

# MUNSTER LITTLE LEAGUE



## 2026 LOCAL RULES

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**MUNSTER LITTLE LEAGUE**  
*2025 Local Rules*

**SECTION I. GENERAL LOCAL RULES FOR THE SPRING SEASON**

**1. Scope and Purpose**

- a. These Local Rules are intended to supplement and/or modify the Little Division Official Regulations and Playing Rules (hereinafter “the National Rules”) with respect to the operation of Munster Little League (MLL). Unless a subject is covered in these Local Rules, the National Rules shall apply.
- b. These Local Rules are adopted and approved by the MLL Board of the Directors (hereinafter “the Board”).
- c. The Board may modify, supplement and/or suspend any portion of these Local Rules by a majority vote of the Board at a duly constituted meeting.
- d. Interpretation of these Local Rules lies with the Rules Committee of the Board.
- e. All managers shall ensure a copy of the National Rules and Local Rules are available at every game (e.g., hard copy, electronic format).
- f. All managers, coaches and volunteers are required to read and comply with the Local Rules. Failure to comply with any Local or National Rule may result in discipline, up to and including removal from the MLL.

**2. Team Rosters Set Each Year**

- a. New teams shall be drafted each year and all teams shall be dissolved at the end of the season.
- b. A player’s league age will be based on the current Little League Age Chart.

**3. The Draft – Major, Minor and C-League Divisions**

- a. Participation at all draft sessions shall be limited to the following:
  1. Board members;
  2. The respective division commissioner or the authorized designee;
  3. Respective division managers or in the absence of a team manager, one authorized team designee; and

4. The Player Agent or the authorized designee.
- b. Managers shall draw (e.g., out of a hat) for draft position unless otherwise noted in Local Rule I.3.f.1 (slotting players). Odd numbered rounds draft first team to last; even numbered rounds draft last team to first. When the eligible player pool will result in uneven rosters, the draft order for the final round will be reset by random draw immediately prior to the draft.
- c. Team name/jersey selection will occur in reverse (last to first) draft order prior to player selection. Each team shall wear a different jersey color during the season. If a majority of managers have slotted players within the first round, then managers shall draw for name/jersey selection.
- d. Only those players who are properly registered are eligible to be drafted. However, in the event that there are available roster positions and players register after the draft; those players registering after the draft will be randomly placed on a team that does not contain its maximum number of players.
- e. Managers are not permitted to trade draft positions once the order has been determined.
- f. The manager will select their child according to the following guidelines:
  1. Immediately following the annual Evaluations and before any Managers leave the Evaluations site, the Managers in each Division shall "slot" each Manager's child or children for the upcoming Division Draft. Each Manager may briefly explain where he believes his own child would most fairly be slotted ("end of the third round," "somewhere in the 20-25 range," etc.) and why. On a piece of paper, each Manager shall then indicate a five-pick range that he believes each of the other Manager's child or children should be drafted within, and provide those rankings to the League Commissioner. The League Commissioner shall review the rankings and determine whether any of the Managers' children merits slotting in the first round, and shall then announce those positions. At this point, the rest of the Division Managers shall randomly draft their first-round Draft position, which will also set their Draft position in all following rounds, except as provided in Local Rule I.3.b. The League Commissioner shall then evaluate what he or she determines to be the consensus for each child's five-pick "range," and slot the remaining Managers' children into the proper round based upon the consensus range. The League Commissioner shall then announce each Manager's child's draft position.

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All League Commissioner decisions are **final and unappealable**.

Criteria that Managers should use to evaluate and advise slotting positions should include, but should not necessarily be limited to:

- \* Positional versatility.
- \* Pitching and catching ability and prior experience at those positions - pitchers and catchers are highly valued in Little League.
  
- \* All-Star and travel team experience. While of course many strong players do not participate in either, sometimes by choice and sometimes simply due to roster size limitations, this can often serve as a rough objective guideline of how a player's abilities have been evaluated by his peers and league volunteers in recent years.
  
- \* Evaluation performance.
  
- \* League age.

Although the League recognizes that opinions should and will differ on player evaluations, Managers are reminded that they are under the honor system here, and urged to make a good-faith effort to suggest ranges for each player.

Note: There is no requirement that a Manager's child be selected by any particular round. If it is determined that a Manager's child is a late-round talent at this stage of his/her development, then that is where the League Commissioner should slot that child.

2. If a manager's child does not attend the player evaluation, that child will be slotted as an automatic first round pick; however, they shall not be placed in the "non- evaluation draft pool" as referenced in Local Rule I.3.i. Any deviation from this Local Rule may only be granted by the respective division commissioner in extreme, verifiable circumstances (e.g. serious medical condition).
- g. Siblings – If registered within the same division, siblings will automatically be rostered to the same team unless an alternate request is made by the parent/guardian. Prior to the respective division draft, each manager and the commissioner will collectively discuss the talent level of each sibling and make recommendations as to the gap in talent (e.g., one sibling has a first round grade and the other sibling has a fourth round grade – meaning there is a three round gap between the two siblings); the respective division commissioner will make the final determination as to the gap between siblings. When a manager picks the first sibling, that manager will be required to draft the second sibling sometime within the defined gap, but no later than the pre-determined gap of rounds (e.g., if there is a three round gap and the manager chooses the first

sibling in the first round, the manager will be required to select the second sibling no later than his/her fourth round pick).

1. If both siblings are in the “non-evaluation draft pool”, the manager will be allowed to use two picks out of the pool, before all managers have had an opportunity to make an initial selection from the pool, in order to select the siblings in the defined gap round.
  2. If only one sibling is in the “non-evaluation draft pool” and that sibling is the player rated higher, the manager will not get any additional picks out of the pool until all managers have had an opportunity to select a player from the pool.
  3. If only one sibling is in the “non-evaluation draft pool” and that sibling is the player rated lower, the manager will be able to pick any player from the pool with his/her initial pool pick and then automatically draft the second sibling in the defined gap round, even if all other managers haven’t made an initial pick from the pool.
  4. If the determined gap exceeds the number of rounds left in a draft (e.g., the first sibling was picked in the 10th round or 12 total rounds and the pre-determined gap was three rounds), the manager shall take the second sibling no later than his/her final round pick.
  5. This rule shall not apply if a request is made for siblings to be on different teams within the same division; normal draft rules shall take precedent in that case.
- h. Hardship requests – In certain extraordinary, verifiable circumstances (e.g., serious medical issue, death or serious medical condition of parent/guardian/sibling), a request made for a player to be paired with another player may be considered. The request has to be made in writing and voted on by the President, Player Agent and respective divisional commissioner. The request needs to receive at least two votes in favor to pass. If approved, the procedures outlined in Local Rule 1.3.g (siblings) will be followed.
- i. If a player did not attend the player evaluation, or the player re-registered for a different division and did not evaluate for the new division, that player will be placed into a “non-evaluation draft pool”. Every manager, including managers subject to Local Rule 1.3.f, will be allowed to select one player from the pool. A manager cannot make a second pick from the pool until all managers have chosen one player from the pool. After each manager has made his/her one selection, the drafting managers can use this pool for any remaining pick(s). The respective division commissioner will make a determination, based solely on the

number of actual players in the pool versus the number of appointed divisional managers, whether there is a need to require all managers to make at least one pick from the pool prior to reaching a specified round within the draft. This determination will be made prior to the commencement of the draft.

