



2026

# La Mesa National Little League Bylaws & Local Ground Rules

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## ARTICLE I – League Volunteers

### Section 1 – La Mesa National Little League Volunteer Program

- A. Little League Baseball is a 100% VOLUNTEER NON-PROFIT ORGANIZATION. In order to make La Mesa National Little League ("LMNLL" or "League") run smoothly, we rely on our League families to help run the everyday operations of the League. These opportunities include, but are not limited to, Team Manager, Coaches, Umpires, Team Parent, Team Photographer, Game Announcer, Scorekeeper, Pitch Counter, assisting with field prep, assisting with post-game field tasks, running snack bar shifts, and assistance at League events.
- B. Prospective volunteers must be approved by the President.

### Section 2 – Managers & Coaches

- A. Prospective managers will submit by e-mail or in writing their willingness to manage a team by a certain date designated by the President. They must include their name, the division they wish to manage, and previous managing and/or coaching experience. This submission should be made to the Coach Coordinator for their division.
- B. The Coach Coordinator will accumulate all the prospective manager's information and conduct an interview prior to the draft date. This interview can be attended by LMNLL Board Members at their discretion and availability. Once the interviews are completed, the President will choose to make a nomination to the Board of Directors for approval. Approval by the Board shall be done by a vote. The President and Coach Coordinator of the League shall tally the vote to determine which managers have been approved by the League.
- C. Managers shall be responsible for the selection of their teams and for their actions on the field. In accordance with Little League Rules, only the manager selection will be designated prior to the draft. Coaches will be determined after the draft has concluded.
- D. The manager of each team will present a list of prospective coaches to the Coach Coordinator. The Coach Coordinator will create a list and make recommendations to the Board of Directors for approval.
- E. All managers and coaches will fill out and submit appropriate background checks prior to fulfilling any manager/ coaching duties.
- F. The President and Vice President may manage or coach a team provided they do not serve on the Protest Committee nor serve as a District Tournament Manager.

### Section 3 – Umpires

- A. Umpires are essential to Little League Baseball. The League will make every effort to provide umpires for scheduled games at the Minors, Majors and Juniors divisions, however coaches should be prepared to act as an umpire as needed. At the lower divisions, coaches are expected to act as umpires. To participate in any District tournaments, LMNLL must provide volunteer

umpires. The District provides clinics to learn the mechanics of umpiring and the League will provide the protective gear. Parents need to provide the time to help officiate.

- B. There is no age requirement other than the umpire must be at least one division above the game that the umpire is officiating.
- C. If a youth umpire officiates a game, then an adult (over 18 years of age) must be present and designated as a sponsor of that umpire. Umpires under the age of sixteen (16) must receive umpire training.
- D. The Umpire in Chief is responsible for recruiting volunteer umpires and ensuring games are staffed by volunteers. If volunteer umpires are not available, the use of one or more services for paid umpires may be used for local League games. The President and Vice President may umpire provided he/she does not serve on the Protest Committee.

## Article II – Team Selection, Assessments, Draft Procedures

### Section 1 – Team Selection

- A. In order to preserve team balance within the division, the League will re-draft all teams every year.

### Section 2 – Assessment Rules & Procedures

- A. Assessments are organized and executed exclusively by the Player Agent.
- B. All players desiring to play in the CAPS, Minors, Majors or Juniors divisions are required to participate in assessments. If a prospective Major or Minor player is sick or unable to attend assessments due to unforeseen circumstances, the Player Agent may waive this requirement if the player is a returning player. The Player Agent will have the discretion to place players who were unable to make the Assessments into the division he or she deems most appropriate. A make-up assessment should be offered to any player that may not make the regular assessments.
- C. Players must assess in the division of his/her age. If the player expresses interest in playing in a higher or lower division, they must also assess in that division at the Player Agent's discretion in order to be considered for placement in another division. Only the following information may be asked of each player and/or distributed to all Managers prior to the draft:
  - Have you played before?
  - What positions did you play last season?
  - What is the league age of the player?
  - What level of play (Juniors, Majors, Minors, CAPS, Rookies)?
- D. The Assessment will consist of the following:

- a. Players will be asked to field ground balls at shortstop with the player throwing to 1<sup>st</sup> base (including a rotation at 1<sup>st</sup> base to receive throws), and to field fly balls throwing to either 2<sup>nd</sup> or 3<sup>rd</sup> base depending on age group. Players will be asked to hit, and they will get five pitches from a pitching machine or live coach pitch set at a speed suitable for that age group or live pitching and running out last pitch. Players will run from home to 3<sup>rd</sup> base. At the discretion of the player agent conducting Assessments, additional skills may be evaluated.

