on "Field Maintenance Day" (see "Important Dates" calendar for specific date each year). Any manager who fails to report for duty or provide adequate representation (minimum 3 adults) and notice of his/her absence will forfeit his/her team to a manager of the choosing of the Board of Directors. This penalty is final and there are no appeals. On "Field Maintenance Day" each team will be assigned a field to help prepare.

Both team managers are responsible for all normal field preparing and retiring the equipment. Each team is also responsible for raking the infield and broom sweeping the base paths and lip areas, pitcher's mound, and home plate area after the game if it is the last game of the day on that field. **Visitor team is responsible for Field Setup, Home team for Field Takedown.** If game is an inter-league game then host team shall setup and takedown field.

Penalty: Failure to prepare or takedown the field once will result in a loss added to the team's win/loss record. Should a team fail to fulfill their obligation twice, will result in a second loss added to the team's win/loss record and the manager receiving a reprimand for failure to perform a required obligation and will be noted for future consideration as a manager or coach for the regular season and/or an All Star team.

Concessions:

Managers for each team scheduled to play will provide an adult volunteer to work in the league concession stand. Managers are encouraged to setup a schedule covering every game their team plays at Bayland Park so that the parent volunteers are prepared in advance to cover their responsibility.

Penalty: Failure to do so once will result in a loss added to the team's win/loss record. Should a team fail to fulfill their concession stand obligation twice, will result in a second loss added to the team's win/loss record and the manager receiving a reprimand for failure to perform a required obligation and will be noted for future consideration as a manager or coach for the regular season and/or an All Star team.

Scorebook/Scoreboard:

The home team is responsible for keeping the official scorebook of record and the visiting team shall provide an announcer/scoreboard operator. Scorebook for M1 field will be kept in the M1 Upstairs storeroom. Scorebooks for B1 and B2 fields are located at those facilities at the scorekeepers' desks.

Penalty: Failure to do so once will result in a loss added to the team's win/loss record. Should a team fail to fulfill their scorebook/scoreboard obligation twice, will result in a second loss added to the team's win/loss record and the manager receiving a reprimand for failure to perform a required obligation and will be noted for future consideration as a manager or coach for the regular season and/or an All Star team.

Managers and Coaches:

Only one manager and two coaches are allowed in the dugout/field for Seniors, Juniors, Majors, & Minors (player pitch) Division games. Only one manager and three coaches are allowed in the dugout/field for all other Division games.

Any manager found in violation of this rule will receive one (1) warning, in the second instance of violation he/she will be suspended for 1 week from contact with his/her team. If there is a third violation, the manager will forfeit his/her team to another manager of the choosing of the Board of Directors. These violations do carry over from game to game. Violations must be reported to the President and Player Agent within 24 hours.

Pool Players:

In the event that a team will not have enough players for their scheduled game, the manager shall inform the player agent and request pool players. This shall be done no later than three (3) days prior to the game in question. The Player Agent shall be responsible for establishing and running pool players, and shall be run as per Regulation V (c) in the Little League rulebook. Pool players will only be used for the machine & player pitch divisions.

Rescheduling Games:

The manager of the team that is unable to play as scheduled, shall not less than three (3) days prior to the scheduled start of the game, provide to the Division Coordinator, written explanations signed by the parents of the unavailable players. If this explanation is received and satisfies the requirements as stated above, the game shall be rescheduled as though it was a rained out game. **Managers are not authorized to reschedule games.**

Team Roster Requirements:

Any player who has 4 unexcused consecutive absences shall be reported to the Player Agent and may be dropped from the roster. The Player Agent will try to fill the vacancy from the available player pool or first eligible player on the waiting list.

Rain Out/Makeup Games:

The President or Duty Officer shall determine the fitness of the playing field before the game starts and shall be responsible for cancelling the game due to weather or other factors.

The League requires that any game rained out be rescheduled by the designated league scheduler.

MANAGERS ARE NOT AUTHORIZED TO RESCHEDULE ANY GAMES

Notwithstanding the contact rules in effect, no team shall be scheduled to play more than four (4) games in one week or more than two (2) games against the same team, if possible.

Lightning:

Any parent, coach, manager or league official who physically sees lightning must notify the umpire immediately if during a game or the coach immediately if during a practice. At that time the game or practice shall be halted and all personnel will be evacuated off of the playing field.

Lightning Rule: All play is halted until a 30 minute timespan has passed in which no physical lightning strikes have been witnessed within normal sight rules. The 30 minute clock restarts at each visible lightning strike.