- j. Player trades shall be allowed for up to 15 minutes immediately following the conclusion of the respective draft. The following shall apply:
  - 1. Per National Rules, “all trades must be for justifiable reasons” and “the Player Agent must monitor any attempts by managers to manipulate the system and thus create an imbalance in the league”. The respective division commissioner shall also enforce this National Rule.
  - 2. Player trades shall not affect the roster size of any given team and trades must be player for player only.
  - 3. All player trades must be voted on and receive a majority vote of the respective division managers, not directly involved in the trade, and be approved by the respective division commissioner or the authorized designee before the trade becomes valid; at no time shall a manager be permitted to vote for his/her own trade proposal. If there is a tie in the voting amongst the managers, the respective division commissioner or the authorized designee shall cast the deciding vote. Voting shall be done via a silent ballot.
  - 4. All player trades shall be submitted in writing to the respective division commissioner and the Player Agent or the authorized designee. After the trade clock has commenced, only the respective division commissioner may suspend the clock in certain circumstances deemed appropriate (e.g., lengthy debate about a trade, managers requiring further information or details).
- k. The respective division commissioner and the Player Agent or the authorized designee shall control the speed and tempo of the draft (e.g., time in between picks, tutorials) based on the amount of teams, amount of rostered players and any time restraints (e.g., reserved location time limitations) associated with the draft.
- l. The Player Agent or the authorized designee shall upload the rosters into the registration system as soon as practicable following the draft.
- m. Post draft and post start of season moves:

1. The Player Agent and respective division commission may consider post registration/post draft requests for players to participate. Generally, the approval of these requests should be limited to replacement roster spots for injured players or to even out roster sizes throughout the respective division, however, each request should be individually considered.
  2. The Player Agent and respective division commissioners may consider a request for a player to move to a lower division following the draft and/or after the season has commenced; consideration for this type of request should be limited to player safety related issues only. The parent/guardian shall petition the league in writing and specify the reason for the request. If approved, the Player Agent and respective division commissioners shall determine team placement for the player in the lower division. If a move is approved for a Major Division player, the player shall still remain rostered with the Major Division team in addition to the new Minor Division team (National Rule – Regulation IV(a)).
- n. Manipulation of the draft process may result in disciplinary action, up to and including removal as a volunteer from the MLL.

4. **Continuous Batting Order and Minimum Player Requirements**

- a. All games at every level shall be played with a continuous batting order of all players in attendance. For a regularly rostered player arriving late, the minimum play requirement shall be waived and the player shall be inserted at the end of the batting order without penalty (National Rule 4.01). If a player must leave the game early (e.g., injury, illness, other commitment), the team will skip over his/her position in the batting order without penalty (National Rule 4.04). These National Rules rule shall also apply in suspended games.
- b. All teams, except those in the Prep and Tee-Ball Divisions, shall be required to submit a batting order of no less than nine batters unless a defensive substitute is required as outlined in Local Rule I.13.c.1.b.
- c. All teams, except those in the Prep and Tee-Ball Divisions, should have a minimum of nine players present to start a game. If any such team cannot field at least nine players to start a game, then Local Rule I.13 shall apply for Major and Minor Divisions and Local Rule IV.87 shall apply for the C-League Division.

5. **Game Starting Times and Curfew**

- a. No game shall start after 8:30pm.

- b. No inning shall start after 10:00pm. Any game in progress at 10:00pm shall be resolved in accordance with the National Rules.
- c. Any weekday game that does not or cannot commence within 30 minutes of its regularly scheduled starting time shall be postponed if another game is schedule to follow.
- d. Any Saturday game that does not or cannot commence within one hour of its regularly scheduled starting time shall be postponed if another game is scheduled to follow.
- e. No team shall be allowed to take pre-game infield practice.
- f. Time Restrictions:
  - 1. Major Division: All games shall promptly start on time. Major Division games shall not end in a tie. If there is no game scheduled on the field after the current game in progress and/or the game is tied, the game should be played to its conclusion, provided no inning starts after 10:00pm. If there is another game scheduled on the field after the current game in progress, an inning may not start after the 105-minute mark has elapsed from the actual start of the game. In the event of a tie, the game shall be suspended and completed when the Scheduling Coordinator determines. When a game is terminated due to time constraints or weather and there is no tie, and four innings have been completed, the game shall be declared a complete game in accordance with the National Rules.
  - 2. Minor Division: All games shall promptly start on time. No inning may start after the 95-minute mark has elapsed from the actual start of the game and the game will end when the inning is over. Games can end in a tie during the regular season.
  - 3. C-League Division: All games shall promptly start on time. No inning may start after the 90-minute mark has elapsed from the actual start of the game and the game will end when the inning is over. Games can end in a tie during the regular season.
  - 4. Prep Division: All games shall start promptly on time and last no more than 75 minutes. No inning shall start after the 60-minute mark has elapsed (15 minutes of gameplay remaining).

5. Tee-Ball Division: All games shall start promptly on time and last no more than 60 minutes. No inning shall start after the 50-minute mark has elapsed (10 minutes of gameplay remaining).

- g. For games with umpires, the home plate umpire shall keep the official game clock (e.g., initiating the digital game clock) and games shall commence at their official scheduled start time. The umpire shall announce that the official clock has begun immediately prior to the first pitch of the game (managers are encouraged to sync their clocks with the official game clock). If the umpire deems that the actual start of the game is delayed due to lack of managerial organization or the like, the umpire may announce to both managers the umpire-determined time of the game had no such delay occurred and adjust the game clock accordingly so that the game ends within the original scheduled timeframe.
- h. The official game clock shall be paused during weather related delays.
- i. Time Restrictions For Tournament Games: Time restrictions, unless otherwise noted, shall not apply to tournament games for the Major, Minor and C-League Divisions. Tournament games shall be completed with a clear winner.
- j. All games shall be played on the date, time and location for which the official league schedule indicates. Exceptions to this rule will only be considered on a case-by-case basis for verifiable educational or religious events, weather related issues, lack of field availability, division-/league-wide schedule updates by the Schedule Coordinator or any other validated circumstance, provided the circumstance and schedule change request is approved by the board.

**6. Play During Bad Weather**

- a. Games can only be postponed or cancelled by the Board through an official action. Managers, players and families should assume games will be played and report to the designated field of play until an official notification (e.g., notification via the league email system) has been made. The following are general principles the Board will follow:
  - 1. No game/practice should commence when the actual or forecasted air temperature is below 40 degrees Fahrenheit at the start of the scheduled game time. The forecast shall be based on The Weather Channel® App for Munster, IN.
  - 2. Additional weather factors (e.g., rain, wind, wind chill, severe weather) and/or the decisions of other Munster youth sports programs (e.g., MBR,

MGS, MHS) will be taken into consideration in determining whether to cancel an MLL game due to weather.

3. Any Board member, but only if the Board member (or Board member's child) is not directly involved in any of the scheduled games during the affected time period, may make a determination to cancel games prior to their commencement.
- b. In the case of inclement or threatening weather after a game has already commenced, a game may be stopped only by any of the following officials:
    1. The umpire in charge of the game;
    2. The respective division commissioner; or
    3. Any Board member, but only if the Board member (or Board member's child) is not directly involved in any of the games in progress. The Board member shall terminate all games in progress.
  - c. MLL volunteers are required to adhere to the safety rules outlined in the MLL Safety Plan and the MLL/Munster Parks and Recreation Lightning Predication System guide (see Local Rule I.23 for further guidelines).
  - d. Games postponed due to inclement weather shall be played on the next available designated time slot for makeup games as determined by the Scheduling Coordinator, and games shall be rescheduled in the order in which they were postponed, except in cases where teams will be required to:
    1. Play more than four games in a given week;
    2. Play more than three games within a 48-hour period; or
    3. Play games in any other extenuating circumstance as determined by the Scheduling Coordinator.

In the above-mentioned cases, the Scheduling Coordinator shall have full authority over all rescheduled games. A postponed game shall only be rescheduled by the Scheduling Coordinator.

## 7. **Manager Responsibilities**

- a. All managers (with the exception of Tee-Ball Division managers) are required to complete and submit player evaluations through the approved league database for each member of his/her team no later than June 15th.
  1. Any manager who fails to submit player evaluations as required above, or does not complete the evaluation spreadsheet in its entirety, shall not be

permitted to be a manager or coach the following year and may be subject to a one game suspension if appointed to any other volunteer position within the MLL.

