



Local Rules and Regulations

1. INTRODUCTION

1.1 Purpose and effect

- 1.1.1 The purpose of these rules and regulations is to highlight and/or supplement the current Minor and Little League Baseball (Major) Official Regulations and Playing Rules (the “Official Rules”).
- 1.1.2 Where these Local Rules and Regulations (“Local Rules”) differ from Official Rules, the Local Rules shall be in force only in games between two Park teams. Official Rules will govern games with teams from other cities unless otherwise stated. Little League Softball Rules are governed by a separate set of Local Rules since Softball includes players from cities other than Grosse Pointe Park.

1.2 Additional Definitions

- 1.2.1 *Board* – Board of Directors of the Grosse Pointe Park Little League
- 1.2.2 *Executive Committee* – the Executive Committee of the Board as defined in the League Bylaws
- 1.2.3 *GPPLL* – Grosse Pointe Park Little League

2. GENERAL RULES

2.1 Managers and Coaches

- 2.1.1 Managers must be at least eighteen years of age. Managers must be recommended by the Division Commissioner and approved by the Board of Directors.
- 2.1.2 Coaches must be at least sixteen years of age. Two official coaches are designated by the Manager. The Manager may also designate any number of additional coaches to assist the Manager in practices, games, and team activities. While a team may have any number of coaches during games, only the Manager (or his substitute), two coaches, and a scorekeeper (total of four adults) may participate in coaching activities during a game and be in the dugout. At the Manager’s discretion, up to five adults may participate in coaching activities and be in the dugout in a AA or A Division game. There is no limit to the number of participating coaches in a Rookie Division game.



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- 2.1.3 At least one adult coach or the Manager must be in the dugout at all times.
- 2.1.4 Managers and coaches must coach from the dugout area or the field only. Managers and coaches may not coach from spectator areas, the scoring table, or any other non-dugout, non-field location.
- 2.1.5 All coaches under the age of eighteen must be under direct supervision of an adult Manager and under no circumstances will a coach under the age of eighteen be allowed to conduct practices or pre-game warm-ups in absence of adult supervision.
- 2.1.6 Managers, coaches, and other volunteers must complete and sign the Little League Volunteer Application form, the GPPLL Code of Conduct, and such other forms and background checks as required by GPPLL.
- 2.1.7 The regular season Managers and official coaches are the only people eligible to manage or coach a tournament team that participates in official Little League tournaments.
- 2.1.8 Any conduct unbecoming a Manager or coach may be subject to review and disciplinary action by the Executive Committee.

2.2 Field and Premises Decorum

- 2.2.1 The actions of the Managers, coaches, umpires and players must be above reproach. All players are expected to use only “positive chatter,” i.e., encouraging one’s own teammates. “Negative chatter,” should be discouraged at all times. Chanting, yelling or other distracting conduct must cease when a pitcher approaches the pitching rubber, or any other time as directed by the umpire(s). All Managers, coaches, volunteers, parents and players are subject to the GPPLL Code of Conduct.
- 2.2.2 All persons participating, managing, coaching, umpiring, or attending GPPLL activities should conduct themselves appropriately at all times. Abusive language, foul behavior, disruptive conduct, or other behavior that interferes with the enjoyment of the activity is prohibited. Through action of the Executive Committee, GPPLL reserves the right to limit or bar persons from participating in GPPLL activities, up to and including the right to exclude persons from Defer, Pierce, and/or Trombly grounds or other places where GPPLL activities are being conducted.
- 2.2.3 Only the Manager is allowed to talk to the umpire during the game. If the Manager is absent from the game, only a coach designated and reported to the umpire as the interim Manager is allowed to talk to the umpire during the game. Any violation can mean expulsion from the field at the umpire’s discretion.



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2.2.4 Ejection from a game. A Manager or coach ejected from a game is required to leave the vicinity of school property immediately. The penalty for failure to do so will be forfeit of the game. Parents may not interfere with the game in any way. If interference occurs, the umpire may ask the offending parent to leave the field. If the parent refuses to leave the field, the child of that parent shall be removed from the game at once until the offending parent has complied with the umpire's instructions. All ejections are subject to review by the Executive Committee to determine the extent of disciplinary action warranted by the subject's misconduct and prior record, if any. All ejections require a written incident report from the umpire(s) involved in the ejection within 24 hours of the incident. A written report is required before any disciplinary action can be taken against a subject. Said report may be submitted electronically to the Executive Committee, through the President; the Umpire in Chief; and the subject(s) of the ejection. The subject(s) will then have 24 hours after notification is sent to submit a written response, along with any witness statements and supporting documentation, to the Executive Committee ONLY. For the privacy and reputations of those involved, all are encouraged to limit the communications regarding these matters to only those individuals who might have something of merit to offer to the Executive Committee's investigation of the matter. Everyone is discouraged from unnecessary publicity (including social media or other campaigns regarding the matter) while the Executive Committee is considering a matter. After the initial report, any response, witness statements, other documentation are collected and the Executive Committee's investigation is complete, they will meet as soon as possible to make a final determination regarding any disciplinary sanctions to be assessed against the subject(s). Absent any determination to the contrary, the subject(s) will serve a one game suspension during the game played by the subject(s)' team.

2.3 Game Play

2.3.1 Starting time. A team shall be allowed a 15-minute grace period after the designated starting time to field the required number of players for that division. Except for the Majors Division, (see Rule 3.4.6) if a team cannot field or maintain the required number of players, a scrimmage or "No Contest" game will be played using only the players who are present. The team that is short players will forfeit and all pitches thrown in the scrimmage game will count for both teams towards the pitches-per-day limits and day's-rest requirements. This will ensure that at least a scrimmage game will be played and Managers, coaches, players, parents and the umpires will be rewarded for their efforts to get to the field that day.

2.3.2 Lineups. Managers shall present lineups with players' uniform numbers to the other Manager at least fifteen minutes before the starting time for the game. Further, if not available on the league website, the Manager shall list all eligible pitchers, detailing the date of most recent game pitched and the number of pitches thrown.

