



Tierrasanta Little League
2026 Local Rules

TIERRASANTA LITTLE LEAGUE 2026 LOCAL RULES

The official Little League Baseball “Rulebook” of rules, interpretations, and situations, applies to all situations not discussed in these local rules. At no time shall these local rules conflict with the Tierrasanta Little League Constitution. Managers and coaches at all divisions shall adhere to and enforce these local rules and the official Rulebook rules. Failure to do so may result in disciplinary action, including loss of eligibility to participate in league activities. Offending persons are also subject to disciplinary action for any violations of the regulations and rules.



I. GOVERNING RULES

Little League Baseball® (Major) Division, Minor League Baseball (i.e., Farm and Minor Divisions), Tee Ball Baseball (i.e., Tee Ball and Coach Pitch Divisions), and Junior League Baseball official regulations and playing rules for 2026, including District 33 Interleague playing rules where applicable, and any local options adopted by Tierrasanta Little League shall govern and control all baseball activity under the jurisdiction of Tierrasanta Little League.

II. GENERAL RULES FOR ALL DIVISIONS

A. Goals

The goal of Tierrasanta Little League is to develop kids into mature and responsible young adults through the game of baseball. Managers and Coaches should strive to keep kids engaged with the goal of retention year over year, and not solely focus on winning.

B. Baseball Activity Limits

At no time may any team hold more than the allowed baseball events per week, per division, without approval from the Division VP. The baseball “week” shall be defined by 7 consecutive calendar days. “Events” include, but are not limited to games, practices, and any other activities that involve throwing, hitting, or fielding. For example, 3 events per week could equal 1 game and 2 practices or 3 games and 0 practices. The same calculations will apply for the 4 & 5 events per week limits.

Tee Ball, Coach Pitch, and Farm: Three (3) events per week.

Minors: Four (4) events per week.

Majors & Juniors: Five (5) events per week

C. Volunteer Position

All Managers, Coaches, Umpires, and Team Volunteers must register through the online volunteer registration program (e.g. Sports Connect) and pass a background check and complete annual Abuse Awareness training. Managers and Coaches must also complete coach and safety clinics, “Live Scan” screening, Sudden Cardiac Arrest Awareness, Concussion, and Diamond Leader. Each team should have 5- 6 volunteers.

D. Bats

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat) as adopted by Little League. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

Non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, and Junior League divisions, shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball’s Youth Bat Performance Standard. All BPF – 1.15 bats are prohibited. The bat diameter shall not exceed $2\frac{5}{8}$ inches for these divisions of play. Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used in the Junior League Division. Additional information is available at LittleLeague.org/batinfo.



E. Practices/Games Participation

At no time may any person play or practice with a team unless they are a registered player or registered volunteer in the Tierrasanta Little League program. Only uniformed players participating in the scheduled game and registered volunteers can be on the field for practices, pre-game warm-ups, and games.

F. Transportation

Pursuant to California state law and the regulations governing Tierrasanta Little League insurance, it is illegal to transport Tierrasanta Little League players in the back of an open pickup truck for any distance, including within the parking lot.

G. Injury Protocol

1. Tierrasanta Little League has promulgated a separately-stated safety program which may be found on our website. All players, managers, coaches, volunteers, and Directors shall adhere to the Tierrasanta Little League safety program in addition to the rules stated herein.
2. Managers are to report all injuries requiring medical attention to the Safety Officer within 24 hours of the injury. Injuries that occur off the field are to be reported to the Safety Officer within 48 hours of the time the manager was informed of injury.
3. The injured player or his or her parent has 10 calendar days from the date of injury to provide the Safety Officer with a doctor's note, including the player's name, type of injury, and an estimated date that the player will be able to return to baseball activities.
4. Failure to provide a doctor's note within 10 calendar days of injury may result in the removal of the injured player from the roster, and could impact eligibility for a refund of league fees.
5. When a player misses more than seven (7) continuous days of participation (games, practice, meetings, etc.) for an illness or injury, a physician or other accredited medical provider must give written permission for a return to full baseball activity.
6. The Safety Officer shall notify the injured player's parent/guardian of this policy.

H. Managers and Coaches Behavior

1. The actions of players, managers, coaches, umpires, and league officials must be exemplary. Any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League Activity, is subject to disciplinary action including removal from the team by the Board of Directors.
2. Only uniformed players, managers, and not more than two coaches shall occupy the bench or dugout. At the Farm division and below, one (1) additional coach or registered volunteer (up to 4 total adults) is permitted in the dugout to operate the dugout, the two coaching boxes, and the pitching machine. At the Farm division and below, a maximum of 2 coaches may be within the boundary of the playing field giving instruction during the half inning when the team is in the field playing defense.