2. Additionally, the manager and his/her coaches may be prohibited from casting an all-star vote within the current season and will not be eligible to manage/coach an all-star team.
- b. The home team manager within the Major, Minor and C-League Divisions shall be given the responsibility of securing an official pitch counter. The official pitch counter's tally shall stand in the event of a discrepancy. In addition, the home team manager shall also be responsible for securing a scoreboard operator, in the event a scoreboard operator is not already provided by the MLL, for all game play during the season within the Major, Minor and C-League Divisions.
  - c. Major, Minor, and C-League Division managers must complete a game report (Pitch Count and Attendance Report) immediately following the game, but no later than 24 hours following the conclusion of the game. The game report spreadsheet is available through Google Sheets and requires the following: date of the game, final score, total pitch count for each game pitcher and the attendance of each player for the respective game. The opposing manager shall then validate the entry by placing his/her initials in the appropriate column. Additionally, the final score must be inputted into the approved league electronic database.

Violations of this rule will subject the manager to the following progressive discipline:

1. For the first offense, verbal warning.
2. For the second offense, removal from dugout for next game played.
3. For the third offense, suspension from next game played.
4. For the fourth offense, referral to the Executive Committee and a minimum of a two-game suspension up to and including removal as a volunteer from the MLL.

NOTE – The respective managers should meet immediately following the game and compile the pitch counts/game attendance together. If this does not occur, the respective divisional commissioner should be notified and stats should be inputted within 24 hours. Failure to do so shall result in progressive discipline as noted above.

- d. Teams are required to clean up their respective dugout, spectator areas and the playing field immediately after the game. If playing in the final game of the day, managers shall cover pitchers mounds with a tarp and ensure that the gates to the fields are locked.
- e. Managers are held to the highest standard of conduct, ethics and decorum, and are ultimately responsible for their own actions as well as the actions of the adults and children on their respective teams, including spectators in attendance. Managers should respect and enforce the rules and remain even tempered, regardless of the call or situation. At no time shall a manager cheat (including behavior that can be construed as cheating), use profane language, argue with umpires, coaches, players or fans, throw things or act in any manner that would bring discredit to him/herself or the MLL. A manager may be banned, or may ban a player, coach or other volunteer from remaining inside a dugout or request that a volunteer or spectator be removed for conduct deemed detrimental, including through online/social media, to the team or the MLL. Managers should attempt to resolve any conflicts prior to seeking the assistance of the Board. Per National Rule – Regulation XIV(a), this standard of conduct is also applicable to coaches, umpires, league officials and players. Any detrimental conduct should be reported to the respective divisional commissioner within 24 hours.
- f. Managers and coaches should remain inside the dugout at all times unless coaching a base or during a stoppage of play. In the event there is reasonable doubt that any umpires decision may be in conflict with the rules, the manager may appeal the decision directly to the umpire who made the call and ask that the correct ruling be made. At no time shall a manager leave the dugout and approach the umpire to argue a call; the manager shall call time-out and request that the umpire approach the dugout. Judgment calls (e.g., fair/foul, strike/ball, safe/out, catchers interference) made by an umpire shall not be questioned at any time during the course of the game (National Rule 9.02).
- g. Managers shall comply with the practice schedule (e.g., park locations, times) as provided by the Munster Parks Department Director and the Practice Schedule Coordinator and yield practice fields in the event another team was already scheduled to practice.
- h. Each manager is expected to be available to assist the league during scheduled setup and shutdown days (e.g., April Set-up Day, October Shut-down Day and attend mandatory meetings and events (e.g., evaluations, drafts, March Manager Meeting).
- i. Managers shall ensure that only approved volunteers (e.g., official coaches, scorekeeper, team parent in the Prep and Tee-Ball Divisions), who are registered with MLL, submitted an identification card and have completed a mandated

background check, and players are the only individuals inside dugouts or on the field of play during game play.

- j. Each manager shall submit to the respective division commissioner, the names of his/her team's two official coaches prior to the scheduled MLL April monthly meeting date (second Wednesday in April). In addition, the two official coaches shall be designated within the approved league database under the manager's respective team page. Managers will ensure that coaches have registered within the online registration system and have completed and submitted the current volunteer app to the Membership Coordinator.
- k. Managers will ensure that league equipment is returned to the Equipment Coordinator following the final game of the respective team's season. An audit of the equipment bag will take place to ensure that the equipment provided at the beginning of the season was returned at the end of the season. Managers may be required to compensate the league for missing or damaged equipment.
- l. Weather permitting, coaching shirts are mandatory during gameplay and managers shall ensure that each volunteer (manager, two official coaches, scorekeeper) who has been issued a coaching shirt wears the shirt during game play.
- m. Adherence to the manager responsibilities noted above will be considered by the Manager Selection Committee as a criterion that is used when appointing managers for the following season.

#### 8. **Game Rules**

- a. The third base dugout is for the home team. The first base dugout is for the visiting team.
- b. All divisions should place approved adult coaches in both coaching boxes, or one adult and one player wearing a protective helmet, provided that at least the manager, a coach or other authorized volunteer is in the dugout at all times.
- c. Managers must exchange pre-game batting order line-ups prior to the start of the game in the Major, Minor and C-League Divisions.
- d. During game play, managers and coaches for the defensive team in the Major, Minor and C-League Divisions shall remain in their respective dugouts at all times unless they have properly asked for and been granted time out by the umpire.
- e. Upon the completion of each game in all divisions, players, coaches and managers shall convene near home plate to greet the opposing team and

demonstrate good sportsmanship with a congratulatory remark and/or expression, such as a handshake or “high five.”

9. **Pitching Rules**

Except as otherwise specified in these Local Rules, the pitching rules outlined in the National Rules shall apply to all regular season and tournament games.

10. **Penalties for Violations of Pitching and Player Participation Rules**

- a. A manager who violates any pitching or player participation rule, as determined by a majority of the Protest Committee (Local Rule I.15.b), shall be subject to the following penalties:
  1. 1st offense: League warning.
  2. 2nd offense: Game forfeit.
  3. 3rd offense: Mandatory one game suspension of the next physically played game, game forfeit and a mandatory appearance before the Executive Board. In addition, the manager will not be considered for an all-star manager/coach appointment at conclusion of the regular season.
  4. 4th offense: Dismissal, game forfeit and a mandatory suspension from the MLL for 12 calendar months from the date of the fourth offense. Reinstatement shall only be considered after an appearance before the Executive Board following the term of the suspension.
- b. Any manager suspended above shall not be present in the park or facility while serving the suspension.
- c. Except for a violation involving a Major Division manager, no other regular season division game played at a lower level shall be forfeited as a result of such violation; however, such violations occurring within any tournament game at any divisional level shall result in a forfeit by the offending manager. If the violation is detected prior to the completion of a Major Division regular season game, the game shall nonetheless be completed with eligible players and the forfeit will be declared against the offending team at the end of the game, regardless of the score.

**11. Manager and/or Coach Ejection**

- a. The game umpires, the Umpire-in-Chief, the President, the respective division commissioner or any coaching coordinator shall have the authority to disqualify any player, coach or manager for unsportsmanlike conduct during a game, including pre- and post-game, practices or other MLL related events, a failure to follow rules or any other conduct deemed detrimental to the MLL during the course of the season.
- b. Any manager or coach who has been ejected from a game or has been disqualified for detrimental conduct must leave the field immediately, shall take no further part in the game and shall leave the park immediately. In addition, the ejected or disqualified manager/coach shall be subject to the following penalties:
  - 1. 1st offense: Mandatory one game suspension from the next physically played game and a mandatory appearance before the Executive Board.
  - 2. 2nd offense: Mandatory two game suspension of the next two physically played games, mandatory appearance before the Executive Board and possible dismissal as manager or coach from the MLL as determined by the Board. In addition, the manager/coach will not be considered for an all-star manager/coach appointment at conclusion of the regular season.
  - 3. 3rd offense: Dismissal and a mandatory suspension from the MLL for 12 calendar months from the date of the 3rd offense. Reinstatement shall only be considered after an appearance before the Executive Board following the term of the suspension.
- c. Any manager suspended above shall not be present in the park or facility while serving the suspension.
- d. The game umpires, all Board members in attendance at the game, and the opposing manager shall submit a written report to the respective division commissioner in all cases in which a manager or coach has been ejected within 24 hours of the ejection.
- e. In the event of multiple ejections of a team coaching staff during a single game, the Board shall have the discretion to spread out the suspensions in an effort to avoid a team forfeit.
- f. The Board shall have the discretion to impose penalties over and above the penalties set forth above.