Note: At the League's discretion, players may be asked to demonstrate their pitching and/or catching abilities.

## Section 3 – Draft

### A. Draft Procedures: Juniors Division

- a. Due to the shared nature of our Juniors Division, a separate Policy document has been drafted to cover Juniors-specific rules and regulations. See Juniors Division Policy

### B. Draft Procedures: Majors, Minors, & CAPS Divisions

- a. The League draft process is the exclusive responsibility of the Local League Player Agent.
- b. All division managers must always maintain the secrecy of player draft order.
- c. The League draft will be attended only by the President, Vice President, Player Agent and the managers in the division. The Coaching Coordinator may be asked to attend the draft by the President or Player Agent as needed to assist in the process.
- d. Players shall never be told the position in which they or anyone else was drafted.
- e. The League will not allow coaches' options at any Little League divisions.
- f. Managers may submit an option for siblings (in the same division) who are subject to the draft. When the first sibling is drafted, and an option has been submitted, the manager takes the other sibling in the round of the draft that is to be determined by the consensus of the managers and the Player Agent.
- g. The Local League will provide an option permitting a player's parent/guardian(s) to submit a letter to the Player Agent, requesting player not to be placed on a specific Manager's team. The request must be accompanied by a written compelling reason. If parent chooses to exercise this option, the letter must be submitted before the draft to the Player Agent. NO EXCEPTIONS. Every effort will be made by the Board to publish slated Managers before the drafts take place.

### C. Draft Order:

- a. The managers will draw numbers from a hat to determine the selection order. The trading of draft order position is prohibited.
- b. In the order determined by (a) above, the managers will select players from the eligible players in a serpentine order until each roster is complete.

- D. To allow each player a reasonable opportunity to play, the divisions will have established maximum numbers of players per team, as follows:

Division	Minimum Number	Maximum Number
Majors	10	13
Minors	10	13
CAPS	10	13
Rookies	6	12
Tee Ball	6	10



E. The Majors Division:

- a. The Majors Division draft shall be held first.
- b. The Majors Draft should primarily consist of 11-12 year olds.
- c. All 12 year olds must be drafted to Majors unless otherwise approved by either a District waiver or demonstrated safety concern by the Player Agent prior to Draft.
- d. A 10 year old can be placed on the Major's draft board, at the Player Agent's discretion, but only if there is an available space for them, they attended Majors assessments, and they are drafted on or before the 8<sup>th</sup> round.

F. The Minors Division:

- a. The Minors draft will follow the Majors draft and be held second.
- b. The Minors Draft should primarily consist of 9-10 year olds.
- c. An 8 year old can be placed on the Minor's draft board, at the Player Agent's discretion, but only if there is an available space for them on a team, they attended Minor's assessments, and they are drafted on or before the 8<sup>th</sup> round.

G. The CAPS Division:

- a. The CAPS draft will follow the Minors draft and be held third.
- b. The CAPS draft should primarily consist of 7-8 year olds.
- c. A 6 year old can be placed on the CAP's draft board, at the Player Agent's discretion, but only if there is an available space for them on a team, they attended CAP's assessments, and they are drafted on or before the 8<sup>th</sup> round.

H. The Rookies Division:

- a. The Rookies division will consist mostly of players league-age 6 and 7.
  - i. A player league-age 5, who has played a season of T-Ball, may request to play Rookies, but MUST be approved by the Player Agent.
- b. The Manager of the team may pre-select up to 4 players.
- c. All conflicts (same player picked by two teams) will be resolved by the Player Agent during team selection.
- d. The remaining players will be assigned to a team based on age, school, and other factors determined by the Player Agent.



I. T-Ball Division:

- a. This division will consist of players that are mostly league-age 4 and 5. Players who are league-age 6 and 7 will be considered by parent request or Player Agent discretion only. All other 6 and 7 year olds will play in the Rookies (6 year olds) or CAPS (7 year olds) divisions.
- b. The Manager of the team may pre-select up to 4 players.
- c. All conflicts (same player picked by two teams) will be resolved by the Player Agent during team selection.
- d. The remaining players will be assigned to a team based on age, school, and other factors determined by the Player Agent.

