



# LOCAL RULES

## *Bylaws*

# Little League Rulebook



## 2025 RULEBOOK UPDATES

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### SIGNIFICANT UPDATES

Little League® Rulebook



### APPENDICES

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### OPERATING POLICIES

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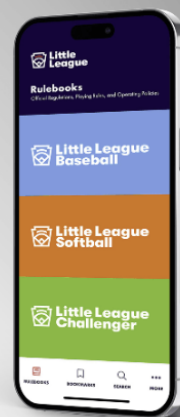


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If not explicitly stated otherwise, the Little League Baseball Official Regulations and Playing Rules, herein after referred to as LLOR&PR of Little League shall apply. The Little League Operating Manual shall also serve as guidance. The following local rules shall also apply for Lemon Grove Little League:

# Local Rules



These Baseball Local Rules have been approved by the Lemon Grove Little League (“LGLL”) Board of Directors (the “Board”) for the current season. Along with the current version of the Little League Official Playing Rules and Regulations (the “Rules and Regulations”), the Little League Operating Manual (the “Operating Manual”) and the LGLL Constitution (the “Constitution”), they govern operations and play for the current baseball season.

## LEAGUE FORMAT

The league offers baseball programs divided into the following three divisions: Teeball/Rookies, Caps, Minors, Majors, Juniors, Senior and Softball Minors, Softball Majors and Softball Senior. The make up of each division will be found below.

## GENERAL RULES

- A. Animals are not allowed at Lemon Grove Little League events for safety and liability reasons. An exception may be made, on a case by case basis, for service and companion animals.
- B. Smoking is not allowed anywhere on the LGLL property. This includes in or near the stands, dugouts, restrooms or snack bar. Smoking is permitted only in the designated smoking areas outside of the park grounds.
- C. Player names will be allowed on uniforms, the cost for the name shall be paid by the parent and all parents must agree to have the names on the jerseys. If one or more parents choose not to pay for imprinting the name, the entire team shall not be allowed to place names on the jerseys.
  - a. If a TEAM chooses to include names, the standard is to use the player's last name.
  - b. All other uniform accessories are optional and must NOT be a requisite purchase. For example, coaches may NOT require parents to purchase items such as custom equipment bags, specific shoes, custom vests, sweat bands, undershirts, away jersey's, fan apparel, etc.
- D. Registration includes a Volunteer Commitment deposit, which will be refunded upon completion of Snack Shack, umpire, or other volunteer assignments.
  - a. Volunteer Commitment for Coaches/team parents is contingent upon the availability. Each team is allowed a maximum of one Team Manager, two Coaches, and one Team Parent. *Rule 4.05(b)*
  - b. Only approved coaching staff, rostered players, and team parents (with background checks and trainings certificates) are allowed in the dugout.
    - i. To ensure a smooth season, all designated Team Staff members must complete the State of California Required Training and Certifications for Managers/Coaches, Administrators and Sports Officials , including attending the Coaches Meeting. If any team staff member fails to complete the necessary background checks or trainings, they will forfeit the Volunteer Commitment refund, as they will not have met all the requirements.
  - c. Volunteer Commitment deposit for Snack Shack volunteers will be refunded upon the completion of two (2.5-hour) shifts. Be sure to sign in at the Snack Shack to verify that you have completed the required shifts for reimbursement.
- E. All volunteers must complete a volunteer application as described by LLBB and submit the application on our website: [www.lemongrovebaseball.com](http://www.lemongrovebaseball.com) and follow instructions for completing a background check and submitting required training certificates.

## TEAM STAFF- MANAGERS/COACHES/TEAM PARENTS

- F. Regular season Coaches for each team are determined by nomination of the President and approval of the Board. No person can manage or coach at LGLL without receiving the approval of the Board.