## 12. **Umpiring Assigned Games**

The MLL will provide two game umpires for Major Division games and at least one game umpire for Minor Division and C-League Division games. If an umpire fails to show for an assigned game, the managers should designate a volunteer to umpire the game from behind the pitcher's mound. The designated volunteer should have a volunteer app for the current year on file with the MLL. Notification shall be made to the Umpire-in-Chief by the home team manager of the absence of a league umpire.

If the Board requires mandatory manager umpiring assignments during the course of the season, the following shall apply:

- a. A manager's failure to fulfill an umpire assignment will result in the following:
  1. 1st offense: One game suspension from the next scheduled game and two additional umpiring assignments.
  2. 2nd offense: Two game suspension from the next two scheduled games and two additional umpiring assignments. In addition, the manager will not be considered for an all-star managerial position at conclusion of the regular season.
  3. 3rd offense: Dismissal and mandatory suspension from the MLL for 12 calendar months from the date of the 3rd offense. Reinstatement shall only be considered after an appearance before the Executive Board following the term of the suspension.
- b. Any manager suspended shall not be present in the park or facility while serving the suspension.
- c. Managers may seek substitute umpires to fulfill the umpiring requirement; however, it is the manager's responsibility to provide reliable substitute umpires.
- d. The Umpire-in-Chief has final authority to waive umpiring assignment failure penalties in cases involving extenuating circumstances.

## 13. **Substitute Players**

- a. This substitute players rule shall apply in non-tournament games for the Major and Minor Divisions only (refer to the applicable division for tournament game rules regarding teams who do not have a minimum of nine players available).
- b. Teams are only permitted to utilize the necessary amount of substitute players to bring their respective roster lineup to a total of nine players for a game. No

team with nine players present for a game (whether substitute players have been utilized or not) shall be permitted to utilize additional substitute players.

c. For non-tournament games:

1. In the case where less than nine players arrive for a game, the team without nine players may:
  - a. Seek a substitute player from the respective division (National Rule – Regulation V(c)) or from the division immediately below prior to the scheduled game; or
  - b. Use a defensive substitute from the opposing team (the last out of the previous half inning with the exception of the pitcher/catcher – in that case the player before that position) to complete their outfield. When using defensive substitutes from the opposing team, the absent hitting position(s), up to the ninth spot in the lineup, will be recorded as an out each time it occurs in the lineup.
2. A substitute player from the respective division may not be allowed to play in more than one game until the divisional player list has been exhausted. A substitute player from the lower division may not play up in more than five total games per season, and in no event shall a substitute player be used in the post-season tournament. If a manager uses a substitute player, he/she must email the respective division commissioner and the Player Agent the name of the substitute player prior to the start of the game as soon as practicable, but not later than one hour prior to the actual game start time. The Player Agent shall oversee a spreadsheet, which tracks the total amount of games played by individual substitute players. The spreadsheet shall be made available to all managers, however, the editing rights will be reserved for the Player Agent or the authorized designee.
3. Substitute players may not participate in any practice session with the team on which he/she is substituting other than pre-game warmups.
4. A substitute player shall bat last in the batting order and defensively, should be placed in the outfield and shall not be permitted to pitch or catch. If more than three substitutes are used in one game, each player must rotate positions.
5. In the event that a team has nine regular players at the start of a game, that team may not use a substitute player.

#### 14. Safety Considerations

- a. Major Division and Minor Division players may choose to wear a batting helmet with a protective steel face guard or a protective flap (e.g., C-flap). If a modification is made to the helmet removing the protective steel face guard, that helmet may not be shared with any other player during the course of a game/season. Players must receive parental permission to use a protective flap and that permission should be expressed to the respective manager.
- b. C-League Division and Prep Division players in regular season and post season tournaments (excluding the Major Division and Tee-Ball Division) acting as a batter, runner or base coach must wear a helmet with a protective steel face guard. Although it is strongly recommended that players wear a protective steel face guard at all times, an exception to this rule shall only be permitted as follows:
  1. During Little League tournament play (e.g., District # 2, state), players on the 10, 11 or 12-year-old tournament teams may remove the protective steel face guard, with parental permission, from their personal batting helmet.
  2. If a player does not have a helmet, that player must use an MLL provided helmet and may not remove the protective steel face guard.
  3. If a player removes a protective steel face guard from a personal helmet, that player may not share the helmet with any other players.
- c. All male players must wear a protective supporter and cup during all games and practice sessions.
- d. No hitting sticks shall be used at the fields or the batting cages; soft toss is prohibited outside of the batting cages; and at no time should anyone hit baseballs into Community Park field fences.
- e. Playing catch, swinging bats and/or holding practices outside of the Community Park batting cages or in any other public areas of Community Park outside of the baseball fields (e.g., sidewalks/walkways, concession area, parking lot, bleacher area) is prohibited at all times.
- f. No player shall be allowed to swing (full or modified) after initiating an attempt to bunt. Any player violating this rule shall be immediately ruled out by the umpire.

- g. A runner shall be ruled out when he/she does not slide (feet first) or attempt to get around a fielder who has the ball and is waiting to make a tag (National Rule 7.08). Further, a runner should avoid running into or over another player/fielder while attempting to gain a base, whether the fielder has the ball or not, or when a fielder is obstructing the base. However, if in the opinion of the umpire, a runner makes contact and his/her actions appear to be intentional and/or reckless (e.g., would have or does cause harm to a player), the runner, in addition to being ruled out, shall be removed from the remainder of the game and that player's spot in the batting order shall be ruled an out for future plate appearances.
- h. All catchers must wear the required protective equipment: helmet/mask, throat guard, chest protector, shin guards, protective cup, and catcher's mitt. These are the minimum requirements for all divisions with a catcher's position.

15. **Protests**

- a. All protests, including protests for violation of pitcher and player participation rules, are governed by National Rule 4.19 and a manager must clearly tell the umpire and opposing manager that a game is under protest immediately, and before any succeeding play begins.
- b. Notification must be made to the respective divisional commissioner within 24 hours following gameplay. The commissioner shall notify the Protest Committee.
- c. The Protest Committee shall consist of the MLL President, the Player Agent and the respective division commissioner. In the event that any member of the Protest Committee is involved in the game or has a child involved in the game being protested, the President shall appoint a disinterested member of the Local Rules Committee to replace said member of the committee for such protest.
- d. No protests shall be allowed in the Prep or Tee-Ball Division or during the non-competitive portion of the C-League Division.

16. **Suspended/Postponed Games**

- a. Suspended/postponed games must be completed prior to a predetermined date set by the Scheduling Coordinator or the authorized designee.
- b. Games not played by the above-specified scheduled date may not be played.
- c. Pitch counts for suspended games are governed by National Rule – Regulation VI (see notes). In addition, the manager shall record the total number of pitches

prior to the suspension and log those into the pitch count spreadsheet so that the required days of rest are observed.

17. **Pace of Play – Major, Minor and C-League Divisions**

- a. Majors & Minors as soon as the prior half inning ends, the defensive manager is required to have a catcher immediately available to warm up the pitcher during the break for their defensive half inning. If the regular catcher was on base or at bat when the half inning ended, the manager shall designate another player to warm up the pitcher until the catcher is ready. C-League a substitute runner for the catcher is available when the catcher for the following inning is on base and there are two outs. The substitute runner shall be the player that made the last recorded out.
- b. The length of each break in between innings will be a maximum of two minutes, 30 seconds or eight total warm-up pitches; whichever occurs first.
- c. The leadoff hitter for the offensive team will be immediately available to bat when the umpire makes a determination that the inning is ready for play.
- d. The game umpire shall afford each team one warning per half inning for a pace of game violation. All subsequent violations shall result in the following:
  1. Offensive Team Violation – The batter will be charged with an automatic strike and the count shall start out as no balls, one strike. This automatic strike shall not count towards the pitcher’s actual pitch count.
  2. Defensive Team Violation – The pitcher will be charged with an automatic ball and the count shall start out as one ball, no strikes. This automatic ball shall not count towards the pitcher’s actual pitch count.
- e. Intentional walks are permitted in the Major and Minor Divisions only and shall be announced to the home plate umpire. No pitches will be made, however, four pitches will be added to the players pitch count. No player may be intentionally walked more than once in any single game.
- f. An umpire may require a batter to keep one foot in the batter’s box if, in the opinion of the umpire, the player is delaying the game.