Umpires:

Like all other positions at Bayland Park LL the umpires are volunteers. Bayland Park LL operates with an umpire down philosophy, generally speaking this means managers & coaches in one division umpire games in the next lower division. The league will provide umpires for the Majors, Juniors, & Seniors games, and to the greatest extent possible a plate umpire for the Minors (player pitch) games.

The Umpire-in-Chief shall be responsible for the training, observation, and evaluation of all umpires. Training shall be conducted annually. At least 1 member from each team (Seniors, Juniors, Majors, Minors, & Machine Pitch division) coaching staff shall attend the umpire training. Each team manager and/or coaching staff will be required to umpire a number of games as per the game schedule.

Penalty: A team's failure to fulfill their umpire obligation once will result in a loss added to the team's win/loss record. Should a team fail to fulfill their obligation to umpire twice will result in a second loss added to the team's win/loss record and the manager receiving a reprimand for failure to perform a required obligation and will be noted for future consideration as a manager or coach for the regular season and/or an All Star team.

Protest:

The protest committee shall consist of the following: League President, Player Agent, League Umpire-in-Chief, and a board member who is not currently a team manager. Protests shall be conducted as per 4.19 of the LL Rules.

For Minor league divisions (player pitch, machine pitch, & coach pitch) protests shall be resolved during the game, by the Umpires and Duty Officer prior to the next pitch or play.

There are no protest allowed in T-Ball.

Post Season Tournament:

At the end of the regular season each Division (other than the T-Ball Division) may host a post-season tournament. The tournament details and schedule will be determined and announced by the League President.

Fall Ball Rules:

In addition to the Little League rules & local rules given in this document, the following rules shall apply for Fall Ball:

- Limiting the pitchers to three (3) innings for the Juniors/Seniors, two (2) innings for the Majors, and one (1) inning for the Minors.
- Changing the requirement of replacing the pitcher with regards to the no. of mound visits. However, the limit will be 2 visits per inning for all divisions.
- The minimum no. of players to start/play can be dropped to 7 for Minors (player, machine, and coach pitch) Division.
- All divisions - In addition to the mandatory play requirements, all players must play an infield position for at least one (1) inning (3 defensive outs).
- All divisions - Protests shall be resolved during the game, by the Umpires and Duty Officer prior to the next pitch or play.

GENERAL FOR ALL DIVISIONS

The Little League Softball Official Regulations Playing Rules, and Operating Policies shall apply to all Divisions, except as noted below.

Regulation X (a): Bayland Park curfew dictates that games shall not end later than 10:00 PM.

Rule 3.04 ADD: After play has stopped, if a runner is injured and cannot continue to play, the substitute runner shall be the most recent player in the line-up not currently on base.

Rule 4.04: The continuous batting order shall be used.

Rule 4.16 (1) ADD: place eight (8) players on the field before the game begins.

Note: This rule does not apply to the T-Ball division.

Rule 4.16 ADD: NOTE: Umpire shall wait until ten (10) minutes after the scheduled start time before deferring the game to the board for their decision. Should the game start within the ten minute period, the game clock shall start at the original scheduled start time, for time limit games.

The board may use the following guidelines in making its decision whether to reschedule or forfeit the game:

1st offense - Warning (game to be rescheduled)

2nd offense - Depending on the reason, reschedule or forfeit game, and team manager to have a mandatory parent meeting.

3rd offense (or more) - Forfeit game and open investigation. Possibility of removing/replacing team manager.

Rule 6.05 (m) ADD: There shall not be a penalty (out) imposed on a team for skipping the 9th position in the batting order, when a team has only 8 players.

Ground Rules:

1) The concrete areas immediately adjacent to the dugout are considered dead ball territory. This adjacent concrete area is not considered a part of the dugout to be occupied by players.

2) Players are not allowed in the equipment area (fenced-in area next to the dugout) when the ball is live.

3) Bats are not allowed in the dugout. Bats shall be kept in the equipment area, unless being used by the player at-bat.

4) Offensive team players are required to wear helmets anytime they leave the dugout, i.e. when retrieving bats from the home plate area.

5) Batters are not allowed to fake bunt and then take a swing; in such event, the batter will be called out, the pitch shall be deemed a non-pitch and all runners shall return to the base where they were stationed before such pitch.