## Article III – Local Ground Rules

### Section 1 – T-Ball Division Rules

- A. Emphasis: The T-Ball division is an instructional division with an emphasis on learning the fundamentals of baseball while playing in a fun environment. Managers and Coaches should emphasize basic baseball techniques and sportsmanship at all times.
- B. Length of Games: Games will be no more than four (4) innings or 60 minutes. Both managers will agree on the game starting time before the first hit from the tee.
- C. Scorekeeping: No score recorded.
- D. Inning Length: Each half inning will end after all batters have been up to bat during the inning. The last batter will hit the “home run” which clears the bases. Lineups should be adjusted so each player has an opportunity to finish the inning in this manner at least once per season.
- E. Number of Players: Each team must field all the players on their roster each defensive outing.
  - a. Defense: All rostered players must play in the field. The defensive team will consist of a regular infield, and a pitcher (or a defensive player in the “pitcher’s” position). Including a traditional outfield if the number of players allow. There will be no catcher in T-Ball.
  - b. Offense: The entire team will be listed in the batting lineup.
- F. Minimum Play: Each player must play every defensive inning and have one (1) at bat during each offensive inning. A continuous batting order will be used.
- G. Rotation of Players: All managers shall rotate ALL players to as many infield/outfield positions as is safely possible.
- H. Managers and Adult Coaches: Teams should have four (4) adult volunteers. One Manager, one Coach, one Assistant Coach, one Bench Coach/Team Parent. When the team is in the field (defense), they may have three (3) coaches in the field (one coach in the infield, and one coach

in the outfield, one roaming as needed). Those coaches will not touch a live ball and only be an instructional coach while on the field. The offensive team will provide the pitch coach located at the Tee, 2 base coaches, and a Bench Coach/Team Parent.

- a. All Managers and Coaches shall be at least 18 years of age.
- b. One adult Coach must be in the dugout at all times.
- c. No other adults are allowed on the field during a game.
- I. Umpires: The umpire will be the coach that is at the Tee. The umpire will change as the team changes from offense to defense.
- J. Catching: No catcher.
- K. Pitching: To prepare players for the next level, coach pitch is encouraged beginning mid-season. The Tee should be used by the batter if they are not able to hit three “hittable” pitches. The Coach Pitcher should deliver the pitch from a knee (kneeling position) or sitting on a bucket far enough from the batter so that they may begin to learn timing of their swing.
- L. Play stoppage: Runners may advance until:
  - a. They have progressed one base. If they progress further than one base, they may not be put out. Just send them back.
  - b. A coach stops play.
- M. Base Stealing: Stealing is not permitted.
- N. Balls: All baseballs used during practice and games will be Little League approved.
- O. Protests: T-Ball division games cannot be protested.
- P. Inclement Weather: Cancelled games due to rain outs will be scheduled by the designated league scheduler. Every effort will be made to reschedule games to allow for even play across the division.

## Section 2 – Rookies Division Rules

- A. Emphasis: The Rookies division is an instructional division with an emphasis on learning the fundamentals of baseball while playing in a fun environment. Managers and Coaches should emphasize basic baseball techniques and sportsmanship at all times.
- B. Length of Games: Games will be no more than four (4) innings or 75 minutes in duration. Both managers will agree on the game’s starting time before the first pitch.
- C. Scorekeeping: No score recorded.
- D. Inning Length: Each half inning will end after all batters have been up to bat during the inning.
- E. Number of Players: Each team must field at least six (6) players to play the game. Teams may “borrow” players from the other team as needed to field six defensive positions.