18. **League Shut-down Days – No Games Played**

- a. No games should be played on or during the following periods unless exigent circumstances exist that require games to be rescheduled (e.g., weather cancellations, consolidated season):
  - 1. Mother's Day Weekend (Friday through Sunday).
  - 2. Memorial Day Weekend (Friday through Monday).
  - 3. July 3<sup>rd</sup> and July 4<sup>th</sup> (additional dates may be added if the holiday falls in line with a weekend).
  - 4. Sunday's throughout the season (with the exception of re-scheduling in-house tournament games due to rainouts).
- b. The Scheduling Coordinator should attempt to restrict play during any festivals or carnivals planned in the area immediately surrounding Community Park (e.g., limiting games to the morning if an event is scheduled in the afternoon/evening).

**19. Safety Bases**

The MLL employs the use of the Rogers Break Away Base System for safety purposes. For routine base running, fielding and controlled slides, the Break Away Base System should remain stationary. However, during late or uncontrolled slides, the quick-release action of the bases will occur. If the base top should become dislodged from the base plate during live play, the base plate becomes the actual base for the rendering of the umpires' decisions. The base runner must make and/or maintain contact with the base plate, not the removed base top until time is called by the umpire and the base top replaced.

**20. Little League Pledge**

Prior to each game, the home team manager or an authorized designee, regardless of division, shall line up both teams at home plate, introduce the umpires and lead all participants (e.g., players, on-field volunteers, umpires) in the reciting of the Little League Pledge.

**21. Start of Official Practices / Gameplay**

- a. Season practices may officially begin after the respective division draft is completed and rosters have been assigned; practices scheduled prior to April 1st are discretionary. Beginning April 1st through the start of official gameplay, managers in the Major, Minor and C-League Divisions should hold at least two practices weekly, weather permitting. The Prep and Tee-Ball Divisions managers should start holding practices no later than April 15th.

1. Managers shall adhere to the weather guidelines outlined in Local Rule I.6 when conducting practices.
  2. Practices shall only take place on MLL approved practice fields (determined by the Town of Munster Parks Director/assigned by the MLL Practice Schedule Coordinator), School Town of Munster facilities or any non-reserved green space, provided that the manager determines the space meets the safety standards outlined in the MLL Safety Plan.
  3. After gameplay has officially commenced, managers should hold at least one practice a week during game play if a team is scheduled to play two or less games in a calendar week.
  4. No team may use a privately reserved indoor facility at any time to conduct an MLL practice without permission of the Board.
- b. Gameplay for the Major, Minor and C-League Divisions may officially be scheduled (by the Scheduling Coordinator via the official schedule) to commence no earlier than the second Saturday in April, but no later than the third Saturday in April. The regular season, including in-house tournament play, should be completed by June 30<sup>th</sup>, unless there is a conflict with the District tournament schedule. In this case, the MLL schedule should end at least seven days prior to the commencement of District tournament games.
- c. Gameplay for the Prep and Tee-Ball Division may officially be scheduled (by the Scheduling Coordinator via the official schedule) to commence no earlier than the last Saturday in April, but no later than the first Saturday in May. The season should be completed by the third Saturday in July.

## 22. **Player Conduct**

Player conduct is governed by National Rule – Regulation XIV(a). All players shall respect the game, including all teammates, volunteers, opponents, umpires, parents and fans. At no time is a player permitted to throw or slam equipment, fight, shout obscenities, talk back or disrespect any teammate, volunteer, opponent, umpire, parent or fan at any time. Players may not question coaching decisions or refuse to participate when inserted into the line-up unless a valid reason exists. If a manager determines that a player's actions are detrimental to the individual, team or the MLL, the manager should:

- a. Immediately take the player out of the game address the behavior.
- b. If the behavior continues in the dugout or on the field, send the player off the field to his/her parent for the remainder of the game.

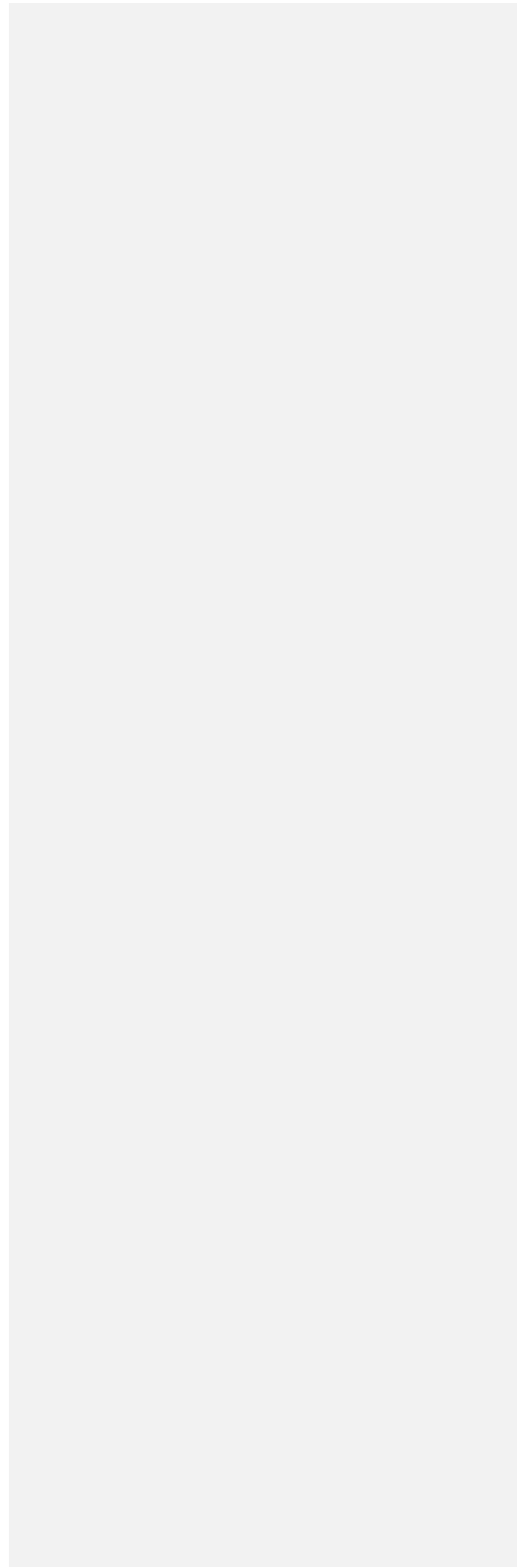
- c. Advise the player and parent of the exact reason the player was removed from the game and seek assistance from the parent.
- d. Notify the Player Agent and respective divisional commissioner with 24 hours and provide a detailed explanation; the Player Agent and divisional commissioner shall make a determination as to the next course of action.

23. **Lightning Prediction System**

In the event the Lightning Prediction System warning horn has sounded during game play, the following shall apply:

- a. Each manager must ensure that no individuals remain inside the dugout, on the field of play or on/near the bleachers. Players should remove all equipment from the dugout without delay so that there is no need to return to the dugout in the event a game is cancelled. Fields may be locked by the grounds crew after the warning horn has sounded and will remain locked until the warning horn has given the all-clear.
- b. A 30-minute clock shall commence at the start of the warning horn (if the warning sounded prior to a game, the 30-minute clock will commence at the official scheduled start time). Email/text notification shall be sent providing updates.
- c. If the alarm has not reset after 30 minutes, all current games will be suspended and re-scheduled unless determined to be an official game by National Rule 4.10.
- d. If the warning horn resets within the 30-minute window, all games shall resume as soon as practicable.