2.3.3 Warm-ups. The home team has use of the field one-half hour before the game. The



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visiting team has use of the field for one-half hour before that. If one full hour is not available, the teams shall split the time evenly, with the visiting team going first, unless the Managers from both teams agree to switch the order. For Majors and AAA, the team that does not have use of the field shall have use of the batting cages during that time. Majors shall have the use of the Bergman cages and AAA the use of the McMillan cages. Teams in other divisions may use cages after AAA and Majors games commence, but must vacate the cages on request to permit Majors and AAA teams to allow pitchers to warm up.

- 2.3.4 Dugouts. The home team shall be in the third-base dugout. The visiting team shall be in the first-base dugout.
- 2.3.5 Conferences. A Manager/coach shall be limited to one offensive conference with his batters each inning. If the defensive Manager/coach is talking to the pitcher, the offensive coach may talk to the batter without it counting as a conference.
- 2.3.6 Official Scoring. The home team's scorekeeper shall be designated Official Scorekeeper for the game. The scorekeepers for both teams should coordinate pitch counts after each half inning of play. Manager, Official Scorekeeper, or another designate of the home team must have game results posted on the GPPLL website within 24 hours of the completion of each individual game.
- 2.3.7 Scoreboard. The visiting team is responsible for operating the scoreboard during the game at diamonds equipped with a scoreboard. The remote control for each scoreboard is to be picked up from and returned to the concession stand. The visiting team is also responsible for turning on and turning off power to the scoreboard at the Majors and AA diamonds.

2.4. Game Postponement.

- 2.4.1. In the event of inclement weather on game day, any combination of two of the following Board positions shall determine the playability of the fields: the fields manager, the deputy fields manager, the President, and the Vice President, or such other Board member(s) designated by the President to ensure that there are four Board members available to make such a determination. Once the game has begun, the game is entirely under the control of the umpire and he will determine whether the game should be suspended because of inclement weather, poor field conditions, or darkness.
- 2.4.2. An umpire's decision to call a game for rain is a judgment call. If more than one game is in progress, the umpires shall try to coordinate their decisions on the respective diamonds. It is possible, however, that one game might be canceled while another is still being played because playability of diamonds and conditions may differ.



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- 2.4.3. If a game is postponed or suspended, immediate notification shall be given to the Division Commissioner who, in turn (or with the assistance of the two Managers), will notify the Umpire coordinator, the Field Manager, the Information Officer, and the Concessions Manager.
- 2.4.4. Upon completion of above notifications, the two Managers should confer with the Division Commissioner (and Scheduler and Umpire Coordinator, if necessary) that same day to determine the date the game will be played or completed. Once agreed, the Division Commissioner (or one of the two Managers) shall adjust the date and time for that game on the website.
- 2.4.5. If a postponed or suspended game is not played or continued on the day set by the Division Commissioner (see below) or within ten days after the postponement or suspension, then both teams shall be assigned a loss for that game. Alternatively, the team deemed most culpable, in the Division Commissioner's absolute discretion, for the failure to continue or play the game shall be assigned the loss and the team deemed least culpable shall be granted a win.
- 2.4.6. Collusive manipulations of these rules shall result in severe sanctions, including suspension or removal of offending Managers and/or coaches by review of the Executive Committee.
- 2.4.7. **Playoff Postponement Rules.** Only the President or a Division Commissioner may postpone a game before it begins. To protect the integrity of the playoff schedule, a playoff game must be made up as soon as possible. A playoff game will be made up the next day unless in the opinion of the President and Division Commissioners weather, field conditions, lack of available umpires, or other exigent circumstances exist to justify further postponement. Exception: No team shall be required to play a double header in the playoffs.
- 2.5. **Unplayed Games.** Any games that are postponed due to inclement weather must be made up as soon as possible and in no case later than the day before the start of the playoffs for that division. The express purpose of this rule is to encourage teams to reschedule and play postponed games as soon as possible rather than delaying until the end of the season.
- 2.6. **Filing a Formal Protest.**
 - 2.6.1. An umpire's judgment call may not be protested. A rule interpretation may be protested. To protest, the protesting Manager shall immediately, and before any succeeding play begins, notify the umpire that a game is being played under protest. Also, the protesting Manager shall notify the opposing Manager of the action WITHOUT INVOLVING SPECTATORS OR PLAYERS.



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- 2.6.2. After being verbally submitted by the Manager first to the umpire on the field of play before the umpire leaves the field, the protest must then be submitted in writing (email, text message, or similar communication is sufficient) to the Division Commissioner within 24 hours after the completion of the game. Failure to timely pursue the protest will result in waiver of the protest. However, the Division Commissioner and the protest committee shall have the discretion to independently conduct further review of the protest.
- 2.6.3. If a game is protested, the Official Scorekeeper shall immediately make note of the exact situation at the time of the protest, including the score, the number of outs, the position of any runners and the ball and strike count on the batter and obtain the umpire's signature on the game score sheet.

2.7. Divisions.

- 2.7.1. Majors Division. There shall be a Majors Division, open to children 11 and 12 years of age. All 12-year-olds must be placed in the Majors Division, except that a 12-year-old may play in the AAA Division upon joint agreement between the 12-year old's parents and the Player Agent. Upon the request of a parent, in consultation with the Players Agent, the President, or the Majors Commissioner, an 11-year-old player may be removed from the Majors Division draft pool and moved to AAA. 10-year-olds may be eligible to play in the Majors Division at the recommendation of the Player Agent, in consultation with the President, Majors Division Commissioner, and the Board.
- 2.7.2. AAA Division. The AAA Division shall be open to children ages 9 to 11. 12-year-olds may play in the AAA Division based upon Rule 2.7.1 above.
- 2.7.3. AA Division. The AA Division shall be open to children ages 8 to 10.
- 2.7.4. A Division. The A Division shall be a coach-pitch and/or machine-pitch league.
- 2.7.5. Rookie Division. The Rookie Division shall be a coach-pitch or machine-pitch league.
- 2.7.6. Exceptional Circumstances. Under exceptional circumstances, the Player Agent may recommend to the President or Board of Directors, as appropriate, that the age limitations set out above may be modified in individual cases, for reasons such as developmental or physical disabilities, safety issues, or other similar circumstances.
- 2.7.7. Advancement. Subject to Rule 2.7.6, above, a player shall play no more than two years in any division. Upon request of a parent, a player whose league age would allow them to remain in a division for a third year may be exempted from this rule by the President upon recommendation of the Player Agent.



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2.8. Players.