MAJORS, JUNIOR, & SENIORS DIVISIONS

The Little League Softball Official Regulations and Playing Rules shall apply to all Majors, Juniors, & Seniors Division games. The following options have been approved by the Board:

Rules:

Rule 4.10 (c)(2) & 4.11 (d): All games will have a time limit of 2 hours. Any inning which has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit has expired. See Reg. X (c) below, for week night games when two games are scheduled on the same field.

Regulation:

* **Reg VII (h):** A time limit of 120 minutes will be imposed for all Majors, Juniors, & Seniors division games. No new inning shall begin after 2 hours. The umpire shall be the official timekeeper.

* **Reg X (c):** Week night doubleheader games will each have a time limit. No new inning shall begin after 1 hour 45 minutes from its commencement.

Note: For the purpose of this section, a doubleheader is defined as two games on the same night on the same field, not necessarily the same teams, or even the same division.

MINORS - PLAYER PITCH DIVISION

The Little League Softball Official Regulations and Playing Rules (Minor League) shall apply to all Minor Division games, except as noted below.

Rules:

- * **Rule 4.10 (b) CHANGE:** Games may end in a tie score.
- * **Rule 4.10 (c)(2) & 4.11 (d):** All games will have a time limit of 1 hour and 45 minutes. Any inning which has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit has expired.
- * **Rule 5.07 ADD:** In the 6th inning each team may score up to ten (10) runs. There is a 5 run limit for the first five (5) innings.

Regulations:

* **Reg IV (j) CHANGE:** All players must enter the game as a defensive player by the third inning. All players must participate in at least six (6) defensive outs, three (3) of which must be played in an infield position (pitcher, catcher, 1st base, 2nd base, 3rd base, or shortstop), and bat at least one (1) time.

Penalty: The player(s) involved shall start the next scheduled game, play any previous requirement (including in-field position), and the requirements for the current game before being removed.

* **Reg VII (h):** A time limit of 105 minutes will be imposed for all Minor division games. No new inning shall begin after 1 hour and 45 minutes. The umpire shall be the official timekeeper.

MINORS - MACHINE PITCH DIVISION

The Little League Softball Official Regulations and Playing Rules (Minor League) shall apply to all Machine Pitch Division games, except as noted below.

Rules:

- * **Rule 1.01 ADD:** Ten (10) players are allowed on defense. A team needs at least eight (8) players to start/play the game.
 - * **Rule 4.03 (c) ADD:** However, the outfielders must be stationed at least 15 feet beyond dirt infield area and may not come onto the dirt portion of the infield until ball is hit. Infielders shall position themselves no closer than 45 feet from home plate.
 - * **Rule 4.10 (b) CHANGE:** Games may end in a tie score.
 - * **Rule 4.10 (c)(2) & 4.11 (d):** All games will have a time limit of 1 hour and 40 minutes. Any inning which has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit has expired.
 - * **Rule 5.07 ADD:** In the sixth inning, each team may score a maximum of ten (10) runs. There is a 5 run limit for the first five (5) innings.
 - * **Rule 5.09 ADD:** (h) If a batted ball hits, lodges in, or lodges under the pitching machine or any electrical cord serving the machine; the ball immediately becomes dead, and each runner shall advance one base.
 - * **Rule 5.10 ADD:** The umpire will call time to end every play. This will happen when in his/her judgment the pitcher has control of the ball and all base runners. After the umpire has called "TIME" the pitcher can hand the ball to the adult pitcher.
 - * **Rule 5.11 CHANGE:** After the ball is dead, play shall be resumed when the pitcher takes a position with one (1) foot in the 8' pitching circle, and the adult pitcher is ready to feed the ball into the machine.
 - * **Rule 6.05 ADD:** (m) If in the judgement of the umpire, the adult pitcher intentionally touches a batted or thrown ball, the ball is dead and the batter-runner shall be declared out, all runners shall return to the last base legally occupied at the time of the pitch/throw.
 - * **Rule 6.08 ADD:** (e) If in the judgement of the umpire, a batted or thrown, ball accidentally touches the adult pitcher, the ball is dead and all runners shall advance one (1) base from the last base legally occupied at the time of the pitch/throw.
 - * **Rule 6.08 (a) DELETE:** There are no base on balls (walks) in this division.
 - * **Rule 6.08 (b) CHANGE:** If the batter is touched by a pitched ball outside the strike zone, which the batter is not attempting to hit, the ball is dead and the machine shall be adjusted. The batter is not awarded first base in this division, and the pitch will not count against the batter. If the pitched ball touches the batter in the strike zone, it shall be called a strike, and shall count against the batter.
 - * **Rule 8.06 CHANGE:** A defensive manager or coach may come out once per inning to visit with a player(s).
 - * **Rule 8.07 DELETE:** If the adult pitcher drops the ball, the ball is dead and no runners may advance.
 - * **Rule 9.04 CHANGE:** The umpire shall call strikes on the batter based on swings and fouls as strikes. However, a maximum of four (4) pitches shall be delivered to any one batter. If at the end of four pitches, the batter has not put the ball in play or struck out swinging, the batter is out. The Umpire can call for machine adjustment when he feels it is necessary.
- NOTE: Foul ball on the last pitch does not put a batter out, she continues until she hits or does not foul a pitch.