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3. The manager and coaches shall remain in the dugout area. Managers and coaches must have permission from the umpire to leave the dugout area for any reason, including injuries. Note that the Manager or a Coach must be in the dugout *at all times* when there are players in the dugout during the game.
4. The Manager and all Coaches shall read and sign the “Coaches Code of Ethics”. A copy of this shall be provided to the applicable Division VP and the Coach Coordinator, and retained for reference.

I. Umpire Local Rules

1. The league will allow paid umpires for Minors, Majors, and Juniors divisions. Umpires will be scheduled by the league Umpire-in-Chief (UIC) after the division schedules are completed.
2. Umpire Training
 - a) Each umpire will be required to go to field and classroom training.
 - b) Classroom training will consist of the umpire attending the UIC rules clinic or the District 33 rules clinic, though attendance at both is encouraged. Clinic dates will be provided to each individual by the UIC or may be obtained by visiting the District 33 website, <http://www.cadistrict33.org/>.
 - c) Field training will consist of the umpire attending the field clinic run by the UIC. The district will be holding field clinics throughout the season and the umpire is encouraged to go to these as well. Clinic dates will be provided to each individual by the UIC.

J. Player Drafts (Player Team Assignment)

1. Draft method will be “Plan A - Serpentine Draft Plan” under “Methods for Local Leagues in their First Year of Operation” in the 2026 Rulebook.
2. The only people permitted to be present during the draft will be team Managers, Player Agent(s), Division VPs, and the President.
3. Draft order will be determined by a random drawing immediately before the draft.
4. The manager having the last pick in the first round will have the first choice of uniforms, with the selection proceeding in reverse of draft order. Uniform choices may be changed by the league.
5. In drafted divisions, requests by parents that a child be placed with a particular manager will not be honored.
6. If a team does not have an appointed manager at the time of the draft or the manager is not able to be present at the draft, a designee by Board shall draft the team. No trades may be made involving teams that do not have managers.
7. After the draft is completed, all player movements will be decided by the Player Agent(s) and Division VP (prior communication with Managers recommended).
8. A player refusing to comply with team assignment will be ineligible for the current season and All Stars.
9. The size of any Farm, Minors, Majors or Juniors team will not exceed 12 players without board approval.
10. Waitlist



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- a) Once registration has met the maximum number of players for a division within the registration system, all players who submit registration after that point will be added to a waitlist. They will not be charged a registration fee at that point.
- b) If the President, Division VP and Player Agents determine there are enough players already registered and in the waitlist to create an additional team, the waitlisted players will be activated.
- c) Once players have been activated from the waitlist, they will receive an email confirming their registration and requesting payment for the season.

K. Playing Up

1. Applies only to Farm, Minors, and Majors Divisions.
2. Players can only play up when there is space in the division, as the **division-age players have priority** for a spot separate from the draft. They cannot be moved up or down in order to make room for a child playing up.
3. Any 6 year-old who would like to be drafted to the Farm division may do so only if they have at least one year of Little League experience at the Tee Ball or Coach Pitch level and are assessed in the top 70% of the Farm division.
4. Any 8-year-olds who would like to be drafted to the Minors division may do so only if they have at least one year of Little League experience at the Farm level and are assessed in the top 70% of the Minors division.
5. Any 10-year-olds who would like to be drafted to the Majors division may do so only if they have at least one year of Little League experience at the Minors level and are assessed in the top 70% of the Majors division.
6. Players must have indicated an interest in playing up a division during registration to be eligible to move up.
7. Once a player has been assigned to a team and played up in a Spring season, they will no longer be eligible to play in the original / lower division. Playing up in Fall Ball does not count towards this rule, only playing up during the Spring season.

L. League Ages

1. Tee Ball: League Age 4-5.
2. Coach Pitch: League Age 5-6 with 1 year of Tee Ball experience, League Age 7 based on assessments.
3. Farm: League Age 7-8, League Age 6 and meet the playing-up requirement in these rules, or League Age 9 based on assessments.
4. Minors: League Age 9-10, League Age 8 and meet the playing-up requirement in these rules, or League Age 11 based on assessments.
5. Majors: League Age 11-12, or League Age 10 and meet the playing-up requirement in these rules. League Age 12 players have priority in Majors, which may result in League Age 11 players being assigned to Minors based on assessments.
6. Juniors: League Age 13, 14, or 15 (15yo unable to pitch) or League Age 12 and meet the playing-up requirement in these rules.