- a. Managers and coaches must have completed all trainings and have attended the coaches clinic/meeting. Dates of clinic/meetings to be announced prior to Opening Day.
  - b. Required trainings must be submitted before Assessments/tryouts for Managers and before Cap Day for Coaches/Team Parents:
    - i. Required Trainings include: Little League Diamond Leader, Little League Abuse Awareness, Concussion awareness Trainings, Cardiac Arrest Training, First Aid/CPR certification.
- G. Volunteering as an Umpire is one of the responsibilities of being a Manager or coach at LGLL. The home team is responsible for providing Umpires for the next scheduled game OR as scheduled by the Coach Coordinator or Board Designee.
  - a. The Manager or Coach shall give the Chief Umpire or Board Designee ( Coach Coordinator, President, etc) , at least 1 weeks' notice with a legitimate reason if he/she is unable to serve as an Umpire as scheduled.
  - b. A team may not choose the Umpire to officiate their game, and an Umpire may not change the schedule without permission of the Chief Umpire.
  - c. Manager who has not fulfilled the assigned umpiring duty shall sit out the next two games.
  - d. Umpires may be provided by the league if arrangements aren't made and league is notified with at least 1 week notice.
- H. All managers, coaches, umpires, directors and officers will be responsible to read and follow the LGLL Safety Plan.
- I. All participants, players, managers, coaches, etc., will adhere to the LGLL Code of Conduct and all LLORPR and local rules of play. If any participant is ejected from a game, he/she is automatically suspended from all team practices and activities until after the team's next completed official game.
- J. Prior to the start of the Season, all Division Managers will meet with Coaching Coordinator and Board Designees to discuss supplemental rules specific to their division.

#### DRAFT

The Draft is to be kept completely confidential, including player draft order and trades. Each individual attending the draft is responsible for maintaining the confidentiality of the draft and draft materials. Violation of this rule will result in an immediate suspension.

- K. Draft order will be established by the managers drawing numbers to determine who will select the first player and so on. The draft rotation will be a forward and reverse style. *For example in a 4 team rotation it would start 1 thru 4 then go back 4 thru 1, so the manager with the 4th pick would also have the 5th pick.*
- L. **Draft Plan B** from Little League Operating Manual will be used for all divisions. All 11 and 12 year old players will be drafted 1st. Once all 11 & 12 year olds have been drafted then 10 year olds will be selected to finish team rosters. Any player that does not attend try outs and is eligible to be drafted into the Majors Division due to being League age 12 or having previously played in the Majors Division will be selected in a blind draft prior to selecting any 10 year olds.
- M. **Draft Option 3** Sons and Daughters of Managers from Little League Operating Manual takes priority over all other options. A manager who wishes to draft a son or daughter must submit this request in writing to the player agent prior to draft. This option also covers all brothers and sisters. The son/daughter will be the managers 1st draft pick and any brother or sister will be that manager's 2nd draft pick.
  - a. Sibling picks are only protected for the round immediately following the draft of the first sibling; managers may agree to rank/ select a draft round for a second sibling.
  - b. Players are allowed 1 Draft Block which must be submitted in writing to the Player Agent 48 hours prior to draft day. Players are allowed 1 block for either a manager or division but not both.
  - c. Players who refuse a draft to a higher division must stay in the lower division the entire season.
- N. **Draft Plan C** for the Tee Ball Division
- O. **Policy on Trades:** All trades must be completed before managers leave the draft.
- P. The Player Agent must be notified immediately of any changes in the status of a player. Any vacancies in Majors or Minors must be filled within 10 calendar days by the Player Agent. The vacancy will be filled with a rostered player from the next lower division. Candidates will be selected by oldest age. If players

declines to move up, he/she will be traded to the last place team and the next oldest candidate will be selected.

- Q. Majors - Policy on last time to fill vacancies from Minors - 14 days before the end of the season
- R. COMPETITIVE DIVISIONS WILL BE THE MAJORS AND JUNIORS.
- S. Minor League Divisions and player ages
  - a. Tee Ball - 4 & 5 year olds
  - b. Rookies - 6 & 7 year olds
  - c. Caps - 7, 8 & 9 year olds
  - d. Minors - 9, 10 & 11 year olds
  - e. Majors will consist of 11 & 12 year olds. 10 year olds are eligible to fill team rosters after ALL 12 year olds have been accounted for in the division and eligible 11 year olds have been selected. (An 11 or 10 year old may be drafted ahead of a 12 year old as long as the player agent has accounted for the number of 12 year olds at the end of the draft.
- T. Assessments/Tryout dates for the Caps, Minors, Majors and Junior Divisions will be announced after sign-ups. Tryouts are mandatory for all players entering the draft. Any player who does not or is unable to attend try outs must submit a written reason of absence to League Board of Directors who will review and determine if player is eligible for draft. Any player who does not submit a legitimate excuse will automatically be placed in a lower division.

#### GAME TIME

- U. The "Home Team's" Manager is responsible for preparing the field for play, as well as taking down and cleaning up the fields. Managers are encouraged to delegate this responsibility to parents and players.
- V. The "Visiting Team's" Manager will confirm that the equipment is properly put away and that the Equipment Shed is locked after the last completed game of the day. This includes bases, pitching machine, rakes, shovels or any other league equipment.
- W. Managers and coaches are responsible to ensure their dugouts are cleaned after each game played or practice held.