- 2.8.1. Player Evaluations. The Player Agent shall establish and hold player evaluations prior to each season. Evaluations shall be designed to give the Player Agent, Division Commissioners, and Division Managers an opportunity to fairly evaluate league players. Any player wishing to be considered for the Majors Division must be evaluated.
- 2.8.2. Draft Pools. Prior to each Division draft, the Player Agent, in consultation with the appropriate Division Commissioner, shall develop a draft pool for each Division, listing all players eligible to be drafted in a Division.
- 2.8.3. Drafts. The Player Agent, in cooperation with the President and the Division Commissioner shall conduct a draft for all Divisions, except the Rookie Division. Any question or concern regarding a Manager shall be addressed to the Division Commissioner, the President, or the Player Agent prior to that League's draft.



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3. LITTLE LEAGUE – MAJORS DIVISION

- 3.1. **Incorporation of Official Rules.** The current Little League Official Regulations and Playing Rules for Major Leagues shall govern, except as may be otherwise provided in these rules. Furthermore, the General Rules set forth in Section 2 of these Local Rules are incorporated by reference.
- 3.2. **The Teams.**
 - 3.2.1. Each Majors Division team shall consist of ten to twelve players. At no time shall a team have on its roster more than eight players of the same league age.
 - 3.2.2. Eligibility for the Majors Division Draft. The Player Agent, Majors Division Commissioner, and GPPLL President, with Majors Division Manager input, will determine the exact pool of players eligible for the draft. From that list, teams will draft players in accordance with any limitations set by the Player Agent, Majors Division Commissioner and President. Protection of a draft pick will not be permitted for any reason other than child of a Manager or sibling of a current roster player. All other draft procedures should operate in accordance with the current Little League Operating Manual and these Local Rules.
 - 3.2.3. Majors Division Draft Order. The Commissioner shall assign, by drawing of lots or similar method, a random order for draft position selection. The Managers shall select their draft position in accordance with that random order. The draft shall proceed in a snake fashion, with the Manager with the last selection in the first round having the first selection in the second round, and continuing until all rounds are completed.
 - 3.2.4. Permanent Call Up. Permanent call up procedures should operate in accordance with the current Little League Operating Manual and are subject to the discretion of the Majors Call Up Committee and the President. Except as otherwise determined in exceptional circumstances, permanent call ups can only be completed prior to two weeks before the end of the regular season. Injury to one player is not an exceptional circumstance.
 - 3.2.5. Temporary Call Up. A Manager must request that a player or players be called up from the AAA Division only if his team will have less than 9 players for a game. He shall request enough call-ups to bring his roster to 9. The Majors Call-Up Committee, comprised of the Player Agent, the Deputy Player Agent, the Majors Division Commissioner and the AAA Division Commissioner, shall maintain a short list of AAA players eligible to be called up. If any member of the Committee is also a Manager of a AAA or Majors team, the President or his designee shall also be a member of the Committee. Each AAA team shall have at least one player on that list. If a call-up is needed, any member of the Majors Call-Up Committee (unless that member is also a manager of a Majors or AAA team) shall assign the call-up to the next player or players on the list. After being called up, that player or those players shall move to the bottom of



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the list. A Manager shall not request a specific player to be called up, nor shall he contact a specific player (or his or her parents), except when authorized to do so by a member of the Majors Call-Up Committee. Special requests, such as sibling call-ups, may be considered at the sole discretion of the Majors Call-Up Committee. A Manager shall begin the call-up process as soon as he is aware a call-up is needed, or is very likely to be needed. In game-time situations, a Manager must make a good-faith effort to contact a member of the Majors Call-Up Committee, who may authorize an emergency call-up. Violations of this rule may result in various penalties, including but not limited to the forfeiture of a game. This rule applies to playoff games.

(A) A Manager may request, at his or her discretion, that a player be called up from the AAA Division if his or her team is missing a player or players that does not require a mandatory call-up. Such discretionary call-ups shall be conducted only through the Majors Call-Up Committee.

(B) A Temporary Call-Up may not pitch and must bat at the bottom of the batting order. A Temporary Call-Up shall not play more innings defensively or bat more often than any other player on the team. EXCEPTION: If the call-up is required to play the catcher position, they may play more defensive innings than a rostered player only if the call-up is the only safe and viable option to catch.

3.2.6. Refusal to Play in the Majors Division. Any player (except a proposed temporary call-up) who refuses to join a Majors Division team shall be ineligible to play on any Majors Division team for the balance of that season.

3.2.7. Refusal to Play. Refusal to play will be considered five unexcused absences from games or practices. A player may be dropped from the Majors Division for this reason after consultation with the parents, with the approval of the Player Agent, Division Commissioner, and President. The player will return to the AAA Division.

3.3. The Pitchers.

3.3.1. The rules governing pitchers in the Majors Division are set forth in the current Official Little League International Pitch Count Regulation VI.

3.3.2. Section 8.02(c) of the Official Playing Rules sets forth the penalty for intentionally pitching at a batter. Furthermore, a pitcher who inadvertently hits more than one batter in the same inning may be removed as a pitcher by the umpire if in the judgment of the umpire the pitcher's wildness and speed may cause injury. However, the pitcher shall only be removed under these circumstances after a prior conference in the game between the umpires and both Managers in which this situation is discussed, and a warning is issued. This decision should not be made lightly and the possibility of injury should be real before a pitcher is removed.



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3.4. Rules of Play.

3.4.1. Regular Season Player Participation. Each player must start at least every other game defensively. Every player must play at least three defensive innings per game. The batting order shall be a continuous batting order that can be modified after each game. If the home team is ahead at the end of five and one-half (5 ½) innings, the game is over and the visiting team (for purposes of defensive innings played) is considered to have played the sixth inning in the field. If a player is absent, this shall count as a full defensive game played in the field and one game started. The Official Scorekeeper must record absences in the scorebook. The Manager will reserve the right to reduce the minimum of innings played to two only in the case of disciplinary or repeated attendance problems. In these cases, the Manager must receive approval of the Division Commissioner prior to the game in question. Managers shall strictly comply with the player participation rules, and shall never discourage player participation in a game. Failure to satisfy player participation rules shall result in the penalties set forth in Official Regulation IV(I), or other penalties in the discretion of the Executive Committee.