Regulations:

* **Reg IV (j) ADD:** All players must enter the game as a defensive player by the third inning. All players must play at least six (6) defensive outs in the field, three (3) of which must be played in the in-field (pitcher, catcher, 1st base, 2nd base, 3rd base, or shortstop) and bat at least one (1) time. No player shall play in the pitcher or first base positions more than 2 innings per game.

Penalty: Any player(s) not meeting mandatory play requirements shall start the next scheduled game, play any previous requirement (including in-field position), and the requirements for the current game before being removed.

* **Reg VII (h):** A time limit of 100 minutes will be imposed for all Machine Pitch division games. No new inning shall begin after 1 hour and 40 minutes. The umpire shall be the official timekeeper

Miscellaneous:

1) An adult umpire from the offensive team shall feed the pitching machine. No coaching is allowed from the coach feeding the pitching machine, including discussions or signals to another coach or manager.

2) The pitching machine shall be set at 38 miles per hour. Machines will be set with back leg against the front of the pitching rubber, which will be placed at 40 feet from home plate.

3) The pitcher must position herself safely on either side of the pitching rubber and have at least one foot within the 8 foot circle, before each pitch is made. The player pitcher may not move toward the batter until the ball has crossed the plate or hit by the batter. The player pitcher must wear a batting helmet with a full faceguard.

4) No runner shall be permitted to steal a base until after the first swinging strike by the batter.

5) Runners may only steal one base per pitch. A runner on third base must score on a batted ball.

6) The runner(s) may advance only one (1) base on an overthrown ball, at their own risk, unless a play being made on a runner.

Note: This rule is not intended to replace or change Rule 7.05 (g).

MINORS - COACH PITCH DIVISION (League Age 6)

The Little League Softball Official Regulations and Playing Rules (Minor League) shall apply to all Coach Pitch Division games, except as noted below. The coach pitch division is an instructional non-competitive division. These local rules are for when this division has players that are league age 6 only.

Rules:

- * **Rule 1.01 ADD:** Ten (10) players are allowed on defense. A team needs at least six (6) players to start/play the game.
- * **Rule 4.03 (c) ADD:** However, the outfielders must be stationed at least 15 feet beyond dirt infield area and may not come onto the dirt portion of the infield until ball is hit. Infielders shall position themselves no closer than 45 feet from home plate.
- * **Rule 4.10 CHANGE:** There are no minimum innings to be a regulation game, however the game shall not exceed six (6) innings, and no new inning shall start after 75 minutes (1 hour 15 minutes). Games may end in a tie score.
- * **Rule 5.10 ADD:** The umpire will call time to end every play. This will happen when in his/her judgment the pitcher has control of the ball and all base runners. After the umpire has called "TIME" the pitcher can hand the ball to the adult pitcher.
- * **Rule 5.07 CHANGE:** In the sixth inning, each team may score a maximum of ten (10) runs. There is a 5 run limit for the first five (5) innings.
- * **Rule 5.11 CHANGE:** After the ball is dead, play shall be resumed when the pitcher takes a position on the pitcher's plate and the adult pitcher has the ball.
- * **Rule 6.05 ADD:** (m) if in the judgement of the umpire, the adult pitcher or defensive coach, intentionally touches a batted or thrown ball, the ball is dead and the batter-runner shall be declared out, all runners shall return to the last base legally occupied at the time of the pitch/throw.
- * **Rule 6.08 ADD:** (e) if in the judgement of the umpire, a batted or thrown, ball accidentally touches the adult pitcher or defensive coach, the dead and all runners shall advance one (1) base from the last base legally occupied at the time of the pitch/throw.
- * **Rule 6.08 (a) DELETE:** There are no base on balls (walks) in this division.
- * **Rule 6.08 (b) CHANGE:** If the batter is touched by a pitched ball outside the strike zone, which the batter is not attempting to hit, the ball is dead. The batter is not awarded first base in this division, and the pitch will not count against the batter. If the pitched ball touches the batter in the strike zone, it shall be called a strike, and shall count against the batter.
- * **Rule 8.01 ADD:** (w) The player pitcher shall keep at least one foot on the pitcher's plate until the ball is hit. The pitcher's plate shall be placed at 40 feet from home plate.
- * **Rule 8.06 DELETE:** This rule shall not apply as there may be a defensive coach positioned in the outfield.
- * **Rule 9.04 CHANGE:** The umpire shall call strikes on the batter based on swings and fouls as strikes. However, a maximum of five (5) pitches shall be delivered to any one batter. If at the end of five pitches, the batter has not put the ball in play or struck out swinging, the batter is out.

