

Anderson County Local League Rules

Revised 01/12/2020

0. Definitions

0.01 "The League" refers to Anderson County Little League, Inc.

0.02 "Local Rule" refers to these rules

0.03 "Playing Rule" refers to the Playing Rules of Little League Baseball, as published by Little League Baseball, Inc., in "Official Regulations and Playing Rules"

0.04 "Regulation" refers to the Regulations of Little League Baseball, as published by the Little League Baseball, Inc., in "Official Regulations and Playing Rules"

0.05 Coach Pitch Refers to Machine Pitch

1.0 Programs and Management

1.01 The League shall operate per approval from Little League headquarters.

1.02 The League shall draw from a common pool, consisting of eligible children living within the league boundaries and those children who may be included under the provisions of Regulation II (d) and/or IV (h), per approval of Little League headquarters.

1.03 The League shall offer the following baseball program to eligible children:

A) Major League for players of League ages 10-12 (9's eligible on case by case basis)

B) Minor League for players of League ages 9-10 (11's eligible on case by case basis)

C) Minor League Coach Pitch for players of League ages 5-8 (9's eligible on case by case basis) Two divisions - 5 & 6 and 7 & 8

e) Challenger League for approved players of League ages 6-18

*Case by case basis to be decided upon approval by the Board of Directors.

1.04 League Age is determined by Little League International.

2.0 Membership Rules

2.01 League membership is open to all interested parties. Coaching is not a requisite.

2.02 Current membership dues are \$15 per year.

2.03 Prospective members must submit an application to the Board of Directors for review.

2.04 In order for a member to be eligible to vote at the annual October meeting, the member must be a member in good standing, and have paid their membership dues.

2.05 The Board of Directors must approve all managers and coaches.

2.06 All managers and coaches must be members in good standing and have paid their membership dues.

2.07 Managers, coaches, and members who do not participate in League functions, such as meetings, workdays, and committees, shall be subject to a change in status by the Board of Directors.

3.0 Draft Rules

3.01 Each League team can maintain a roster of 10-12 players with exceptions to be approved by the Board of Directors. The initial draft shall be conducted as follows:

a) Managers will draw a number to determine the order of the draft

b) Teams can consist of 2 Managers at the draft for Coach Pitch 5/6, Coach Pitch 7/8 & Minor League. Major League will have 1 coach at draft.

c) Only approved Managers and Coaches, the Player Agent and President can be present.

d) Round one will begin with number one, round two will begin in reverse order, and so on.

e) Managers children are automatically on their respective rosters, all other players will be drafted in oldest to youngest order.

f) Remaining players after the Major League draft is completed, will be placed in the Minor League pool.

g) Special requests for deviations of ACLL Local Rules 1.03 to be considered on a case by case basis, may be made, in writing, to the Board of Directors.

3.02 Should a Manager decide, following the draft, that they no longer want to remain the manager of his team, he will not be allowed to fill the position of coach for another team within the same League

division during the current season.

4.0 Scheduling Rules

4.01 A season calendar will be developed. Only the Board of Directors can make changes to the calendar.

4.02 No game shall be moved from a scheduled day or time without the consent of the Board of Directors.

4.03 When possible, no games will be scheduled on dates that conflict with scheduled school functions.

If a school function is rescheduled and subsequently conflicts with the game schedule, no changes to the game schedule will be made without the consent of the Board of Directors.

4.04 No team shall be required to play more than three games in a calendar week (Sunday thru Saturday) or to play games on four consecutive days, unless there is absolutely no other alternative.

4.05 No game shall be scheduled to start after 8:00 pm on any school night and after 6:00 pm on any Sunday regardless if it is a school night. Innings may not be started after 11:00pm on non-school nights only - modification of Official Regulation X.

4.06 A game will be rescheduled if a team does not have enough players on the field 15 minutes after the scheduled start time.

4.07 The Field Coordinator and at least one board member will determine if the condition of the field is suitable for play.

4.08 The time limits for 5/6 CP and 1 hour for 7/8 CP 1 hour 15 minutes and for Minor 1 hour 30 minutes,

Major 6 innings.

4.09 For all regular season games and special games, playing rule 4.10(e) (the "ten-run rule") shall be modified to "15 runs after 3 innings" and "10 runs after 4 innings".

4.10 Coach Pitch, Minor and Major League teams should fill their rosters by pulling players up from the leagues below them so as to avoid not having enough players to play a regularly scheduled game.

If a team's roster is full (9 players in Major or 10 in Minor/ CP - the "pulled up player" shall not play

in the game unless there is an injury keeping a player on the roster from being able to play.

5.0 Ground Rules

5.01 League Fields:

a) The dugouts are dead-ball areas. A ball that touches the roof of the dugout or enters a dugout is dead. However, a ball that strikes the side of the dugout and bounces back into the playing area, without entering the dugout is in play.

b) A ball passing under a fence or gate, or becoming lodged in a fence is dead.

6.0 Post Season Play-off Rules

6.01 Coach Pitch, Minor, Major: the team with the best record at the conclusion of the regular season will be declared the League champion. If two or more teams are tied, a play-off will result. A single elimination tournament will take place with the tournament seeds resulting in the order of the regular season records. Ties will first be decided by head to head records, and then, if needed, decided by fewest number of runs allowed throughout the regular season.

6.02 Tournament time limit: There will be no time limit on Tournament games in all divisions with the exception of 5/6. 5/6 will have regular season time limits during tournament games.

7.0 Tournament Team Selection Rules

7.01 Managers and coaches from each team will have one ballot per team to select nine players (excluding players from their own team). Ballots will be turned into the League President who along with the Vice-Pres and Player Agent will tally the votes. The top 9 vote getters will be named to the Tournament Team (ties will be decided at the discretion of the Tournament Team Manager. The Tournament Team Manager at their discretion, can name up to four more positions.