- a. Defense: All rostered players play in the field. The defensive team will consist of a regular infield, a pitcher (or a defensive player in the “pitcher’s” position). Any additional players more than the standard six infield positions will play in the outfield, not in the infield. The catcher position may be filled if you have enough players.
  - b. Offense: The entire team will be listed in the batting lineup. (CBO)
- F. Minimum Play: Each player must play every defensive inning in the field and have one (1) at bat during each offensive inning. A continuous batting order will be used.
- G. Rotation of Players: All managers shall rotate ALL players to as many infield/outfield positions as is safely possible.
- H. Managers and Adult Coaches: Teams should have four (4) adult volunteers. One Manager, one Coach, one Assistant Coach, one Bench Coach/Team Parent. When the team is in the field (defense), they may have one (1) Coach behind the plate, helping with passed balls to keep the game moving, and one (1) Coach in the field. The Field Coach will not touch a live ball and only be an instructional Coach while in the field. The offensive team will provide the pitch coach.
  - a. All Managers and Coaches shall be at least 18 years of age.
  - b. One adult Coach must be in the dugout at all times.
  - c. No other adult is allowed on the field during a game.
- I. Umpires: Umpires are not provided. The offensive (batting) team Coaches will act as umpires for each inning.
- J. Pitching:
  - a. First third of the Season: Coach pitch will be used for the duration of the game. Players are offered five (5) “hittable” pitches. The Coach Pitcher should deliver the pitch from a knee (kneeling position) or sitting on a bucket far enough from the batter so that they may begin to learn timing of their swing. During this portion of the season, if the batter does not make contact with the ball putting it in play during the coach pitching, they are allowed to hit from the Tee.
  - b. Middle third of the Season: Coach pitch will be used for the first two innings as outlined above in section J(a) with the only change that the Coach Pitcher may or may not stand to deliver a pitch. Machine Pitch (Blue Flame or equivalent ball throwing apparatus) will be used for the remaining two innings. During this portion of the season, if the batter does not make contact with the ball putting it in play during the coach or machine pitching, they are allowed to hit from the Tee, provided they have not swung at and missed five (5) pitches.
  - c. Final third of the Season: Machine pitching will be used exclusively. If the batter does not make contact with the ball putting it in play during the machine pitching, they are allowed to hit from the Tee, provided they have not swung at and missed five (5) pitches.

- d. Coach Pitch Note: Coaches will pitch to their own team. Each batter shall be given a maximum of five (5) pitches that are in the strike zone, as determined by the Coach. ("hittable" pitch) A ball determined not to have traveled through the strike zone shall not count against the batter unless he or she swings. Players struck by a coach-pitched ball will not be awarded first base.
  - i. A strike shall be called only when a batter swings and misses or hits a foul ball. During the middle and final third of the season, a batter is retired if five (5) strikes are accumulated, or five pitches in the strike zone have been thrown. If a batter hits the fifth pitch or fifth (5th) strike foul, the batter continues to bat until either a pitch passes through the strike zone without being hit or a fair ball is hit.
- e. Machine Pitch Note: Pitching machine speed will be set at 35 mph (As slow and straight as machine allows). The machine shall be a Blue Flame or equivalent ball throwing apparatus. A coach from the offensive team (Umpire) will feed balls into the pitching machine. Each batter shall be given a maximum of five (5) pitches that are in the strike zone, as determined by the Umpire. A ball determined not to have traveled through the strike zone shall not count against the batter unless he or she swings.
  - i. While the pitching machine is in use, a strike shall be called only when a batter swings and misses or hits a foul ball. A batter is retired if five strikes are accumulated and if the fifth strike was not the result of a foul. If a batter hits the fifth pitch or fifth strike foul, the batter continues to bat until either a pitch passes through the strike zone without being hit or a fair ball is hit.
- f. Dead Balls: Any batted ball striking the pitching machine is dead. Play stops, and each runner, including the batter-runner, advances one base without the liability of being put out. Any thrown ball that hits the machine remains live and in play.
- K. Hit By Pitch (HBP): Players struck by a coach-pitched ball will not be awarded first base.
- L. Catching: The catcher must wear all appropriate protective gear to include a mask with throat guard, helmet, chest protector, and shin guards. All male catchers must wear a protective cup.
- M. Play stoppage:
  - a. Runners may advance until:
    - i. They have progressed one base. If they progress further than one base, they may not be put out. Just send them back.
    - ii. During the final third of the season, when machine pitch is used throughout the game, players may be put out if tagged by a defensive player with the ball in their glove and the offensive player is off base, or when a force play exists at any of the bases.
    - iii. A coach stops play.
  - b. Coaches will stop play when:

- i. The defense has the ball in the infield and a player is in physical control of such ball.
  - ii. Although still subject to being played on and put out, runners who cannot advance because the bases in front of them are occupied shall not be considered as progressing, despite any feints. *Progressing* shall be interpreted as moving toward the next base and does not include faking, feinting, or “dancing off the base.”
- N. Bunting: There will be no bunting in the Rookies division. If a player attempts to or is successful in bunting, the play will be terminated and a strike will be recorded against the batter. A bunted ball resulting in the third strike or fifth pitch will cause the batter to be called out.
- O. Base Stealing: Stealing is not permitted.
- P. Balls: All baseballs used during practice and games will be Little League approved.
- Q. Protests: Rookie division games cannot be protested.
- R. Inclement Weather: Cancelled games due to rain outs will be scheduled by the designated league scheduler. Every effort will be made to reschedule games to allow for even play across the division.