Per the Munster Parks Department, everyone in the park should be directed back to their cars. The Rotary Shelter or any other outdoor shelter is not a suitable shelter during lightning storms.



**SECTION II. MAJOR DIVISION RULES – SPRING SEASON**

**1. Limit on Number of Teams**

The Major Division shall not consist of more than 10 teams and each team shall have the same number of rostered spots, unless otherwise noted in the National Rules.

**2. Roster and Draft Eligibility**

a. All 12-year-old players are required to play in the Major Division.

b. All 11-year-old players should play in the Major Division, except that this requirement may be waived by the Board for the safety of a player, pursuant to a request of the player’s parent(s)/legal guardian(s) or as otherwise determined by the Board.

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c. 10-year-old players should be afforded the opportunity to play in the Major Division, subject to the limitation set forth in Local Rule II.2.d.

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d. If the total number of registered players exceed the number of actual available roster spots within the Major Division as determined by the Board prior to the draft, 11 year old players shall be given priority over 10 year old players and the number of 10 year old players eligible for the draft in the Major Division shall be limited accordingly.

**3. Player Participation**

All players must play two of the first four innings defensively and a total of three innings if the team plays six or more defensive innings.

**4. Game Rules**

a. The Infield Fly Rule and the Drop Third Strike Rule shall apply.

b. Each team is permitted to have a manager, two official coaches and one scorekeeper inside the dugout or on the field of play during game play, provided the volunteer has registered him/herself, submitted a required volunteer application and completed a background check. There are no exceptions to this rule.

5. **Division Champions (Tournament & Regular Season)**

- a. The Major Division Champion shall be determined based on tournament play. The tournament shall be seeded based on regular season records. The Board will make a determination as to what format (e.g., three game guarantee, single elimination) shall be used during tournament play at the June Board meeting.
- b. The team with the highest winning percentage upon completion of the regular season will be designated as the Regular Season Major Division Champion.
- c. If two or more teams share an equivalent winning percentage, the regular season champion shall be determined by the team's record in head-to-head competition. If the teams have tied in head-to-head competition, the regular season champion shall be determined by a one game playoff.

6. **Major Division Tournament**

- a. If a Major Division team does not have a minimum of nine players present to start a tournament game, then said team shall forfeit the game; no call-ups are permitted. If a forfeit is declared, the game shall still be played using defensive substitutes and the final score shall be recorded as 6-0 in favor of the offended team; pitch counts will count for the forfeited game.
- b. In the event that a tournament game is tied at the end of the 6th inning, extra innings shall be played, provided that no inning may start after 10:00pm and not after 7:45pm if another game is scheduled to follow, in which case the game shall be suspended and scheduled for the very next opening in the schedule.

7. **Awards**

- a. 1st and 2nd place awards will be awarded for the regular season to each of the respective team players, manager and two designated official coaches.
- b. 1st and 2nd place awards will be awarded for the post-season tournament to each of the respective team players, manager and two designated official coaches.

### **SECTION III. MINOR DIVISION RULES – SPRING SEASON**

#### **1. Roster and Draft Eligibility**

- a. All 11-year-old players not drafted in the Major Division are required play in the Minor Division.
- b. All 10-year-old players not drafted in Major Division are required to play in the Minor Division.
- c. All nine-year-old players should play in the Minor Division, except that this requirement may be waived by the Board pursuant to the request of the player's parent(s)/ legal guardian(s).
- d. Any eight-year-old player, provided the player has already completed two C-League Division seasons (e.g., two Spring seasons, combination of one Spring season and one Fall season), or a determination is made at Evaluations that the player should be rostered in the Minor Division without meeting the minimum season requirement, and is drafted into the Minor Division.

#### **2. Player Participation**

All players must play two of the first four innings defensively and a total of three innings if the team plays six or more defensive innings.

#### **3. Game Rules**

- a. The first four complete innings shall be played under the "Five-run Rule." The side is retired when 3 offensive players are legally put out, or when the offensive team scores 5 runs, whichever occurs first.
- b. The Five-run Rule shall be suspended in the fifth inning and any subsequent innings played for both teams and each half-inning shall not end until three offensive players are legally put out.
- c. The Drop Third Strike Rule shall not apply.
- d. The Infield Fly Rule shall apply.
- e. Prior to Mother's Day, stealing home is not permitted and a baserunner on third base may only advance home on a batted ball or bases loaded walk. After Mother's Day, the stealing of bases including home is permitted.

- f. Each team is permitted to have a manager, two official coaches and one scorekeeper inside the dugout or on the field of play during game play, provided the volunteer has registered him/herself, submitted a required volunteer application and completed a background check. There are no exceptions to this rule.

4. **Division Champions (Tournament & Regular Season)**

- a. The Minor Division Champion shall be determined based on tournament play following the regular season. The tournament shall be seeded based on regular season records. The Board will make a determination as to what format (e.g., three game guarantee, single elimination) shall be used during tournament play at the June Board meeting.
- b. The team with the highest winning percentage upon completion of the regular season will be designated as the Regular Season Minor Division Champion.
- c. If two or more teams share an equivalent winning percentage, the regular season champion shall be determined by the team's record in head-to-head competition. If the teams have tied in head-to-head competition, the regular season champion shall be determined by a one game playoff.

5. **Minor Division Tournament**

- a. In tournament games, the team without nine players may use a defensive substitute from the opposing team (the last out of the previous half inning with the exception of the pitcher/catcher – in that case the player before that position) to complete their outfield; no call-ups are permitted. Whether a manager elects to use defensive substitutes from the opposing team or not, each absent hitting position, up to and including the ninth spot, will be recorded as an out each time it occurs in the lineup unless agreed upon by both managers and the Minor Division Commissioner prior to the commencement of the respective game not to enforce the mandatory out rule.
- b. Timing rules shall not apply; each game shall be played until its conclusion with a clear winner. In the event that a tournament game is tied at the end of the 6th inning, extra innings shall be played, provided that no inning may start after 10:00pm and not within 15 minutes of the scheduled start time of the game to follow, in which case the game shall be suspended and scheduled for the very next opening in the schedule.
- c. The Five-run Rule shall not apply in tournament games.

6. **Awards**

- a. 1st and 2nd place awards will be awarded for the regular season to each of the respective team players, manager and two designated official coaches.
- b. 1st and 2nd place awards will be awarded for the post-season tournament to each of the respective team players, manager and two designated official coaches.

#### **SECTION IV. C-LEAGUE DIVISION RULES – SPRING SEASON**

##### **1. Roster and Draft Eligibility**

- a. All nine-year-old players not drafted into Minor Division or upon the request of a player's parent(s)/legal guardian(s) shall play in the C-League Division.
- b. All eight-year-old players should play in the C-League Division unless a request is made to play in the Minor Division and the player has played at least two seasons (e.g., two Spring seasons, combination of one Spring season and one Fall season) in the C-League Division.
- c. Any seven-year-old player that does not wish to be considered for the Prep Division should play in the C-League Division.
- d. Any six-year-old player, provided that player has completed at least one Prep Division Spring season and one C-League Division Fall season, or a determination is made at Evaluations that the player should be rostered in the C-League Division without meeting the minimum season requirement, and is drafted into the C-League Division.

##### **2. Format of the Division**

- a. The C-League Division season should consist of at least 12 games (subject to change based on the number of teams).
- b. All games shall be considered competitive.

##### **3. Pitching Rules**

- a. Prior to Mother's Day, regardless of player age, no walks will be surrendered on ball four. Following Mother's Day, regardless of player age, a walk will be surrendered on ball four; however, no runs can be walked in when the bases are loaded. Once the bases are loaded, the current at-bat will become coach pitch upon reaching ball four. The manager/coach from the batter's team shall enter the game and pitch to the batter until the at-bat is completed by either a strike out or the batter putting the ball in play. Upon entering the game, the manager/coach shall inherit the existing count.