M. Player Absenteeism

1. Player absenteeism has a negative impact on the team's ability to conduct practices and could result in the forfeiture of games. Parents who know their child will miss five or more games during the season should not register.
2. Players who intend to be absent for 1 or more games/practices must notify their team manager.
3. Players missing three or more consecutive games or practices, without notifying the team manager in advance, may be removed from the team at the manager's request, with approval from the League, and replaced with a player from the waitlist.
4. Players missing multiple games due to injury or illness must notify their manager in advance and give an expected "return to play" date. Players who miss (or will miss) 2 or more weeks due to injury or illness may be removed from the team at the manager's request, with approval from the League, and replaced with a player from the waitlist.
5. In the event a player is removed from a team by the board, a pro-rated refund of registration fee may be requested by the parent(s).

N. Pool Play

To aid teams that are short players for their regular season games, a pool of players from existing regular season teams will be created with players that are willing to participate in extra games within their respective division or one division above. Pool players may return to their respective division and all other guidelines must be followed as outlined.

NOTE: Players may not be "borrowed" from an opponent. They must be assigned by the player agent. Games played by pool players do not count toward regular season requirements (for all star purposes).

Guidelines:

1. The league's player agent will create and run the pool. The league's player agent will use the pool to assign players to teams that are short of players on a rotating basis.
2. The group of pool players will be assigned randomly and remain constant throughout the season.
3. Managers and/or coaches cannot randomly pick and choose players from the pool.
4. Pool players must play outfield and bat last in the lineup. TLL "mandatory play" rules apply to pool players.



III. TIERRASANTA LITTLE LEAGUE LOCAL PLAYING RULES

***Note:** these playing rules apply for intraleague (i.e., games between 2 TLL teams) only. For interleague games, refer to D33 interleague rules for the appropriate division.*

A. Tee Ball Division

1. Games shall be played in accordance with the following rules:
 - a) Every player present shall play the entire game.
 - b) No inning shall start after the game has been in-progress for one hour.
 - c) One-half inning shall end after all players on the offensive team have had one at-bat, regardless of the number of outs recorded or runs scored.
 - d) Defensive coaches are permitted on the field for instructional purposes.
 - e) Offensive coaches are permitted in the coaching boxes and at home plate for safety, and may assist baserunners if necessary.
 - f) Score shall not be kept.
2. There are no protests in Tee Ball.
3. The field shall be set up as follows:
 - a) Bases are 45 feet apart.
 - b) The fair-ball line is a 15-foot arc measured from the back of the home plate that extends in fair territory from the first base line to the third base line.
 - c) There will also be a chalk line drawn as the "pitching rubber" at 30' from home plate.
4. The positioning and actions of the fielders shall be in accordance with the following rules:
 - a) The defensive team shall use all its players in the field. Defensive players shall be rotated each inning.
 - b) A maximum of nine players, including the pitcher, are allowed in the infield at any one time. There shall be no catcher.
 - c) An alternate home plate shall be positioned in foul territory between home plate and the 3rd base dugout, with a chalk line leading players to its location. The alternate home plate shall be used when a tee is positioned at home plate.
5. Batting shall be in accordance with the following rules:
 - a) All players present shall bat in a rotating order each inning.
 - b) The "on-deck" batter shall wait to bat in the dugout area. There shall be no swinging of bats on the sidelines or in the dugout.
 - c) Bats shall be stored in the league provided bat rack at all times, not on the ground or leaning on the fence. Bat racks shall be located on the outside the "on deck" area fence, not on the outside or inside of the dugout itself.
 - d) All offensive players shall wear protective headgear, even when in the dugout.
 - e) A batted ball that does not travel beyond the fair ball arc shall be ruled a foul ball.
 - f) The batter shall remain at bat until the ball is hit into fair territory.
6. Base running shall be in accordance with the following rules:
 - a) Runners shall not leave their bases until the batter hits the ball.



- b) On a fair ball, runners may advance one base. The last batter of the inning will advance all runners until they cross home plate.