NOTE: A foul ball on the last pitch does not put a batter out, she continues until she puts a ball in play or does not foul a pitch.

Regulations:

* **Reg IV (j) CHANGE:** No player shall be permitted to play the same defensive position in more than two (2) innings per game. No player shall play in the pitcher or first base positions more than 1 inning per game. Players should not be rotated during an inning, except in the case of injuries or illness. Each player shall play at least two (2) innings per game at an Infield Position (Catcher, Pitcher, 1st Base, 2nd Base, Shortstop or 3rd Base).

Penalty: Any player(s) not meeting mandatory play requirements shall start the next scheduled game, play any previous requirement (including in-field position), and the requirements for the current game before being removed.

* **Reg VII (h):** A time limit of 75 minutes will be imposed for all Coach Pitch division games. No new inning shall begin after 1 hour and 15 minutes. The umpire shall be the official timekeeper.

Miscellaneous:

- 1) Bunting is not allowed. A bunt or attempted bunt will be called a strike.
- 2) The offensive manager or coach shall pitch to his/her own team. The adult pitcher shall position him/herself no closer than 35 feet from home plate. The adult pitcher is allowed to coach the batter.
- 3) There is no stealing in this division.
- 4) The runner(s) may advance only one (1) base on an overthrown ball, at their own risk, unless there was a play being made on a runner.
Note: This rule is not intended to replace or change Rule 7.05 (g).
- 5) The Child Catcher must wear a full set of catcher's gear.
- 6) Only 11" low compression softballs are to be used in this division.
- 7) There is no "Infield Fly" rule for this Division.
- 8) The defensive team may utilize one (1) defensive coach in the field. This coach should position himself/herself in the outfield behind the outfielders and is allowed only to position players in between batters and to give general instructions.

NOTE: In the second half of the season, the defensive coach should not be on the field.

MINORS - COACH PITCH DIVISION (League Ages 6-8)

The Little League Softball Official Regulations and Playing Rules (Minor League) shall apply to all Coach Pitch Division games, except as noted below. The coach pitch division is an instructional non-competitive division. These local rules are for when this division includes players league age 6-8, and there is no Machine Pitch Division.

Rules:

- * **Rule 1.01 ADD:** Ten (10) players are allowed on defense. A team needs at least eight (8) players to start/play the game.
- * **Rule 4.03 (c) ADD:** However, the outfielders must be stationed at least 15 feet beyond dirt infield area and may not come onto the dirt portion of the infield until ball is hit. Infielders shall position themselves no closer than 45 feet from home plate.
- * **Rule 4.10 CHANGE:** There are no minimum innings to be a regulation game, however the game shall not exceed six (6) innings, and no new inning shall start after 90 minutes (1 hour 30 minutes). Games may end in a tie score.
- * **Rule 5.10 ADD:** The umpire will call time to end every play. This will happen when in his/her judgment the pitcher has control of the ball and all base runners. After the umpire has called "TIME" the pitcher can hand the ball to the adult pitcher.
- * **Rule 5.07 CHANGE:** In the sixth inning, each team may score a maximum of ten (10) runs. There is a 5 run limit for the first five (5) innings.
- * **Rule 5.11 CHANGE:** After the ball is dead, play shall be resumed when the pitcher takes a position on the pitcher's plate, and the adult pitcher has the ball.
- * **Rule 6.05 ADD:** (m) if in the judgement of the umpire, the adult pitcher, intentionally touches a batted or thrown ball, the ball is dead and the batter-runner shall be declared out, all runners shall return to the last base legally occupied at the time of the pitch/throw.
- * **Rule 6.08 ADD:** (e) if in the judgement of the umpire, a batted or thrown, ball accidentally touches the adult pitcher, the dead and all runners shall advance one (1) base from the last base legally occupied at the time of the pitch/throw.
- * **Rule 6.08 (a) DELETE:** There are no base on balls (walks) in this division.
- * **Rule 6.08 (b) CHANGE:** If the batter is touched by a pitched ball outside the strike zone, which the batter is not attempting to hit, the ball is dead. The batter is not awarded first base in this division, and the pitch will not count against the batter. If the pitched ball touches the batter in the strike zone, it shall be called a strike, and shall count against the batter.
- * **Rule 8.01 ADD:** (w) The player pitcher shall keep at least one foot on the pitcher's plate until the ball is hit. The pitcher's plate shall be placed at 40 feet from home plate.
- * **Rule 8.06 CHANGE:** After time is called, the defensive manager or coach may come out once per inning to visit with a player(s).
- * **Rule 9.04 CHANGE:** The umpire shall call strikes on the batter based on swings and fouls as strikes. However, a maximum of five (5) pitches shall be delivered to any one batter. If at the end of five pitches, the batter has not put the ball in play or struck out swinging, the batter is out.