#### EVENTS

- X. A team may not have more than 3 Events per week (2 Events in T-ball and Rookies). An Event includes games, practices, visits to the batting cages and other scheduled activities (except league events such as Opening Day). An Event is considered to be more than three players on the same team meeting for purposes pertaining to the league. An exception is allowed for a fourth event, in Majors and higher divisions, ONLY with prior approval by the Coach Coordinator
- Y. All official team events must be scheduled by the Coach Coordinator. The Division Vice-President and Coach coordinator must be notified of any changes or additions to the practice or game schedule. Non-scheduled events are **NOT** covered by insurance and the Manager could be held personally liable in case of injury.
- Z. Lemon Grove Little League teams shall not practice on a field not expressly covered by Lemon Grove Little League insurance policy(s). LGLL maintains insurance to cover LGLL players and coaching staff, while practicing on specifically designated fields within the Lemon Grove School District; the City of Lemon Grove; the City of San Diego; Grossmont Union High School District, and the San Diego Unified School District.

#### RESCHEDULED GAMES

Any game, which has been cancelled for any reason, will attempt be rescheduled for the first available day, or on the next available day as determined by the President or Board Designee. Only games cancelled which affect the standings in the Majors Division will be required by the league to be rescheduled. Failure to makeup a mandatory game may result in forfeiture of that game or disciplinary action by the board. Failure to makeup games may exclude a team from local tournament play.

## PLAYING RULES

- AA. A continuous batting order will be in all divisions
- Game time is limited to a complete game, darkness, or the following times on Saturdays, ((except the last game)(last inning must be completed by the rule book)):
  - T-ball – 1 hour (all games, all days)
  - Rookies – 1-1/2 hours (all games, all days)
  - Caps – 2 hours\* \*No new inning shall start after 1 hr 45 min.
  - Minors – 2 1/2 hours\* \*No new inning shall start after 2 hr 15 min close to on time as possible.  
“No New Inning Rules” are in effect for all games.
- BB. Darkness is the decision of the umpire on the field in accordance with the current LGLL Safety Plan.  
Umpire may use his/her discretion as to whether or not a Saturday game can be completed going slightly over recommended game times.
- CC. Any unfinished inning will revert back to the last completed inning.
- DD. The overall regular season winner of the Majors Division will be determined in a playoff played between the first half - season winner vs. the second half – season winner. The regular season winner will then represent LGLL in the District Tournament of Champions.
- EE. All Local TOC Champions will receive a pin

## TIE BREAKING RULES

- FF. In case of a tie for seasonal or half seasonal standings, the following tie breakers will be used in order:
- Step 1 (Best Overall Record)**
    - Best win/loss record amongst all teams within the league.
    - If two or more teams have identical win/loss records then proceed to step
    - If for reasons beyond the league's control, and an unequal number of games were played by the tied teams, then the team with the higher winning percentage would win the tie-breaker, however, all games not having been made-up in accordance with established rules will count as a losses for purposes of calculating the winning percentages. The purpose of this is to deter managers from purposely not making up games.
  - Step 2 (Best Head-to-Head Record)**
    - Best head-to-head win/loss record of teams tied with each other for only the games played against each other.
    - When more than two teams are involved in a tie-breaker, and one of the teams is declared to have won the tie LGLL breaker, then the process shall be repeated for the remaining teams until all standings have been established.
    - If two or more teams have identical win/loss records against each other then proceed to step 3
  - Step 3 (Least Runs Given-up in Individual Head-to-Head Competition)**
    - Least runs given-up (individual head-to-head), during games between tied teams when matched against each of the other teams individually.
    - When two or more teams are involved in a tie-breaker, and one of the teams is declared to have won the tiebreaker, then the process shall be repeated for the remaining teams until all standings have been established. The team no longer involved in the tie-breaker shall have all of its game statistics removed from further tie breaking activities.
    - If two or more of the teams tied with each other have identical runs scored against each other then proceed to step 4.
  - Step 4 (Least Total Combined Runs Given-up in Head-to-Head Competition)**
    - The least total combined runs given-up (combined head-to-head), against any other tied team(s) for only those games played between the tied teams.
    - When two or more teams are involved in a tie-breaker, and one of the teams is declared to have won the tiebreaker, then the process shall be repeated for the remaining teams