If a child comes late to a game, he/she may or may NOT participate, at the discretion of the Manager. Late is defined as arriving any time after the final out of the first inning.

3.4.2. Playoff Player Participation. Each player must start at least every other game defensively. The batting order shall be a continuous batting order that can be modified before each game. Each player must play a minimum of two innings defensively per game. For the purposes of this rule, an unplayed last half-inning in the field by a visiting team and unplayed defensive innings due to a mercy shall count as played in the field for all players. If a player is absent, this shall count as two (2) innings played in the field, one at-bat and one game started. The Official Scorekeeper must record absences in the scorebook. Failure to satisfy player participation rules shall result in the penalties set forth in Official Regulation IV(I), or other penalties in the discretion of the Executive Committee.

3.4.3. Player Substitution. A player who has been removed for a substitute may re-enter the game at any time. There are unlimited substitutions. However NO player may be removed from the field during an inning except for reasons of injury or a pitching change.

3.4.4. Batting Helmet. A batting helmet must be properly worn by a player when stepping into the batter's box. The batting helmet must remain properly on the runner's head until the player reaches his dugout. Upon violation the umpire will give the player's Manager a bench warning regarding wearing helmets at all times. A second infraction by any player on the team who was warned will result in the offending player being called out. A player's helmet may have a cage face mask or a chin guard but neither is required.

3.4.5. Base Coaches. A player may be a base coach or the base coaches may be two adult coaches. Player base coaches must wear a helmet. An area will be recognized as the 1st



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& 3rd Base Coach's Box whether chalked or not and for the safety of baserunners and coaches, alike, Base Coaches are required to stay in the designated area whenever the ball is live and/or in play, unless avoiding interference with live play. A coach violating this rule, in addition to other possible sanctions; will receive one warning from the umpire during play to return to the Coach's Box. A second violation, at the umpire's discretion can result in that coach sitting out from on field coaching privileges for one full inning. A third violation during the same game, will result in that coach being disqualified from all on-field coaching for the remainder of that game. In such a circumstance, that coach can remain only as a dugout coach.

- 3.4.6. **Gameplay.** Game play can begin with a minimum of eight players on each team only if a Manager has requested call-up(s) in accordance with these Local Rules. A ninth defensive player can be borrowed from the other team to field a full diamond. That position in the batting order will be marked an official OUT in the scorebook. If the game begins with nine or more players on the team, and due to injury, illness, or other departure, the team has fewer than nine players remaining, a ninth defensive player can be borrowed from the other team, and the missing player's position in the batting order will be skipped over without penalty.
- 3.4.7. **Time Limit.** No inning may begin after 2 hours from the actual starting time of the game. For time purposes, an inning will be said to start as soon as the third out is made in the last half of the preceding inning. If a game is tied when the time limit occurs, the game will be continued until a winner is determined, weather and light conditions permitting. This rule shall not apply in the playoffs or World Series. If a tie game cannot be continued due to weather or light conditions, it will be continued at a later date as soon as practicable.
- 3.4.8. **Mercy Rule.** Once a game is official, if a team is ahead by ten or more runs, the team shall be declared the winner and the game declared over.
- 3.4.9. **Playoffs.** Playoffs will be a seeded bracket format. Teams will be assigned positions based on their regular season performance. Tie breakers to determine seeding will be (1) most wins, (2) head-to-head record among tied teams, and (3) cards drawn by the Division Commissioner. When more than two teams are subject to a tie breaker, the Division Commissioner will use tie breakers in order until one team is dropped from the tie, and will then re-start at the first tie breaker until the next team is dropped from the tie, repeating until all ties are resolved.
- 3.4.10. **Defensive Innings Played.** Scorekeepers will keep track of defensive innings played and exchange information with the opposing team between each half inning.
- 3.4.11. **Courtesy Runner.** When on base with two outs, the catcher of record (as declared at the beginning of the inning) will be allowed a courtesy runner (the player in the batting order who recorded last out).



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4. MINOR LEAGUE: AAA DIVISION

4.0 Incorporation of Official Rules. The current Little League Official Regulation and Playing Rules for Minor Leagues (“the Official Minor Playing Rules”) shall govern, except as may be otherwise provided in these rules. Furthermore, the General Rules set forth in Section 2 of our Local Rules are incorporated by reference.

4.1 The Teams.

4.1.1 The number of teams will be determined by the number of players available to play; all teams shall have a minimum of ten and a maximum of thirteen players. A Manager must request that a player or players be called up from the AA Division only if his or her team will have less than nine players for a game. He shall request enough call-ups to bring his roster to nine. The AAA Call-Up Committee, comprised of the Player Agent, the Deputy Player Agent, the AAA Division Commissioner and the AA Division Commissioner, shall maintain a short list of AA players eligible to be called up. If any member of the Committee is also a Manager of a AA or AAA team, the President or his designee shall also be a member of the Committee. Each AA team shall have at least one player on that list. If a call-up is needed, any member of the AAA Call-Up Committee shall assign the call-up to the next player or players on the list. After being called up, that player or those players shall move to the bottom of the list. The player or players called up shall bat in the last position or positions in the batting order for that game. A Manager shall not request a specific player to be called up, nor shall he contact a specific player (or his or her parents), except when authorized to do so by a member of the AAA Call-Up Committee. Special requests, such as sibling call-ups, may be considered at the sole discretion of the AAA Call-Up Committee. A Manager shall begin the call-up process as soon as he is aware a call-up is needed, or is very likely to be needed. In game-time situations, a Manager must make a good-faith effort to contact a member of the AAA Call-Up Committee, who may authorize an emergency call-up. Violations of this rule may result in various penalties, including but not limited to the forfeiture of a game. This rule applies to playoff games.

4.1.2. A Manager may request, at his or her discretion, that a player be called up from the AA Division if his or her team is missing a player or players that does not require a mandatory call-up. Such discretionary call-ups shall be conducted only through the AAA Call-Up Committee.

4.1.3. A temporary replacement may not pitch.

4.1.4. Permanent call up procedures should operate in accordance with the current Little League Operating Manual and are subject to the discretion of the AAA Call Up Committee and the President. Except as otherwise determined in exceptional circumstances, permanent call ups can only be completed prior to two weeks before the end of the regular season. Injury to one player is not an exceptional circumstance.