B. Coach Pitch Division

Playing rules for Coach Pitch Division will be the same as for the Tee Ball Division with the following exceptions/additions:

1. Pitching
 - a) An adult coach will pitch to his/her team. Coaches must pitch overhand, while sitting on a bucket or kneeling on one knee. The distance may vary based upon player ability.
 - b) The batter will receive a maximum of 3 hittable pitches from the pitching coach. If the batter has not hit a fair ball in those 3 pitches, a batting tee will be placed on home plate. When the ball is in play the coach will remove the tee.
 - c) There are no strikeouts.
 - d) Score shall not be kept.
2. Base Running:
 - a) A runner that makes contact with a ball that goes past all of the defensive players into the outfield grass, may take 2 bases (double). All runners currently on base will advance 2 additional bases.
3. Defensive Plays:
 - a) If a defensive player has the ball and touches 1st base before the runner touches 1st base (force out), the runner will be considered out and return to the dugout. Only force outs at first base will be counted. Force outs at all other bases and tag outs of runners going to all other bases will not be counted.
 - b) Three force outs at first base in one half inning shall not end the half inning. All players from each team shall bat each inning.
 - c) A ball hit to the outfield under Rule 2a is not an automatic double, the player must still reach first base safely before advancing to second base. Once the runner advances toward 2nd base they shall not be tagged out.
 - d) Managers shall discuss prior to the game if any players have physical limitations preventing them from running. Those players shall remain at first base even if a force out is recorded.
4. Coach Pitch Division VP will determine and communicate rule changes to Managers as player skill level improves during the season.

C. Farm Division

1. Before starting a game, each team must have at least seven players. Teams may “borrow” players from the opposing team in order to field 9 players on defense. The “borrowed” players play the outfield and shall consist of the final “outs” of the opposing team the previous inning.
2. Length of games shall be 1 hour 45 minutes from the actual start of the game (not scheduled start time) or six innings, whichever occurs first. No new inning will be permitted to begin after 1 hour 45 minutes has elapsed. The Home team manager will be responsible for time-keeping of the game. For games held during the week, this time will be updated to 1 hour 30 minutes.



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3. One-half inning shall end after 3 outs, 5 runs scored, or all players on the offensive team have had one at-bat, regardless of the number of outs recorded or runs scored.
4. There shall be free substitution of all players in Farm Division. No player shall sit out more than one defensive inning until all players have sat out a minimum of one. All players should play more than one position in the infield.
5. Every eligible player shall be in the batting lineup. All players shall bat in order, regardless of which players were in the field the preceding half-inning. The batting order shall not be altered during a game unless a player cannot continue to play (due to illness, injury, etc.), in which case, that player shall be removed from the batting order until such time the player is able to re-enter the game. A player re-entering the game shall return to the same place in the batting order. No out will be recorded for a player failing to bat due to illness/injury. If during the at-bat, the batter is unable to continue due to illness/injury, the last player making an out (assuming said player is not currently on base for any reason) will assume the count of the batter who can't continue until the at-bat is completed.
6. Any manager who desires to bench a player for disciplinary reasons must notify the VP of the division.
7. The Infield Fly rule shall not apply.
8. No base-stealing is allowed. Runners may not advance on a wild pitch, passed ball, or overthrow by the catcher to the pitcher.
9. The maximum number of players allowed on defense is 10, including the catcher. The maximum number of players in the infield is 6, including the catcher. You may use up to 4 outfielders.
10. All outfielders must be positioned at least 10 paces onto the outfield grass when the ball is pitched or delivered. After the ball has been hit, players can then play the ball as needed.
11. Runners may advance on a batted ball, at their own risk, only to the base they are proceeding to when an infielder secures the ball and does not attempt to make a further play.
12. When a ball is hit to the outfield, base runners may continue running, at their own risk, until the ball is thrown to any infielder, located within the infield dirt, and secured without an attempt at making another throw or tag out. If the ball is returned to the Infield on foot, the base runners may continue running until the ball is thrown to or secured by a second fielder.
13. A base runner may advance at risk as long as he or she has started running before the infielder secures possession of the ball.
14. On an overthrow to any base or fielder, all runners may advance, at their own risk, to the base they are proceeding plus one additional base. An overthrow is defined as any ball thrown from one fielder to another that is not caught or fielded cleanly by the receiving fielder. Only one overthrow per At Bat will be recognized for base runner advancement.
15. The base coaches and pitching machine operator will officiate the game.
 - a) First base coach will be responsible for all calls at first base and fair/foul calls for the right field line.
 - b) Third base coach will be responsible for all calls at third base and fair/foul calls for the left field line.
 - c) Pitching machine operator will be responsible for all calls at second base and home plate.



- d) In the event of a conflict, both team managers will confer to make the final decision. If managers cannot agree, then the home team manager will make the final call, and the Farm VP will be notified immediately following the game.
 - e) VP reserves the right to assign an impartial volunteer umpire to officiate the game during the end of season tournament.
16. Score shall not be kept for final scores or league standings. Scores will be considered for the end of inning 5 run rule.