- until all standings have been established. The team no longer involved in the tie-breaker shall have all of its game statistics removed from further tie breaking activities.
- iii. If two or more of the teams tied with each other have identical runs scored against each other then proceed to step 5.
- e. **Step 5 (Best Individual Head-to-Head Record using Runs Won-By When Two or More Teams are Tied).**
- i. Best head-to-head record using Runs won-by (individual head-to-head), during games between tied teams when matched against each of the other teams individually. This is also known as the average run differential and is defined by the NCAA and MLB as “runs scored minus runs allowed or average margin of victory”. When any of the teams loose by more runs than they won-by against all of the other tied teams individually, then that team and all of its game statistics shall be removed from further tie breaking activities.
  - ii. When more than two teams are involved in a tie-breaker, and one of the teams is declared to have won the tiebreaker, then the process shall be repeated for the remaining teams until all standings have been established. The team no longer involved in the tie-breaker shall have all of its game statistics removed from further tie breaking
  - iii. If more than two teams have identical runs won-by against each other then proceed to step 6.
- f. **Step 6 One Game Play Off POST-SEASON PLAY**
- i. Juniors, Majors, Minors and Caps will have post-season local tournaments at the end of the season, unless the season has been postponed due to weather or other conditions.
  - ii. In Majors and Minors the overall season standings will determine local tournament seeding.
  - iii. Any Interleague games will count towards standings, tie breakers, and run differentials.

#### TOC – TOURNAMENT OF CHAMPIONS – DISTRICT TOURNAMENT

- GG. The TOC Majors team will be the playoff winner played between the first half – season winner vs. the second half - season winner.
- HH. The TOC Minors team will be the LGLL tournament winner.
- II. The TOC manager will be that team’s regular season manager. If the regular season manager is unable to manage the Board of Directors will select a manager. The manager may choose the team’s coaches subject to Board approval.

#### LITTLE LEAGUE BASEBALL TOURNAMENT PLAY (ALL-STARS)

- JJ. Each coaching staff will consist of 1 Manager and 2 Coaches **Rule 4.05(b)**
- KK. Tournament Affidavit: The Little League International Tournament Affidavit is used to identify all players and coaches on a team representing a chartered Little League in District Tournament play.
  - a. Each team manager is responsible for carrying and presenting the tournament eligibility affidavit, which includes player eligibility documents, tournament player verification forms, boundary map, waivers, and other required document prepared by League Player Agent
- LL. Manager Selection:
  - a. All regular season Coaches and Managers who wish to manage a Tournament Team must submit a written request for appointment to the President for their respective Division in which they manage or coach. The written request must be submitted by no later than May 1st, or earlier if required by the President. Prospective Managers will be selected by a majority vote of the Board of Directors. Balloting will be administered by Player Agent, if two (2) or more coaches are eligible, all eligible division players will be able to vote. Votes will be counted in the presence of at least two other Board Members who will verify the counts.
    - i. The Juniors (13/14 yr old) All Star Manager must have been a regular season Juniors manager to be nominated.
    - ii. The Little League (10/11/12 yr old) All-Star Manager must have been a regular season Majors manager to be nominated. The 10/11 year old All-Star Manager and the 9/10

- year old All Star Manager must have been a regular season manager in either the Major or Minor division to be nominated..
- iii. The Little League (10/11/12yr old) All Star Team Manager will be selected by the players, managers, by way of voting conducted by the player agent before the end of the regular season.
  - iv. The managers in the Majors and Minors divisions will nominate the All Star manager for the 10/11 year old team and the 9/10 year old team. A vote will then be conducted by the player agent before the end of the regular season.
- MM. Any ties in voting for appointment will be decided by the League President.
- A. The managers will choose their own coaches after appointment. The Board of Directors will review all coach selection for final appointment.
  - B. The Selection of the League's Tournament or All-star players: *(Majors Division: 6 players voted by their peers and 6 players selected by All-Star Manager; Manager option for 13th player).*
    - A. Balloting will be administered by Player Agent, and votes will be counted in the presence of at least two other Board Members who will verify the counts. All players eligible for All-Stars per Little League rules and ages 11 or 12 may be considered. The Six (6) players that received the most votes will be automatically selected for the team. The other players will be selected by the Manager.
    - B. The same Major players balloting process used for the Junior Division All-Star Team.

This supplement shall be reviewed, approved and implemented by Opening Day.

These local rules have been reviewed and are implemented for use for the 2025 baseball season.

Anibal Preciado  
\_\_\_\_\_  
President

  
\_\_\_\_\_  
Signature

March 19<sup>th</sup> 2025  
\_\_\_\_\_  
Date