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4.1.5 Draft Order. The Commissioner shall assign, by drawing of lots or similar method, a random order for draft position selection. The Managers shall select their draft position in accordance with that random order. Beginning with the oldest league-age year of players in the draft pool, the draft shall proceed in a snake fashion, with the Manager with the last selection in the first round having the first selection in the second round, and continuing until all rounds are completed. That process will repeat in descending order for each league-age year of players in the draft pool.

4.2 The Pitchers.

4.2.1. The rules governing pitchers in the AAA League are set forth in the current Official Little League International Pitch Count Regulation VI. Players of league age 12 may not pitch in the AAA Division.

4.2.2. Section 8.02(c) of the Official Playing Rules sets forth the penalty for intentionally pitching at a batter. Furthermore, a pitcher who inadvertently hits more than one batter in the same inning may be removed as a pitcher by the umpire if in the judgment of the umpire the pitcher's wildness and speed may cause injury. However, the pitcher shall only be removed under these circumstances after a prior conference in the game between the umpires and both Managers in which this situation is discussed, and a warning is issued. This decision should not be made lightly and the possibility of injury should be real before a pitcher is removed.

4.3 The Runners.

4.3.1. The Infield Fly Rule, as set forth in Section 2.00 of the Official Minor Playing Rules, shall apply in the AAA League.

4.3.2. When on base with two outs, the catcher of record (as declared at the beginning of the inning) will be allowed a courtesy runner (the player in the batting order who recorded last out).

4.4 Other Rules.

4.4.1. Batting Order. Each Manager will provide his or her batting order to the Division Commissioner 48 hours prior to the first game. The batting order must indicate the player's name and number. Each Manager shall be allowed to change his batting order once during the season. The Division Commissioner will designate a time halfway through the season for such a change. The batting order can be modified, at the Manager's discretion, for each game in the playoffs and World Series.

4.4.2. Lead-Off Batter. The lead-off batter in each game shall be the batter whose place in the batting order follows the batter who made the last out in the previous game. The batting



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order proceeds in turn. If the final out of the previous game was not the result of a completed at bat, then the batter at the plate at the time of the final out shall be the lead-off batter at the next game. All players present at each game must bat around in order through the roster before beginning with the first batter again. The rules in this subsection shall not apply in the playoffs and World Series.

- 4.4.3. **Player Participation.** Each player must start at least every other game. Each player must play four defensive innings, at least two of which must be in the infield per game. For the playoffs and World Series, each player must play four defensive innings, at least one of which must be in the infield. For purposes of this rule, catcher is an infield position. The catcher shall use a catcher's mitt. If the home team is ahead at the end of five and one-half (5 ½) innings, the game is over and the visiting team (for purposes of defensive innings played) is considered to have played the sixth inning in the field. If a player is absent, this shall count as four innings played in the field, one at-bat and one game started. The Official Scorekeeper must record absences in the scorebook. Failure to satisfy player participation rules shall result in the penalties set forth in Official Regulation IV(I), or other penalties in the discretion of the Executive Committee.

If a child comes late to a game he/she may or may NOT participate, at the discretion of the Manager. Late is defined as arriving any time after the final out of the first inning.

- 4.4.4. **Player Substitution.** There may be unlimited substitutions; however no player shall sit out two innings in a row and no player may be removed from the field during an inning except for reasons of injury or a pitching change. During the regular season only and with the exception that a Manager shall not be required to remove a starting pitcher to comply with this rule, no player shall sit out a second inning defensively until all players have sat out one inning defensively. During the playoffs and World Series, a player may sit out a second inning defensively before other players have sat out one inning defensively, but the participation rules of 4.4.3 shall still apply.
- 4.4.5. **Batting Helmets.** A player when stepping into the batter's box must properly wear a batting helmet. The batting helmet must remain properly on the runner's head until the player reaches his dugout. Upon violation the umpire will give the player's Manager a bench warning regarding wearing helmets at all times. Second incident will result in the player being called out. Player's helmet may have a cage face mask or a chin guard but neither is required.
- 4.4.6. **Base Coaches.** A player may be a base coach or the base coaches may be two adult Coaches. See Official Minor Playing Rules, § 4.05. If a player is used as a base coach, that player must wear a batting helmet. An area will be recognized as the 1st & 3rd Base Coach's Box whether chalked or not and for the safety of baserunners and coaches, alike, Base Coaches are required to stay in the designated area whenever the ball is live and/or in play, unless avoiding interference with live play. A coach violating this rule, in addition to other possible sanctions; will receive one warning from the umpire during



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play to return to the Coach's Box. A second violation, at the umpire's discretion can result in that coach sitting out from on field coaching privileges for one full inning. A third violation during the same game, will result in that coach being disqualified from all on-field coaching for the remainder of that game. In such a circumstance, that coach can remain only as a dugout coach.

4.4.7. Outfielders. Each team shall play with three outfielders. All outfielders must play on the grass portion of the outfield or a similar distance from the back of the base path.

4.4.8. Bunting. Bunting shall be allowed.

4.4.9. Regular Season Mercy Rule. During the first three innings of a game, each team shall be allowed to score no more than four runs per inning. However, if a team is trailing at the start of their offensive half of the inning, they may score more than four runs but only as many runs as will allow them to lead by four runs. Once a game is official, if a team is ahead by ten or more runs, that team shall be declared the winner and the game declared over.

Note: It is the scorekeeper's responsibility to call the four-run rule. Only the fourth run counts regardless of how many players cross the plate on a hit or other play. No game will be ended early as a result of the mercy rule.

4.4.10. Gameplay. Game play can begin with a minimum of eight players on each team only if a Manager has requested call-up(s) in accordance with these Local Rules. A ninth defensive player can be borrowed from the other team to field a full diamond. That position in the batting order will be marked an official OUT in the scorebook.

4.4.11. Regular Season Time Limit. No inning may begin after 1 hour and 45 minutes from the actual starting time of the game, even if the game is tied. For time purposes, an inning will be said to start as soon as the third out is made in the last half of the preceding inning. Called games should be scored in accordance with Section 4.10(c) of the Official Minor Playing Rules.

Note: It is the scorekeeper's responsibility to record the actual starting time of the game.