NOTE: A foul ball on the last pitch does not put a batter out, she continues until she puts a ball in play or does not foul a pitch.

Regulations:

* **Reg IV (j) CHANGE:** No player shall be permitted to play the same defensive position in more than two (2) innings per game. No player shall play in the pitcher or first base positions more than 1 inning per game. Players should not be rotated during an inning, except in the case of injuries or illness. Each player shall play at least two (2) innings per game at an Infield Position (Catcher, Pitcher, 1st Base, 2nd Base, Shortstop or 3rd Base).

Penalty: Any player(s) not meeting mandatory play requirements shall start the next scheduled game, play any previous requirement (including in-field position), and the requirements for the current game before being removed.

* **Reg VII (h):** A time limit of 90 minutes will be imposed for all Coach Pitch division games. No new inning shall begin after 1 hour and 30 minutes. The umpire shall be the official timekeeper.

Miscellaneous:

- 1) Bunting is not allowed. A bunt or attempted bunt will be called a strike.
- 2) The offensive manager or coach shall pitch to his/her own team. The adult pitcher shall position him/herself no closer than 30 feet from home plate. The adult pitcher is allowed to coach the batter.
- 3) There is no stealing in this division.
- 4) The runner(s) may advance only one (1) base on an overthrown ball, at their own risk, unless there was a play being made on a runner.
Note: This rule is not intended to replace or change Rule 7.05 (g).
- 5) The Child Catcher must wear a full set of catcher's gear.
- 6) The player pitcher must wear a batting helmet with a full faceguard.
- 7) There is no "Infield Fly" rule for this Division.
- 8) No defensive coaches are allowed on the field when the ball is live. See local rule change to 8.06 above.

T-BALL DIVISION

The Little League Softball Official Regulations and Playing Rules (Tee Ball) shall apply to all T-Ball Division games except as noted below.

Mission Statement:

The objective of this Division is to create a game where participants learn the fundamental rules of softball, interact with teammates, and coaches, and to discover the enjoyment and fun of playing softball.

Length of Play:

In this Division the length of play is 60 minutes (1 hour). No new inning shall begin after one hour.

Managers/Coaches:

The action of managers/coaches must be above reproach. Managers/coaches are "role models" for the players of the Division.

* A coach/manager is placed at the first base and third base coaching box.

* The defensive team is allowed to have up to two (2) coaches on the field, one positioned between third and second base and the other between second base and first base on the outfield grass. Their purpose on the field is to verbally instruct the players on where to throw/run the ball.

* The defensive and offensive manager/coaches are considered part of the playing field; therefore a batted ball that hits a manager/coach shall be considered a live ball. However, they should not intentionally touch the ball.

* Since no score is kept in this division it will be self-umpired. The objective of the T-Ball Division is to create a game where participants learn the fundamental rules of softball, interact with teammates, and coaches, and to discover the enjoyment and fun of playing softball. In the effort of teaching the game - managers or coaches should act as umpires during each inning and make calls based on the rules of the game.

Rules of the Game:

All players will participate on defense and each team will bat the entire roster. This Division is non-competitive and shall be solely instructional. Parent participation is strongly encouraged. Each team will bat once through the entire line-up in their half inning at bat, unless three (3) outs are recorded.

Defensively, players will change positions each inning. All players shall be on the field. Players must play at least 50% of their time in the infield. No player shall play in the pitcher or first base positions more than 1 inning per game.

Protests are not allowed in T-Ball.

Only 11" low compression softballs are to be used in this division.