### Section 3 – CAPS Division Rules

- A. Emphasis: The CAPS division is an instructional division with an emphasis on learning the fundamentals of baseball while playing in a fun environment. Managers and Coaches should emphasize basic baseball techniques and sportsmanship at all times.
- B. Length of Games: Games will be six (6) innings. Both managers will agree on the game’s starting time before the first pitch.
  - a. During weeknight games, every effort should be made to complete all six (6) innings. No new inning shall begin after 1 hour 30 minutes of elapsed playtime. The game will end at 1 hour 45 minutes – hard stop.
  - b. During weekend games, every effort should be made to complete all six (6) innings. If necessary, because of a following game, no new inning shall begin after 2 hours. The game will end at 2 hours 15 minutes – hard stop.
  - c. A new inning begins immediately after the home team scores four (4) runs or has been put out three (3) times.
- C. Scorekeeping: HOME team is responsible for keeping the official score. Visitor Team’s Scorekeeper must track pitch count. Managers are responsible for keeping logs of the pitch counts for all games. Managers must be able to produce a written copy of the pitch count logs upon request.
- D. Inning Length: Each half inning will end after three (3) outs are made or four (4) runs are scored. There is no open inning at the end of the game. If the Home Team is down by more than four

runs prior to the start of the bottom of the sixth inning, they will be afforded the opportunity to score the four runs allowed.

- a. The only exception will be if there is a home run (over the fence) and then all runs that are driven in by the home run will count.
- E. Number of Players: During the Regular Season, every effort should be made to field a complete team of a minimum of nine (9) players. During TOC, each team must field at least eight (8) players to play the game. If a team is unable to field eight (8) players within 10 minutes of the scheduled game start time, it will forfeit the game.
  - a. Defense: Nine (9) players should play in the field. The defensive team will consist of a regular infield, a pitcher (or a defensive player in the “pitcher’s” position) and a catcher in full gear and three outfielders.
  - b. Offense: The entire team will be listed in the batting lineup. (CBO)
- F. Minimum Play: Each player must play a minimum of four (4) innings in the field and have at least one (1) at bat.
- G. Rotation of Players: All Managers are strongly encouraged to rotate ALL players to as many infield/outfield positions as is safely possible. Players are not allowed to play more than 2 consecutive innings in the same position.
- H. Managers and Adult Coaches: Teams should have four (4) adult volunteers. One Manager, one Coach, one Assistant Coach, one Bench Coach.
  - a. All managers and coaches shall be at least 18 years of age.
  - b. One adult Coach must be in the dugout at all times.
  - c. No other adult is allowed on the field during a game.
- I. Umpires: There are no Umpires at the CAPS level. The offensive (batting) team’s coaches will serve as Umpires for each inning.
  - a. The Primary Umpire will be the batting team’s Manager or Coach and will be positioned as the pitching machine operator or behind the pitching mound (player pitch). **The Primary Umpire may not coach from this position.** They should direct the batter as needed for proper technique when safety is in question. They are responsible for all base calls at third base and home plate, as well as all stoppages of play.
  - b. The Secondary Umpire will be the batting team’s Manager or Coach, will be positioned outside of the foul line near first base, and will not only serve as the first Base Coach but will also be responsible for all calls at first and second base.
  - c. The third-base coach is not an Umpire, and does not make any calls, nor is consulted by the Primary and Secondary Umpire to assist with any calls. The same is true of the opposite team’s coaches. At no time should any Umpire (coach) need to argue with another coach on the field regarding a call. Make the call and move on.