4.4.12. Playoffs. Playoffs will be a seeded bracket format. Teams will be assigned positions based on their regular season performance. Tie breakers to determine seeding will be (1) most wins, (2) head-to-head record among tied teams, and (3) cards drawn by the Division Commissioner. When more than two teams are subject to a tie breaker, the Division Commissioner will use tie breakers in order until one team is dropped from the tie, and will then re-start at the first tie breaker until the next team is dropped from the tie, repeating until all ties are resolved.



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4.4.13. Playoff Time Limit. The game will be continued until a winner is determined, weather and light conditions permitting. If a game cannot be continued due to weather or light conditions, it will be continued at a later date as soon as practicable. Called games should be scored in accordance with Section 4.10(c) of the Official Minor Playing Rules.

4.4.14 Playoff Mercy Rule. Once a game is official, if a team is ahead by ten (10) or more runs, the team shall be declared the winner and the game declared over.



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5. MINOR LEAGUE: AA DIVISION

5.0 Incorporation of Official Rules. The current Little League Official Regulations and Playing Rules for Minor Leagues shall govern, except as may be otherwise provided in these rules. Furthermore, the General Rules set forth in Section 2 of these Local Rules are incorporated by reference.

5.1 The Teams.

- 5.1.1. The number of teams will be determined by the number of players available to play: all teams shall have a minimum of ten and a maximum of thirteen players. A Manager must request that a player or players be called up from the A Division only if his or her team will have less than ten players for a game. He shall request enough call-ups to bring his roster to ten. The AA Call-up Committee, comprised of the Player Agent, the Deputy Player Agent, the AA Commissioner and the A Commissioner, shall maintain a short list of A players eligible to be called up. Each A team shall have at least one player on that list. If any member of the Committee is also a Manager of a AA or A team, the President or his designee shall also be a member of the Committee. If a call-up is needed, any member of the AA Call-up Committee shall assign the call-up to the next player or players on the list. After being called up, that player or those players shall move to the bottom of the list. The player or players called up shall bat in the last position or positions in the batting order for that game. A Manager shall not request a specific player to be called up, nor shall he contact a specific player (or his or her parents), except when authorized to do so by a member of the Call-up Committee. Special requests, such as sibling call-ups, may be considered at the sole discretion of the Committee. A Manager shall begin the call-up process as soon as he is aware a call-up is needed, or is very likely to be needed. In game-time situations, a Manager must make a good-faith effort to contact a member of the Call-up Committee, who may authorize an emergency call-up. Violations of this rule may result in various penalties, including but not limited to the forfeiture of a game. This rule applies to playoff games.
- 5.1.2. A Manager may request, at his or her discretion, that a player be called up from the A Division if his or her team is missing a player or players that does not require a mandatory call-up. Such discretionary call-ups shall be conducted only through the player agent.
- 5.1.3. A temporary replacement may not pitch.
- 5.1.4. Permanent call up procedures should operate in accordance with the current Little League Operating Manual and are subject to the discretion of the AA Call Up Committee and the President. Except as otherwise determined in exceptional circumstances, permanent call ups can only be completed prior to two weeks before the end of the regular season. Injury to one player is not an exceptional circumstance.



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- 5.15 Draft Order. The Commissioner shall assign, by drawing of lots or similar method, a random order for draft position selection. The Managers shall select their draft position in accordance with that random order. Beginning with the oldest league-age year of players in the draft pool, the draft shall proceed in a snake fashion, with the Manager with the last selection in the first round having the first selection in the second round, and continuing until all rounds are completed. That process will repeat in descending order for each league-age year of players in the draft pool.

5.2 The Pitchers.

- 5.2.1. The rules governing pitchers in the AA Division are set forth in the current Official Little League International Pitch Count Regulation VI. League-age 12 and 11-year-olds may not pitch in the AA Division.
- 5.2.2 Section 8.02(c) of the Official Minor Playing Rules sets forth the penalty for intentionally pitching at a batter. Furthermore, a pitcher who inadvertently hits more than one batter in the same inning may be removed as a pitcher by the umpire if in the judgment of the umpire the pitcher's wildness and speed may cause injury. However, the pitcher shall only be removed under these circumstances after a prior conference in the game between the umpires and both Managers in which this situation is discussed, and a warning is issued. This decision should not be made lightly and the possibility of injury should be real before a pitcher is removed.

5.3 The Runners.

- 5.3.1. There is no Infield Fly Rule in AA. Any infield fly shall be played as a normal fly ball.
- 5.3.2. Base Runners are permitted to attempt to steal second base and third base, but only when the PITCHED BALL HITS SOME PART OF THE BACKSTOP.
- (i) If a Runner leaves their base too soon, it is at the Runner's peril as the Base Runner may be tagged out attempting to steal the next base.
 - (a) If the runner is thrown out at the base they are trying to reach, the runner is out. If the runner safely reaches the next base, see part (b).
 - (b) If the Runner leaves their base too soon, and safely reaches the next base, the Runner will be returned to the Runner's original base at the end of the play. If necessary, the trailing Runner will also be returned to that Runner's previous base even if that Runner did not leave their base too soon. If the lead Runner makes a timely and legal steal of third base and the trailing Runner leaves too soon attempt to steal second base, only the trailing Runner may be returned to their original base.
 - (ii) If the Catcher catches, blocks, deflects or gets to the pitched ball in such any legally permitted manner so as to prevent the ball from touching the backstop then the Runners are PROHIBITED from attempting to steal the next base on the pitch.
 - (iii) Runners attempting to steal second or third base cannot advance for an additional base because of any overthrows; even if the overthrow goes out of play or results



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in a dead ball. The maximum a Runner can achieve on one steal attempt on one unhit pitched ball is one base. No Runner may advance past third base during a steal attempt, and a Runner who is legally on third base when a Runner attempts to steal first or second base cannot advance for any reason.

- 5.3.3. Courtesy Runners. When on base with two outs, the catcher of record (as declared at the beginning of the inning) will be allowed a courtesy runner (the player in the batting order who recorded last out).