17. FARM PITCHING MACHINE ADDENDUM

The following special rules will be in effect before and during games in the Farm Division in which the pitching machine is used. All other rules and regulations remain in effect.

- a) If prior to or during a game, the pitching machine becomes inoperable (power outage, etc.), coaches will pitch the remainder of the game, overhand either sitting on a bucket or kneeling on one/both knees.
- b) A batter will be allowed five hittable pitches in order to hit a fair ball. The coach operating the pitching machine will determine if the pitching machine delivered the ball in the strike zone. A strikeout is recorded if/when:
 - i) The batter receives five hittable pitches.
 - ii) The batter has swung at three pitches and did not make contact on the third swing.
 - iii) If a batter fouls off the fifth pitch, the at-bat continues until the batter swings and misses a pitch, is put out, or reaches base safely.
- c) The pitching machine shall be operated by coaches only.
- d) A batted or thrown ball that makes contact with the pitching machine or comes to rest in the pitching circle is a dead ball, and base runners advance only to the base to which they are proceeding. A batted ball will be scored as a single.
- e) The pitcher shall only be positioned to the first base side of the pitching mound, adjacent to the rubber with one foot in the circle of the mound when the pitch is delivered. Note: players must never pass in front of the pitching machine.
- f) The pitching machine shall be set up to a maximum of 40 mph (38 mph recommended).

D. Upper Divisions (Minors, Majors, Juniors)

1. All lineups shall be presented to the official scorekeeper and umpire in writing before the start of the game and shall include the name of the team, the players, jersey numbers, and the date. The official scorekeeper shall be provided by the home team. The umpire shall announce the actual starting time.
2. The official scorekeeper and opposing manager shall be notified of the arrival of a player reporting late. If the player arrives before their spot in the lineup has been reached for the first time in the game, they will bat according to the provided lineup, otherwise they will be added to the bottom of the lineup
3. No new inning will be permitted after the time limit for that Division has elapsed. A new inning begins the moment the final out of the previous inning is made. Innings in progress when the time limit is reached will be allowed to finish.



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4. There shall be free substitution of all players, with at least three (3) innings of play in the field being mandatory, based on a complete six (6) inning game. A player shall not sit out two consecutive innings.
Note For Minors: No player shall sit out more than one inning until all players have sat out one inning. Each player shall play one inning in the infield within the first 4 innings.
Managers who fail to adhere to these minimum playing requirements are subject to the following measures:
 - a) 1st time - the manager is warned and the player fulfills their missed playing time in the next game plus the required time for that game (catching him/her up).
 - b) 2nd time - the manager is suspended for one game and the player fulfills their missed playing time in the next game plus the required time for that game (catching him/her up).
 - c) 3rd time - the manager is suspended for the remainder of the season from the team and the player fulfills their missed playing time in the next game plus the required time for that game (catching him/her up).
5. Every eligible player shall be in the batting lineup. All players shall bat in order, regardless of which players were in the field the preceding half-inning. The batting order shall not be altered during a game unless a player cannot continue to play (illness, injury, etc.), in which case, that player shall be removed from the batting order until such time the player is able to re-enter the game. A player re-entering the game shall return to the same place in the batting order. The other players shall bat in their regular order. No out will be recorded for a player failing to bat due to illness, injury, or any other reason. If, during the at-bat, the batter is unable to continue due to illness or injury, the last player making an out (assuming said player is not currently on base for any reason) will assume the count of the batter who can't continue until the at-bat is completed.
6. Any manager who desires to bench a player for disciplinary reasons or allows an injured player in uniform to be in the dugout must notify the official scorekeeper and umpire before the game starts. If a player is to be benched for disciplinary reasons, the team manager must notify the VP of the division. If a player is benched during a game in progress, the umpire shall be notified of the reason for benching. The game umpire shall report to the Umpire-in-Chief of the Board of Directors the reason for allowing the benching of a player during the game according to the Little League "Rulebook". The manager must also notify the Division VP of the disciplinary action involving the player.
7. Pinch runners are not permitted unless the runner on base is injured. A courtesy runner may be permitted with 2 out for a runner on base who is playing at catcher the next half-inning.
8. Any batted ball that makes contact with a tree or tree branch shall be declared a "foul ball" and a "dead ball." The batter is not out if the ball is caught, and runners may not advance.
9. Local Option Rules. TLL has adopted the following Little League Rulebook optional rules:
 - 3.04 May permit a "courtesy runner" for the catcher and/or pitcher of record when there are 2 outs.
 - 4.04 When a league permits teams to start and play games with 8 players, teams may skip over the 9th position without penalty.