- J. Pitching: For the first phase of the Regular Season (games prior to March 28th), a pitching machine will be used until the completion of the game. For the second phase of the Regular Season and TOC, a pitching machine will be used until the completion of the third inning. Players and coaches will pitch for the remainder of the game. Coaches are to pitch to their own teams.
- a. Machine Pitch: Pitching machine speed will be set at 40 mph. The Primary Umpire (Coach) will feed balls into the pitching machine. Each batter shall be given a maximum of five (5) pitches that are in the strike zone, as determined by the Umpire (Coach). A ball determined not to have traveled through the strike zone shall not count against the batter unless he or she swings.
    - i. While the pitching machine is in use, a strike shall be called only when a batter swings and misses or hits a foul ball. A batter is retired if three strikes are accumulated and if the third strike was not the result of a foul. If a batter hits the fifth pitch or third strike foul, the batter continues to bat until either a pitch passes through the strike zone without being hit or a fair ball is hit.
    - ii. Any batted ball striking the pitching machine is dead. Play stops, and each runner, including the batter-runner, advances one base without the liability of being put out. Any thrown ball that hits the machine remains live and in play.
  - b. Player/Coach Pitch: After the third inning, the game will be played with live pitching by players and coaches. No pitch shall be delivered until the pitching machine and all electrical cords are removed from the field of play.
    - i. Player Pitch: If four (4) balls are pitched to a batter, the pitcher will be replaced by the Primary Umpire, who now takes on the dual role of Primary Umpire/'Coach Pitcher'. The batter will remain at bat. There will be no walks. The Player-Pitcher will assume a defensive pitcher's position.
    - ii. Coach Pitch: The count will revert to zero (0) balls and zero (0) strikes. The Primary Umpire/'Coach Pitcher' will deliver pitches to the batter until the batter completes the at bat by either hitting a fair ball or striking out. The Primary Umpire/Coach Pitcher will judge each pitch as a ball or strike. All pitches must be delivered from a standing position, and the Coach Pitcher must begin their pitch from no closer than the base of the mound facing home plate.
- K. Hit By Pitch (HBP): Any batter struck by a player-pitched ball shall be awarded first base. Players struck by a coach-pitched ball will not be awarded first base.
- L. Catching: The catcher must wear all appropriate protective gear to include a mask with throat guard, helmet, chest protector, and shin guards. All male catchers must wear a protective cup. Catchers must be positioned behind home plate, crouching without knees on the ground, with their free hand behind their back, not behind the glove or on their side. Catchers must be reminded not to turn from the pitch or stand— doing so will result in injury.
- M. Play stoppage:
- a. Runners may advance (progress) until:

- i. They have progressed one base maximum for an infield hit and two bases maximum for a ball that is hit or rolls to the outfield. Two Base Advance  
Example: A base runner at first base cannot advance past third base on one play (hit).

**Note:** Any runner who advances further than two bases is subject to being put out until he or she returns.

- ii. An Umpire (Coach) stops play.
- b. Umpires (Coaches) shall stop play when:
  - i. All runners have stopped progressing<sup>1</sup>,
  - ii. The defense is not making a play on a runner<sup>2</sup>, and
  - iii. The defense has the ball in the infield actively holding the lead runner.  
Example: If a runner is being held at 3rd, and there is a runner at first base with second base open, you cannot send the runner to second base until the next ball is put into play.

**Note<sup>1</sup>:** Although still subject to being played on and put out, runners who cannot advance because the bases in front of them are occupied shall not be considered as progressing.

**Note<sup>2</sup>:** The defense is considered to be making a play on a runner whenever players are attempting to put out a runner. Running the ball into a position as to halt the runner's progress is not to be considered to be making a play on the runner.

On an outfield hit, the Primary Umpire (Coach) should stop play immediately upon ball entering the infield and the infielder attempting to hold runner. Overthrows back to the pitcher from another infielder, once players have stopped progressing, should not cause runners to advance, as play should have already been stopped. If the outfielder attempts to make the throw directly to the pitcher and it gets past the pitcher, runners may progress to the maximum of two bases. Progressing means the act of advancing or running toward the next base from their current offensive position. If a runner is returning (retreating) to the most recently passed base, they are not progressing.

On an infield out, baserunners should normally only advance one base unless there is an overthrow during the attempted put out. For the first third of the season, overthrows should not cause runners to advance. A specific date for overthrows to be enacted will be noted on the schedule.

- N. Bunting: There will be no bunting in the CAPS division. If a player attempts to or is successful in bunting, the play will be terminated, and a strike will be recorded against the batter. A bunted ball resulting in the third strike or fifth pitch will cause the batter to be called out.
- O. Base Stealing: Runners must stay in contact with the base until the ball is hit. Stealing is not permitted.
- P. Protests: CAPS division games cannot be protested.