5.4 Other Rules

- 5.4.1. Player Participation/Substitution. Each player must start least every other game. Every player will play at least four defensive innings, two of which will be in the infield. For the playoffs and World Series, each player must play four defensive innings, at least one of which must be in the infield. For purposes of this rule, the infield is defined as first base, second base, third base, shortstop, catcher, and pitcher. The catcher shall use a catcher's mitt and protective gear, including a helmet with dangling throat guard. There may be unlimited substitutions; however, no player shall sit out two innings in a row and no player may be removed from the field during an inning except for reasons of injury or a pitching change. Additionally, with the exception that a Manager shall not be required to remove a starting pitcher to comply with this rule, no player shall sit out a second inning defensively until all players have sat out one inning defensively

If a child comes late to a game he/she may or may NOT participate, at the discretion of the Manager. Late is defined as arriving any time after the final out of the first inning.

Failure to satisfy player participation rules shall result in the penalties prescribed by Official Regulation IV(I), or other penalties in the discretion of the Executive Committee.

- 5.4.2. Gameplay. Game play can begin with a minimum of nine players on each team only if the Manager has requested a call-up(s) as required by these Local Rules. A team may play with only three outfielders until a tenth player arrives, and that position in the batting order will be skipped without penalty.
- 5.4.3. The Count. The balls and strikes count shall be 4-2. The Division Commissioner shall have discretion to determine when during the season to declare this rule 5.4.3 to be no longer applicable. In no case shall this Rule 5.4.3 apply during the playoffs or World Series.
- 5.4.4. Batting Order. Managers must provide their batting order to the Division Commissioner 48 hours prior to the first game. The batting order must indicate the player's name and number. Each Manager will be allowed to change the batting order once during the season. The Division Commissioner shall designate a time halfway through the season



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for this change. The batting order may be modified, at the Manager's discretion, for each game of the playoffs and World Series.

- 5.4.5. Lead-off Batter. The batting order shall be continuous, and the lead-off batter in each game shall be the batter whose place in the batting order follows the batter who made the last out in the previous game. The batting order proceeds in turn. If the final out of the previous game was not the result of a completed at bat, the batter at the plate at the time of the final out shall be the lead-off batter at the next game. All players must bat around in order through the roster before beginning with the first batter again. The rules in this sub-section shall not apply in the playoffs and World Series.
- 5.4.6. Batting Helmet. A batting helmet must be properly worn by a player when stepping into the batter's box. All batting helmets must have a cage. The batting helmet must remain properly on the base runner's head until the player reaches his dugout. Upon violation the umpire will give the player's Manager a bench warning regarding wearing helmets at all times. A second incident will result in the player being called out.
- 5.4.7. Base Coaches. No player shall be allowed to coach the bases.
- 5.4.8. No Bunting. Bunting shall not be allowed.
- 5.4.9. Outfielders. Each team will play with four outfielders. All four outfielders must play on the grass portion of the outfield or a similar distance from the back of the base path. Outfielders must throw the ball to an infielder when a play is being made at a base. For an out, they cannot cover or touch the base by themselves. A team may play with only three outfielders if there are only nine players available.
- 5.4.10. Regular Season Mercy Rule. During the first three innings of a game, each team shall be allowed to score no more than four runs per inning. However, if a team is trailing by more than four runs at the start of their offensive half of the inning, they may score more than four runs but only as many runs as will allow the score to be tied. Once a game is official, if a team is ahead by ten or more runs, that team shall be declared the winner and the game declared over.
Note: It is the scorekeeper's responsibility to call this rule. Only the fourth run (or the tying run, if that portion of the rule is applicable) counts regardless of how many players cross the plate on a hit or other play.
- 5.4.11. Time Limit. All AA Games are limited to 1 hour and 45 minutes, starting from the game's official scheduled starting time; unless that start is delayed due to weather or some other circumstance accepted and approved by the umpire on site at the official scheduled game time



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No inning can start after the limit above has expired. The time for the end of an inning shall occur at the time when the final out of that is made, inclusive of any subsequent protests or challenges. An exception may be made, if weather and light conditions permit, by mutual agreement of both Managers and the Umpire, ONLY during the playoffs when the game is tied when the time limit is reached.

Note: It is the scorekeeper's responsibility to record the actual starting time of the game.

- 5.4.12 Playoffs. Playoffs will be a seeded bracket format. Teams will be assigned positions based on their regular season performance. Tie breakers to determine seeding will be (1) most wins, (2) head-to-head record among tied teams, and (3) (4) cards drawn by the Division Commissioner. When more than two teams are subject to a tie breaker, the Division Commissioner will use tie breakers in order until one team is dropped from the tie, and will then re-start at the first tie breaker until the next team is dropped from the tie, repeating until all ties are resolved.
- 5.4.13. Playoff Mercy Rule. Once a game is official, if a team is ahead by ten or more runs, that team shall be declared the winner and the game declared over.



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6. MINOR LEAGUE - A DIVISION

Mission Statement: The mission of the A Division is instruction and enjoyment. A Manager shall strive to develop the skills of all the players on his or her roster, and to provide a fun, safe environment that teaches proper baseball technique and the value of teamwork, while fostering a love of the game.

6.0 Incorporation of Official Rules. The current Little League Official Regulations and Playing Rules for Minor Leagues govern A Division unless otherwise noted here. Furthermore, the General Rules set forth in Section 2 of these Local Rules are incorporated by reference.

6.1 The Teams. The number of teams will be determined by the number of players available to play.

6.2 The Pitcher. A pitching machine shall be used to pitch. The machine shall be placed at a position centered over the pitching rubber, measured as 46 feet from the back of home plate. If a batted ball strikes the pitching machine or the machine operator, it is treated as a dead ball, with the batter and each baserunner runner advancing one base, without peril.

In the event the machine breaks or is inoperable, a coach may pitch, at a distance not closer than 30 feet from home plate. A coach should not be used to pitch except for the event the machine is rendered inoperable and unable to be used.

A defensive player will be stationed near the pitcher's mound and play the position of pitcher. The defensive player/pitcher shall have one foot in the circle that designates the pitcher's mound. That player must wear a batting helmet with a cage while playing the position of pitcher, and may not leave the pitcher's circle until after the ball is put in play.

6.3 Other Rules.

6.3.1. The Batter. A batting helmet must be properly worn by a player when stepping into the batter's box. All batting helmets must have a cage. The batting helmet must remain on the runner's head until the player reaches the dugout. During each turn at bat, the batter will have the opportunity to face five hittable pitches, although each pitch does not necessarily have to be a strike. If at the end of the five pitches, the batter has not hit the ball into fair territory, the batter shall be declared out. However, if the fifth pitch is fouled off, the batter shall continue until the pitch is not fouled off. The rules governing the batting order in the AA Division shall also apply in the A Division.