7.02 The Board of Directors will select the managers for the tournament teams and notify them approximately two weeks before the end of regular season play. The selection will be based upon the following criteria:

a) Code of Conduct

b) League Participation

c) Coaching Knowledge

d) Win-Loss Record

e) Interaction with the players

7.03 The Board of Directors must approve coaching assistants for the tournament teams. The assistants must have been a coach or manager during the regular season.

7.04 Should the League consist of enough eight, nine, ten, and eleven year old players to field a tournament team, the same selection process will be in force.

8.0 Miscellaneous Local Rules

8.01 Each team must have at least one representative at each scheduled work day.

8.02 Each team is responsible for cleaning its' own dugout and bleacher area nearest its' dugout after each game. Also, teams will rake fields and pick up trash after each practice. Managers failing to do so may be subject to disciplinary action. This may include, but not limited to, suspension from the next game and a \$10.00 fine.

8.03 All injuries must be reported immediately. An injury report must be filed with the League. (Injury reports will be available at the concession stand.)

8.04 Ordinarily, two umpires will umpire all games with the exception of the minor league coach pitch 5/6 league in which only one umpire will be used per game.

8.05 Prior to all games on the, Major and Minor League fields, at least one member from each team should be at the field at least thirty minutes prior to the game to prepare the field for play, i.e. lining, raking, and any other duty necessary to start the game. First game coaching staff for both teams are to prepare the fields and set up scoreboard equipment. If a practice precedes a game, members of the practicing team's coaching staff are to assist the game coaches in field preparation. Coaching staffs of the final games are to rake fields, pick up trash and store scoreboard equipment.

8.06 A copy of the original birth certificate must be provided no later than the start of the first game of the season. The League's Player Agent will retain this.

8.07 If any manager feels that disciplinary action is necessary toward a team member, that manager

may submit in writing to the board of directors the actions, events or conditions leading to the need for action. The manager and/or the player may be requested to appear before the board. The board will then take any appropriate action it feels necessary to correct the problem.

8.08 No tobacco or alcohol in any form will be allowed on any field during any game or practice. Any person disregarding this rule will face disciplinary action.

8.09 No League member shall be reimbursed for any service with the exception of umpires.

8.10 Team equipment will be assigned to each team. It will be the Manager's responsibility to keep track of all equipment as well as check to the equipment weekly to ensure that there is no defective equipment. The team's Manager immediately following the team's last game must turn in all team equipment. (Exception: Managers selected to coach a tournament team will be permitted to keep their equipment until the end of the tournament season. Upon completion of the tournament season all equipment must be turned in.) Failing to do so will be subject to disciplinary action.

8.11 Little League Rule 4.16 and 4.17 has been modified for Coach Pitch and Minor League only, teams in the Coach Pitch and Minor league can play with 8 players in their line-ups with the 9th spot resulting in an out each time that spot comes up in the batting order. Major League teams may fill their roster with players from the Minor League division, from the team that plays in the same dugout prior to the Major League game, or otherwise agreed with the Manager and Board of Directors.

8.12 Safety bases will be used. Batting helmets with face guards will be mandatory in the Coach Pitch and Minor League games and practices. Facemask are recommended for all divisions above Minor. Minor League Coach Pitch 5/6 and 7/8 pitchers are required to wear a helmet with facemask or facemask.

8.13 A uniformed player coaching a base must wear a helmet.

8.14 All Little League volunteers must complete a volunteer application and complete a screening process.

8.15 When warming up a pitcher, players must wear a helmet, and mask with a dangling throat guard.

Managers and Coaches may not warm up a pitcher.

8.16 Metal cleats are not allowed, except in Jr League Umpires may check cleats before the start of each game.

8.17 Runner is out on headfirst slide except when returning to a base or in a rundown play. Runner is out if no attempt is made to avoid contact with the fielder with the ball waiting to make a tag.

8.18 Throwing of equipment is not permitted during any game. The umpire will give the team a warning on the first offense. If another infraction occurs, the player violating the rule will be ejected from the game and will serve a one game suspension for the next game. The umpire has the final decision.

8.19 Little League rules prohibit an on-deck area- except for the first batter of each half inning.

8.20 Little League rules allow only a manager, and up to two coaches (or approved league member volunteer) and uniformed players on the bench.

8.21 Helmets must be worn from the time the batter leaves the dugout until he/she returns to the dugout.

8.22 Once the draft is complete, no additional players will be admitted to the league for the current season, unless voted upon by the Board of Directors.

8.23 Protest committee shall consist of the president, the player agent and one member at large that is not affiliated with either team. The protest must be reviewed and a decision made within one week after filing the protest. Violation of any Regulations, Playing Rules, or Local Rules will not result in automatic forfeiture. All protests must be filed in accordance with Playing Rule 4.19 before any action will be taken. Notice of Playing Rule 4.19 (f), Note 2.

Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless, in the opinion of the protest committee, the violation adversely affected the protesting team's chances of winning the game.

When a known violation of the rules is brought to a manager's attention during a game by the official scorer or a League Official, and the manager refuses to correct it, the game will be halted at that point, and the manager will be under penalty of suspension, pending a hearing by the Board of

Directors.

8.24 Managers and Coaches are expected to abide by and enforce all rules.

8.25 The Local Rules may be amended only by the membership vote at the Annual Meeting or at any Special Meeting so called for such purpose.

8.26 Coach pitch and Minor divisions will have 5 run limits per innings for all innings of the game.

8.27 CP and Minor divisions can end in ties. Major is the only division that cannot end in a tie.

8.29 Catchers in Minor League Coach Pitch 5/6 may use a Catcher's mitt. All other catchers in the league must use a catcher's mitt