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b. The manager/coach who pitches to the batter shall pitch from the pitcher's plate (the rubber) and must wear a glove at all times. Note: the manager/coach shall not pitch from the front dirt/grass portion of the pitching mound.

c. A batter hit by a pitch will be awarded first base only on a pitch thrown by a player.

d. The player-pitcher must maintain at least one foot on the dirt portion of the mound either to the left or right of designated adult who enters to pitch.

e. One or more 7 year olds (or younger) must pitch three consecutive outs of one complete inning within the first three innings of the game. The age of the player for pitching purposes, shall be based on the current Little League Age Chart. Failure to comply will result in forfeiture of the game.

f. Once a player is removed as a pitcher, he/she may not return to pitch.

g. Any amount of pitchers may be used in one game.

h. The front of the pitcher's plate (the rubber) shall be 40 feet from the rear point of home plate. When a coach or a designated adult pitches to players, the coach or designated adult should deliver the pitch while contacting the pitcher's plate. Failure to do so may result in an automatic out for the batter and a possible suspension for the coach or designated adult.

i. Pitchers who hit two batters in the same inning or three batters during the course of the game shall be removed as a pitcher and may not re-enter to pitch for the remainder of the game.

j. Pitch counts from each game must be entered into the approved league database and the National Rule regarding pitch counts and days of rest shall be strictly followed.

#### 4. Game Rules

a. Bunting is prohibited. If in the judgment of the umpire, a batter bunted a pitch, the batter shall be called out.

b. Stealing is prohibited; runners may advance only on a batted ball, walk or a batter hit by a pitch thrown by player.

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a-c. Gameplay on a ball hit to the infield: the batter and any baserunners may advance no more than one base (e.g., home to first for batter and first to second for baserunner) and may not take extra bases on any overthrow.

b-d. Gameplay on ball hit to the outfield: the batter and any baserunners may advance no more than two bases (e.g., home to second for batter and first to third for baserunner) regardless of the outcome of the play.

1-e. The play is deemed over when the defending team records an out on a baserunner, or when the pitcher has the ball on the mound. No cat and mouse.

f. The Infield Fly Rule shall not apply.

g. The Drop Third Strike Rule shall not apply.

h. Four outfielders are permitted. All outfielders shall be positioned in the outfield grass. No outfielder shall make an unassisted put out of a runner in the infield. If an outfielder does make an unassisted put out of a runner in the infield, that runner shall be awarded the base the runner was attempting to obtain.

i. Each team is permitted to have a manager, two official coaches and one scorekeeper inside the dugout or on the field of play during game play, provided the volunteer has registered him/herself, submitted a required volunteer application and completed a background check. There are no exceptions to this rule.

## 5. Sixth Batter Rule

a. If in any inning a sixth batter comes to the plate, the team batting will be considered to have made two outs at the time the sixth batter enters the batter's box.

b. The inning will end when either the third out is made or the sixth batter in the inning crosses the plate to score a run, whichever occurs first. If the sixth batter crosses the plate, the run shall count. No subsequent runners crossing the plate shall count except for runners who score as a result of an out of the park home run.

## 6. Player Participation In Games

a. All players must play three of the first four innings defensively.

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- b. Players may be removed from the defensive line up after completing one full inning and return later to any position (except as pitcher, if they had previously pitched) in the game. No player shall sit out two consecutive innings.
- c. Within the first four innings, every player must play at least one inning in the outfield or sit out.
- d. No player may play more than three innings at any one position.

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#### 7. **Substitute Players**

- a. All teams should have a minimum of nine players present to start a game.
- b. If a team cannot field at least nine players to start a game, then the following rules shall apply:
  - 1. For the regular season, the opposing team shall provide one or more of its players to play an outfield position for the short-handed team as to allow the game to be played. The absent hitting position shall not be recorded as an out in the batting order when it occurs in the lineup.
  - 2. In tournament games, the team without nine players may use a defensive substitute from the opposing team (the last out of the previous half inning with the exception of the pitcher/catcher – in that case the player before that position) to complete their outfield; no call-ups are permitted. Whether a manager elects to use defensive substitutes from the opposing team or not, each absent hitting position, up to and including the ninth spot, will be recorded as an out each time it occurs in the lineup unless agreed upon by both managers and the C-League Division Commissioner prior to the commencement of the respective game not to enforce the mandatory out rule.

#### 8. **No Extra Innings**

There shall be no extra innings played during the regular season. A completed regular season game shall consist of no more than six innings and no inning shall begin after the 90-minute mark has elapsed.

9. **C-League Division Tournament**

- a. The post-season tournament shall be played competitively. Teams will be seeded in the tournament by the C-League Division Commissioner. The Board will make a determination as to what format (e.g., three game guarantee, single elimination) shall be used during tournament play at the June Board meeting. Unless specifically addressed in this sub-section, regular season game rules shall apply.
- b. Timing rules shall not apply; each game shall be played until its conclusion with a clear winner. In the event that a tournament game is tied at the end of the 6th inning, extra innings shall be played, provided that no inning may start after 10:00pm and not within 15 minutes of the scheduled start time of the game to follow, in which case the game shall be suspended and scheduled for the very next opening in the schedule.
  - 1. A game clock, starting backwards from 90 minutes, will be used for the sole purposes of determining when the special pitching rules, outlined in Local Rule IV.9.c.1, shall be initiated.
- c. In tournament games, the regular season pitching rules shall apply. In the event an adult is required to pitch, a disinterested board member or authorized designee will enter the game and pitch to the batter until the at-bat is completed by either a strike out or the batter putting the ball in play. Upon entering the game, the board member/designee pitcher will inherit the existing count on the hitter.
  - 1. Beginning with the next full inning of play after the 90-minute mark has elapsed from the start of the game, regardless of the pitcher's league age, no walks will be afforded and upon the player throwing ball four, a disinterested board member or authorized designee will enter the game and pitch to the batter until the at-bat is completed by either a strike out or the batter putting the ball in play.
  - 2. If a game reaches extra innings, players will no longer be permitted to pitch and a disinterested board member or authorized designee will take over all pitching responsibilities for the remainder of the game.
- d. The Sixth Batter Rule shall apply in tournament games; however, the rule shall be suspended in the 6th inning for both teams in the sixth inning and subsequent extra innings, if applicable.
- e. A team without nine players may use a defensive substitute from the opposing team (the last out of the previous half inning with the exception of the pitcher/catcher – in that case the player before that position) to complete their

outfield; no call-ups are permitted. Whether a manager elects to use defensive substitutes from the opposing team or not, each absent hitting position, up to and including the ninth spot, will be recorded as an out each time it occurs in the lineup unless agreed upon by both managers and the C-League Division Commissioner prior to the commencement of the respective game not to enforce the mandatory out rule.

10. **Awards**

a. 1st and 2nd place awards will be awarded for the regular season to each of the respective team players, manager and two designated official coaches.

b. 1st and 2nd place awards will be awarded for the post-season tournament to each of the respective team players, manager and two designated official coaches.

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**SECTION V. PREP DIVISION RULES – SPRING SEASON**

**1. Roster Eligibility**

- a. Any eight-year-old player after a determination is made at Evaluations that the player should be rostered in the Prep Division.
- b. All seven-year-old players not drafted into the C-League Division or upon the request of a player's parent(s)/legal guardian(s) shall play in the Prep Division.
- c. Any six-year-old player that does not wish to be considered for the Tee-Ball Division should play in the Prep Division.
- d. Any five year old player who has played one year in the Tee-Ball Division, or, if the player has not played in Tee-Ball, by a special request from the players parent/guardian, may register and be drafted into the Prep Division.

**2. Pre-selected Coaches**

Each manager shall be permitted to select one coach prior to the creation of team rosters and the coach's child shall be rostered to that team.

**3. Team Rosters – No Draft**

- a. There shall be no formal draft.
- b. Managers shall draw out of a hat for draft position and team/jersey name selection will occur in reverse (last to first) draft order prior to player selection. Each team shall wear a different jersey color during the season.
- c. Team rosters shall be filled pursuant to a format determined by the Prep Division Commissioner.
- d. Siblings shall be rostered to the same team.
- e. Player trades are prohibited.