6.3.1.1 Prior to the game, each Manager may submit to the opposing Manager a list of 3 players or less who will be allowed seven hittable pitches.

6.3.2. No Batting Tees. There will be no batting tees used during games.



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- 6.3.3. No Base Stealing. There will be no base stealing. The runner must remain in contact with the base until the ball is hit.
- 6.3.4. No Bunting. Bunting is not allowed.
- 6.3.5. Defensive Coaches. There may be two defensive coaches on the field while the ball is in play.
- 6.3.6. Base Runner Advancement. Once a batted ball is returned to the infield (definition of infield is that the ball hits the infield dirt or is caught by an infielder standing on the infield dirt), runners must stop at the base they then occupy. If they are between two bases at the time the ball is returned to the infield, they can advance to the next base at their own peril. No more advancement is allowed. Runners may advance only one base on batted balls that do not leave the infield. Runners will never be allowed more than the base they are approaching when an overthrow occurs. Any Runner is out when they do not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. No fielder shall block the entire base or plate to which a Runner is sliding. A ball that is hit into the outfield and reaches a spectator is a ground rule double.
- 6.3.7. Gameplay. Game play is encouraged to begin with a minimum of nine players on each team. A team may play with only three outfielders until a tenth player arrives, and that position in the batting order will be skipped without penalty. Managers are encouraged to share defensive players and make other accommodations to allow the game to proceed. The Managers shall notify the umpire of any such arrangements prior to the game beginning.
- 6.3.8. Player Participation/Substitution. Each player must start at least every other game. Every player will play four defensive innings, two of which will be in the infield (this assumes a six-inning game). The infield is defined as first base, second base, third base, shortstop, catcher, and pitcher. No player may play the same position more than two innings. Players may be freely substituted, provided that the foregoing conditions are satisfied. No player may be required to sit out two innings until all players have sat out one inning defensively. No player may play a second defensive inning in the infield until all players have played one defensive inning in the infield. If a player comes late to a game he/she may or may NOT participate, at the discretion of the Manager. Late is defined as arriving any time after the final out of the top of the first inning. A late player does not need to satisfy the minimum inning requirement, at the discretion of the Manager.
- 6.3.9. Outfield Positioning. Each team shall play with four outfielders. All four outfielders must be on the outfield grass until after the ball is put in play. Outfielders may not field a ball on the infield dirt. Outfielders are permitted to make an assist at a base, however in order to do so, outfielders must throw the ball to an infielder when a play is being made



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at a base. An outfielder is not permitted to run and touch a base for a force out, nor may an outfielder run and tag a baserunner. A thrown ball from the outfielder, caught by an infielder may result in a force or a tag out.

6.3.10. Score Sheets. Managers shall exchange lineups with names, numbers, and batting order before the game.

6.3.11. Time Limit. No inning may begin after one hour and 30 minutes from the actual starting time of the game. Called games should be scored in accordance with Section 4.10(c) of the Official Minor Playing Rules.

6.3.12. Mercy Rule. Each team shall be allowed to score no more than four runs per inning. However, if a team is trailing at the start of their offensive half of the inning, they may score more than four runs but only as many runs as will allow them to lead by four runs.

6.3.14. Catchers. In accordance with the instructional nature of this Division, a catcher will be used. The catcher is to make an effort to catch each pitched ball but, if not successful, shall not attempt to recover that ball. If the catcher catches the pitched ball, he or she shall discard the ball to the backstop. The catcher may, and is encouraged to, make all appropriate plays, including plays at the plate, but may not block the plate or the basepath from third base. Catcher's equipment will be provided, and teams are to have a coach or parent volunteer assist the catcher in putting on the equipment so as to avoid interference with game play.

6.3.15 Players shall always be encouraged to make the proper baseball play.



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7. Rookie League – Rookie Division

Mission Statement: The mission of the Rookie Division is to introduce players to the game of baseball with the goal of instruction and enjoyment. A Manager shall strive to develop the skills of all players on his or her roster, and to provide a fun, safe environment that teaches proper baseball technique and the value of teamwork, while fostering a love of the game.

7.0. The Rookie Division will operate in accordance with the Rules of the A Division under Chapter 6 of these Rules, except where expressly altered below.

7.1. Teams/Position

7.1.1 An effort will be made to cap roster sizes to maximize playing opportunities for each player.

7.1.2 A running batting order is used, and is continuous throughout the season. Alternatively, the same running batter order may be used, and a different batter serve as the lead-off batter each game. In all cases, the Manager must make all reasonable efforts to provide an equal number of at-bats to each player.

7.1.3 The defensive positions are as follows: pitcher (must wear helmets with cages), first base, second base, shortstop, third base, left field, left-center field, right-center field, and right field. If a team has 10 fielders, two pitchers may be used. No player may play the position of catcher.

7.1.4 Every batter must use a helmet with a facemask cage.

7.1.5 Two defensive coaches are allowed per team on the infield. An additional coach may be used in the outfield.

7.1.6 Every player should play outfield and infield at least one inning per game.

7.2. Scoring. Rookie Division games will not have an official scorekeeper and scores will not be posted on the League website.

7.3. Gameplay.

7.3.1 Each player shall receive five pitches from a coach on their team. Coaches should pitch from 10-15 ft away from the batter. If the ball is not put in play after five hittable pitches, the player hits off a tee. There are no strikeouts, but please adhere to the pitch limitation to move games along. In this league the tee should be encouraged as a tool to help players learn to hit, and not discouraged.

7.3.2 Innings are played until three outs are made, or four runs are scored.



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- 7.3.3 Runners shall not advance on any overthrow.
- 7.3.4 If a batted ball is hit to the outfield, a batter, or any runner on base may advance a maximum of two bases. Once the ball reaches the infield, whether it is possessed by a fielder or not, runners may not continue to advance beyond the base they are headed to when the ball is thrown in.
- 7.3.5 Collisions between fielders and runners are to be avoided. Managers and coaches should teach fielders (especially pitchers, due to their proximity to home plate) to make a throw, or a force out at first, second or third base.
- 7.3.6 Games are played to a time limit of 70 minutes.