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4.11(d) A game will be regulation if the game has been played for 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.

4.16(a) A game may not be started with less than 8 players on each team.

5.07 Minor League: Suspend 5-run in the 6th (and subsequent) inning.

6.02(c) After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. (exceptions for attempted swing/bunt, passed ball, play at the plate, pitcher vacates mound, player believes he was walked, batter avoiding pitched ball, etc).

9.01(d) Stealing & relaying of signs to batter: warning for first offense, ejection for subsequent offense (manager & player(s)).

9.04(a) The plate umpire may stand behind the pitcher.

10. PLAYER REPLACEMENT RULES

- a) Should a Major Division manager lose a player or players after the draft, or at any time during the season, the Player Agent(s) shall be notified within 72 hours so that a replacement may be obtained. A minimum of 24 hours is required to call a player up.
- b) All communication around potential replacement players must be conducted through the Player Agent(s). The selecting manager cannot contact the manager, coach, or parent of the potentially selected player regarding the possibility of selecting that player.
- c) Refusal of a Minor Division player to comply with selection by a Major team shall result in the forfeiture of further eligibility in the Major Division for the current season.
- d) The Player Agent will handle the transfer according to the Little League Rules and Regulations. A Major Division manager may select a replacement player from the Minor Division if an injured player is unable to return and play in the League playoffs. If the player's injury would allow the player to come back to the team before the tournament begins, the manager may elect to keep the player on the roster. A written evaluation from the player's physician is required in support of the manager's decision.

E. Upper Division Additions/Exceptions

1. The season will be divided into two distinct "phases" of games. The first phase shall be regular season and the second phase tournament (to determine TLL entry into D33 TOC play).
2. Before starting a game, each team must have at least 8 players. Teams may "borrow" a player from the opposing team in order to field 9 players on defense. The "borrowed" player will play the outfield and will consist of the final "out" of the opposing team the previous inning. Games using "borrowed" players count in any regular season and playoff situation and are not considered forfeits.
3. Length of games (regular season only) shall be 1 hour 45 minutes from the actual start of the game (i.e., first pitch) or six innings, whichever shall first occur. No new inning will be started



after 1:45. Games tied after six innings that have not exceeded the time limit will go into extra innings. No inning shall start after the time limit has been reached. A game may end in a tie, except during playoffs.

F. Mercy Rules (Juniors, Majors, Minors)

1. Mercy rules for Minors and Majors will be applied as follows:
 - a) If after 3 innings (2.5 innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede victory to the opponent
 - b) If after 4 innings (3.5 innings if the home team is ahead), one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede victory to the opponent
 - c) If after 5 innings (4.5 innings if the home team is ahead), one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede victory to the opponent
2. Mercy rules for Juniors will be applied as follows:
 - a) If after 4 innings (3.5 innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede victory to the opponent
 - b) If after 5 innings (4.5 innings if the home team is ahead), one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede victory to the opponent
 - c) If after 6 innings (5.5 innings if the home team is ahead), one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede victory to the opponent

G. Double First Base Rules

These rules are copied directly from the 2026 Little League Rule Book and will be applied to all divisions of Farm and above where double first bases are utilized.

Procedures for Use of a Double First Base: The double base may be used for first base only. The base must be rectangular, with two sides not less than 14 inches and not more than 15 inches, and the other two sides not less than 29 inches and not more than 30 inches. The longer sides shall face toward home plate and the right field corner. The outer edges shall not be more than two and one-fourth ($2\frac{1}{4}$) inches thick, filled with soft material, and covered with canvas or rubber. Half the base shall be white (entirely over fair territory) and half shall be orange or green (entirely over foul territory). When using the double first base, the following rules must be observed:

1. A batted ball that hits the white section of the double base shall be declared fair. A batted ball that hits the colored (orange or green) section without first touching or bounding over the white section shall be declared foul.
2. Whenever a play is being made on the batter-runner, the defense must use the white section of the double first base.



NOTE 1: A play is being made on the batter-runner when he/she is attempting to reach first base while the defense is attempting to retire him/her at that base.

NOTE 2: If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base.

PENALTY: Batter-runner is out.

3. Whenever a play is being made on the batter-runner, the batter-runner must use the colored (orange or green) section on his/her first attempt to tag first base.

NOTE: On extra-base hits or other balls hit to the outfield when there is no chance for a play to be made at the double first base, the batter-runner may touch either the white or colored (orange or green) section of the base. Should, however, the batter-runner reach and go beyond first base, he/she may only return to the white section of the base.