**4. Non-competitive Format**

The Prep Division is a non-competitive, instructional division. Managerial decisions during the regular season should focus on developing skills and allowing each player the opportunity to play all positions the player can safely play.

**5. Pitching Rules**

- a. No walks are permitted.
- b. No player may pitch. The batting team's manager or coach shall pitch (or utilize the division issued pitching machine, if applicable) to each batter from the front of the dirt portion of the mound.
- c. The manager/coach who pitches to the batter must wear a glove at all times.
- d. A batter hit by a pitch shall not be awarded first base.
- e. The team playing the field shall position one player on the dirt portion of the mound either to the left or right of the manager/coach pitcher.
- f. Each batter shall receive a maximum of five pitches per plate appearance. If the batter fouls off the fifth pitch, the at bat will continue.

**6. Game Rules**

- a. Bunting is prohibited.
- b. Stealing is prohibited; a runner may advance only on a batted ball.
- c. A play shall be deemed over on a batted ball hit to the outfield after an outfielder attempts to throw the ball to an infielder or, on a ball hit to an infielder, after the infielder attempts a throw to another infielder.
- d. If a runner has not advanced more than halfway to the next base at the time a play is deemed over, the runner shall return to the prior base.
- e. The Infield Fly Rule shall not apply.
- f. The game shall be played with a soft tee-ball.
- g. All defensive players shall be positioned with 10 fielding positions. The four outfielders must be positioned on the outfield grass and the infielders must be positioned on the infield dirt.

- h. The manager/coach of the team playing the field shall be positioned in the outfield to supervise play. Additionally, the manager/coach shall also back up the catcher during the course of the half inning.
- i. A substitute runner for the catcher is required when the catcher for the following inning is on base and there are two outs. The substitute runner shall be the player that made the last recorded out.
- j. Each team is permitted to have a manager, two official coaches and a reasonable number of other approved volunteers (e.g., to help players in the field) inside the dugout or on the field of play during game play, provided the volunteer has registered him/herself, submitted a required volunteer application and completed a background check. There are no exceptions to this rule.

**7. Sixth Batter Rule**

- a. If in any inning a sixth batter comes to the plate, the team batting will be considered to have made two outs at the time the sixth batter enters the batter's box.
- b. The inning will end when either the third out is made or the sixth batter in the inning crosses the plate to score a run, whichever occurs first. If the sixth batter crosses the plate, the run shall count. No subsequent runners crossing the plate shall count except for runners who score as a result of an out of the park home run.

**8. Player Participation in Games**

- a. All players must play three of the first four innings defensively.
- b. Players may be removed from the defensive line up after completing one full inning and return later to any position (except as pitcher, if they had previously pitched) in the game. No player shall sit out two consecutive innings.
- c. Within the first four innings every player must play at least one inning in the outfield.
- d. No player may play any defensive position more than one inning per game, except that a player may play the catcher position up to three innings per game.
- e. In the event a team has less than nine players at the start of a game, the opposing team shall cause one or more of its players to play an outfield position(s) for the shorthanded team so as to allow the game to be played.

9. **No Extra Innings**

- a. A completed regular season game shall consist of no more than six innings or not exceed 75 minutes, whichever occurs first. No inning shall begin after the 60-minute mark has elapsed (15 minutes of gameplay remaining).
- b. All games shall be over upon the completion of six innings of play or at the expiration of the 75-minute clock, regardless of the score.
- c. The home team shall be allowed to bat in the bottom half of the last inning of play regardless of the score of the game.

10. **Division Championship**

- a. No championship will be awarded, and no post-season tournament will be played.
- b. Each player shall receive a participation trophy.

**SECTION VI. TEE-BALL DIVISION RULES – SPRING SEASON**

**1. Roster Eligibility**

- a. All six-year-old players not drafted into the Prep Division or upon the request of a player's parent(s)/legal guardian(s) shall be play in the Tee-Ball Division.
- b. Any five-year-old player that does not wish to be considered for the Prep Division should play in the Tee-Ball Division.
- c. All four-year-old players shall play in the Tee-Ball Division.

**2. Pre-selected Coaches**

Each manager shall be permitted to select two coaches prior to the creation of team rosters and the coaches' children shall be rostered to that team.

**3. Team Rosters – No Draft**

- a. There shall be no formal draft.
- b. Managers shall draw out of a hat for draft position and team/jersey name selection and will occur in reverse (last to first) draft order prior to player selection. Each team shall wear a different jersey color during the season.
- c. Team rosters shall be filled pursuant to a format determined by the Tee-Ball Division Commissioner.
- d. Siblings shall be rostered to the same team.
- e. Player trades are prohibited.

**4. Non-competitive Format**

- a. The Tee-Ball Division is a noncompetitive, instructional division.
- b. Games shall not be scored and no standings shall be kept.

5. **Game Rules**

- a. All games shall consist of no more than three innings of play and shall not exceed 60 minutes. No inning shall begin after the 50-minute mark has elapsed (10 minutes of gameplay remaining).
- b. No pitching is permitted. Each batter shall hit off a tee and shall be permitted to swing until such time that a fair ball is hit at least 15 feet from home plate. Defensive players may charge a hit ball and if, in the judgment of the respective managers, the ball would not have gone approximately 15 feet, the play shall be ruled dead and the batter shall continue the at-bat.
- c. After a ball is put into play, the batter should make a clear effort to run to first base to avoid being thrown or tagged out. Infield/outfielders should make a strong effort to move the ball to first base.
- d. Stealing is prohibited; a runner may advance only on a batted ball.
- e. A play shall be deemed over on a batted ball hit to the outfield after an outfielder attempts to throw the ball to an infielder or, on a ball hit to an infielder, after the infielder attempts a throw to another infielder. If a runner has not advanced more than halfway to the next base at the time a play is deemed over, the runner shall return to the prior base.
- f. The Infield Fly Rule shall not apply.
- g. Conventional outs made during a game:
  - 1. Prior to Memorial Day, if a conventional out is made at any base, the runner/batter will be allowed (at the offensive team's discretion) to continue to stay on base and run the bases on subsequent hits.
  - 2. After Memorial Day, if a conventional out is made, the runner/batter shall be deemed out and return to the dugout, however, the out shall not be recorded and the inning shall continue until the last rostered player has batted (see Local Rule VI.5.I).
- h. The game shall be played with a soft tee-ball.

- i. All players in attendance shall play in the field each inning so that no player sits out any inning. All infield defensive players shall be positioned in the normal infield positions of 3rd base, shortstop, 2nd base, 1st base, and pitcher. All extra players beyond those placed in the normal infield positions shall be placed in the outfield. No player shall be allowed to play the position of catcher at any time.
- j. The manager/coach of the batting team shall be positioned near home plate and supervise play as well as set up the tee or field pitches when coach pitch has been introduced. The manager or a coach of the team playing the field shall be positioned in the infield to further supervise play.
- k. The Sixth Batter Rule shall not be in effect. All batters shall bat each inning in continuous rotation and the manager may alter the batting order each inning.
- l. An inning shall be deemed over after the last batter of the team has batted.
- m. The manager/coach shall adjust the batting order each game so that no player is among the last three batters for two consecutive games in a row.
- n. The manager/coach of the batting team shall adjust the height of the tee to suit the batter and shall remove the tee from the field of play after the ball is put in play.
- o. No game shall be protested or forfeited. No game cancelled or suspended due to inclement weather shall be officially rescheduled by the scheduler.
- p. No player shall play the same defensive position more than one inning per game.
- q. Each team is permitted to have a manager, two official coaches and a reasonable number of other approved volunteers (e.g., to help players in the field) inside the dugout or on the field of play during game play, provided the volunteer has registered him/herself, submitted a required volunteer application and completed a background check. There are no exceptions to this rule.

6. **Division Championship**

- a. No championship will be awarded, and no post-season tournament will be played.
- b. Each player shall receive a participation trophy.

Approved by the MLL Board of Directors (last updated 2/23/2026).

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