PENALTY: If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base, it is treated the same as missing the base. If properly appealed, the batter-runner is out.

4. When tagging up on a fly ball, the white section of the base must be used by the runner. One foot is permitted to extend behind or on the base into foul territory, as long as the front foot is touching the white section of the base.

PENALTY: If properly appealed, runner is out.

5. When leaving base on a pitched ball in Little League (Major) and below, the runner must maintain contact with the white section of the base until the ball has reached the batter. Runners may extend a foot behind the white portion of the base, but must maintain contact with the white section until the ball has reached the batter.

PENALTY: See Rule 7.13.

6. On an attempted pick-off play, the runner must return to the white section of the base only. This includes a throw from the pitcher, catcher, or any other player, in an attempt to retire the runner at the double first base.
7. In Majors, Intermediate (50/70) Division, Junior, and Senior League divisions, when the batter becomes a runner on a third strike not caught by the catcher, the batter-runner and the defensive player may use either the colored (orange or green) or white base. **NOTE:** When the batter becomes a runner on a third strike not caught by the catcher, the batter-runner may run in



fair territory when the throw is coming from the foul side of the base, and if hit by the thrown ball, it is not interference. If intentional interference is ruled, the runner is out.

8. Use of the double first base does not change any other rule concerning interference or obstruction at first base. (An errant throw into the three-foot running lane could still result in an obstruction call. Also, the batter-runner must still avoid interference with the fielder attempting to field a batted ball.)

H. Postseason (Juniors, Majors, Minors)

The following procedures shall be followed to determine the postseason League Champions.

1. The winner of the postseason tournament for each division will represent Tierrasanta Little League in the District 33 Little League Tournament of Champions (TOC).
2. If the division has more than three teams, the division champion shall be determined by a double-elimination tournament involving all the teams. The teams shall be seeded in the tournament based on their regular season records. In the case of teams having identical records, ties shall be resolved in the following order of precedence:
 - a) Regular season head-to-head record
 - b) Least number of runs allowed in the head-to-head games; or
 - c) By a coin toss.
3. Home team shall be determined by higher tournament seeding. Teams that remain in the “winners’ bracket” side of the tournament will be the Home team based on seeding. In other words, if a higher-seeded team drops down to the “losers’ bracket” and then subsequently plays a team who has remained on the “winners’ bracket” side, the team remaining on the “winners’ bracket” side of the tournament throughout is considered the Home team regardless of seeding.
4. Playoff Brackets are suggested below, but may be modified by the division VP with the simple majority approval of the division’s managers and final approval by the President.
 - a) Two teams - Teams compete in a “best of 5” series.
 - b) Three teams - First Round Games: #2 vs. #3 completes a “best of 3” series. Two days of rest before playing the #1 seed in a “best of 3” series.
 - c) Four teams - First Round Games: #1 vs. #4 and #2 vs. #3. Subsequent games shall be in accordance with the official Little League double-elimination brackets.
 - d) Five teams - First Round Games: #4 vs. #5; #3 vs. #2, #1 receives a bye. Subsequent games shall be in accordance with the official Little League double-elimination brackets.
 - e) Six teams - First Round Games: #4 vs. #5 and #3 vs. #6; #1 and #2 receive byes.
 - (1) Second Round Games: #1 vs. winner of #4 vs. #5, and #2 vs. winner of #3 vs. #6.
 - (2) Subsequent games shall be in accordance with the official Little League double-elimination brackets.
 - f) Seven teams - First Round Games shall pair the following seeded teams:
#2 vs. #7 #3 vs. #6 #4 vs. #5
 - (1) The No. 1 seeded team shall have a bye in the First Round and shall play the winner of the No. 4 vs. No. 5 game in the Second Round.
 - (2) Subsequent games shall be in accordance with the official Little League double-elimination brackets.



g) Eight teams - First Round Games shall pair the following seeded teams:

#1 vs. #8 #2 vs. #7 #3 vs. #6 #4 vs. #5

- (1) The Second Round shall pair the winner of #1 vs. #8 against the winner of #4 vs. #5, and the winner of #2 vs. #7 against the winner of #3 vs. #6.
- (2) Subsequent games shall be in accordance with the official Little League double-elimination brackets.

I. POSTSEASON GAME RULES

All previously mentioned Local Rules and the Little League Rulebook rules will be in use during the postseason with the following exceptions:

1. There are no time limits for postseason games. The game will continue until a winner is determined.
2. For Minors division, the 6th inning and any additional extra innings will have a 10-run limit as opposed to a 5-run limit used during the 1st-5th innings. If a team is behind by more than 10 runs entering their half of the 6th inning, the game will officially end. This is to help ensure players are available to pitch/catch for subsequent games based on Little League Rulebook rules.

IV. ALL-STAR SELECTION PROCESS & GUIDELINES

A. All Star Committee

1. The All Star Committee will consist of the President, VPs of participating divisions (limited to Minors, Majors, and Juniors), Player Agent(s), and Coach Coordinator.

B. All Star Manager and Coach Selection Process

1. Manager candidates must be a TLL-approved manager or coach.
2. Manager candidates must notify the division VP of their intentions to be a candidate to manage the All Star team by the requested date.
3. The All Star Managers and Coaches will be nominated by the President and approved by a majority vote of the Board of Directors present at the meeting.
4. Any board member who is a candidate (or spouse) to manage or coach an All Star team shall not participate in the interviews and shall not vote. This exclusion applies only to the applicable division. For example, a board member nominated to be an all star manager/coach for Minors division could vote for Majors/Juniors nominees.

C. Player Vote Process

1. All eligible players in each division, who have signed an All Star affidavit indicating their desire to be considered for selection to one of the All Star teams and have participated in at least 50% of their team's regular season games, will be placed on the All Star ballot for whom the players in their division shall vote.
2. The Player Agent or All Star Coordinator will conduct the ballot vote in private.



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3. All players may vote for up to 5 players from the ballot, but cannot vote for a player on their own team.
4. The top 5 vote getters shall be placed on the All Star team. If there is a tie in the number of votes between 2 or more players for the top 5 spots, the 5th slot will be determined by Manager vote at the All Star selection meeting.

D. Manager Vote Process

1. The All Star Coordinator will provide the list of eligible players and their vote totals as independently verified by a Player Agent, Division VP, or President.
2. Players playing up will be eligible for any team regardless of division as long as their age qualifies for that team.
3. A manager can nominate players from their own team to be considered for selection for the open roster spots. Each manager will be given a brief amount of time to discuss the merits of each player that has been nominated.
4. After the comments have concluded, the vote will be conducted in rounds, with the highest vote getter filling the spot in each round.
5. Managers may not vote for a player from their own team. If a tie has occurred between 2 or more players during any round of voting, then both players will be taken.
6. Once 12 (or 13 if last voting round was a tie) players have been selected, the All Star Manager has the option to add 1-2 more players (not to exceed a roster of 14 players). The Manager will make the player recommendation(s) to the All Star Committee, who will verify the selection(s) are reasonable.

E. Alternate Players

1. No alternate players shall be selected nor participate in any practices or games.
2. If a selected member of an All Star team is deemed ineligible to play, declines the selection to the team, and/or has to be removed from the team, after consultation with the President, the Player Agent(s), and the Division VP, a replacement player can be added to the team if all agree it is in the best interests of the affected team. If the manager position for the affected team has been named, the manager will also be consulted in the decision to add a replacement player to the roster.
3. The replacement player will be determined by the All Star Committee, based on feedback from the selection meeting.



F. Voting Results

1. Player/Manager voting results will be kept confidential by the Player Agent, the President, and the Division VP. Participating Managers will likewise keep all results and discussions confidential.

V. FARM “LITTLE STARS” TOURNAMENT PARTICIPATION

Process to be formalized during the Spring 2026 season.

Last updated: 1/28/2026

Rules approved by TLL Board of Directors on 1/28/2026



COACHES' CODE OF ETHICS PLEDGE

I will place the emotional and physical well-being of my players ahead of a personal desire to win.

I will treat each player as an individual, remembering the large range of emotional and physical development for the same age group.

I will do my best to provide a safe playing environment for my players.

I promise to review and practice the basic first aid principles needed to treat injuries of my players.

I will do my best to organize practices that are fun and challenging for all my players.

I will lead by example in demonstrating fair play and sportsmanship to all my players.

I will provide a sports environment for my team that is free of drugs, tobacco, and alcohol, and I will refrain from their use at all youth sports events.

I will be knowledgeable in the rules of each sport that I coach, and I will teach these rules to my players.

I will use those coaching techniques appropriate for each of the skills that I teach.

I will remember that I am a youth sports coach, and that the game is for children rather than adults.

Team: _____ Division: _____

Manager Date

Coach Date

Coach Date

Coach Date

A copy of this form, signed by Manager and all Coaches, will be submitted to the Division VP and Coach Coordinator.