- Q. Inclement Weather: Cancelled games due to rain outs will be scheduled by the designated league scheduler. Every effort will be made to reschedule games to allow for even play across the division.
- R. Balls: All baseballs used during practice and games will be Little League approved.
- S. End of Season Tournament: The champion from the CAPS Division will be decided using a double elimination format tournament. The tournament will be played during the final weeks of the regular season. Seeding for the tournament will be determined randomly. Tournament Umpires (Coaches that are not representing either of the teams in play from a different division) will be provided by La Mesa National Little League. Should an open inning be necessary, it will be announced by the Primary Umpire prior to the start of the sixth inning. Open innings may only be used during the end of the season tournament. A coin toss will be conducted to determine home/visitor and dugout assignments.

#### Section 4 – Minors Division Rules

- A. Emphasis: This division is preparation for the 11/12 division, the premier Division in the League. In the 9/10 Division, there is a greater emphasis on developing pitchers as well as more situational awareness when at bat. Players in the 9/10 Division have usually played several seasons of baseball, have developed a healthy competitive outlook, and are prepared for further rules instruction.
- B. Forfeiture of games: Any team unable to field eight (8) players for any game, within 10 minutes of the scheduled starting time, shall be penalized with a forfeit. Any Manager with previous knowledge of an inability to field eight (8) players shall notify the Player Agent a minimum of 24 hours prior to the scheduled start of any game. The Player Agent shall contact the opposing manager to seek agreement to postpone the game to a later date. If the opposing manager does not agree to game postponement, the game shall be played as scheduled, with the addition of a “pool player”, if the league has enacted “pool play”. The opposing Manager does not need to be contacted if the Player Agent determines that the reason for the postponement is unavoidable, and the Player Agent shall contact the Umpire in Chief to cancel the scheduled Umpire.
- C. Length of Games: Games will be six (6) innings. Both managers will agree on the game’s starting time before the first pitch.
  - a. No new inning shall begin after 1 hour 45 minutes of elapsed playtime during weeknight games before Daylight Savings Time is in effect. The game will end at 2 hours – hard stop.
  - b. No new inning shall begin after 2 hours of elapsed playtime during weeknight games after Daylight Savings Time is in effect. The game will end at 2 hours 15 minutes – hard stop.
  - c. On weekend games, every effort should be made to complete all six (6) innings. If necessary, because of a following game, no new inning shall begin after 2 hours. The game will end at 2 hours 30 minutes – hard stop.

- D. Inning Length: Each half inning will end after three (3) outs are made or five (5) runs are scored.
  - a. The only exception will be if there is a home run (over the fence) and then all runs that are driven in by the home run will count.
  - b. Last full inning: The last full inning shall be an open inning and will not have any run limits on it, however, three outs or batting once through the entire lineup will end that team's at-bat.
- E. Scorekeeping: HOME team is responsible for keeping the official score. Visitor Team's Scorekeeper must track pitch count. Managers are responsible for keeping logs of the pitch counts for all games. Managers must be able to produce a written copy of the pitch count logs upon request.
- F. Minimum Play (MPR): There will be free substitution using CBO with the Manager being responsible for seeing that all players meet their MPR.
- G. Rotation of Players: All Managers are encouraged to rotate players to as many different positions as is safely possible, with the understanding that at this level of play, as the season progresses, players will begin to assume positions that are more regular.
- H. Managers and Adult Coaches: No team shall have more than three (3) adult volunteers in a given game. One Manager, one Coach, one Assistant Coach. No more than three (3) adults may be on the field.
  - a. All Managers and Coaches shall be at least 18 years of age.
  - b. One adult Coach must be in the dugout at all times.
  - c. No other adult is allowed on the field during game play.
  - d. Base Coaches shall be either two (2) adult Base Coaches, one (1) adult and one (1) Player Base Coach, or two (2) Player Base Coaches.
    - i. All player base coaches shall wear batting helmets.
- I. Base Stealing: Runners must stay in contact with the base until the pitch is delivered and the ball has reached the batter. Stealing is permitted.
- J. The Batter Rule 6.02(c): Once the batter enters the batter's box, the batter must remain in the box with at least one foot throughout the at-bat. If the batter leaves the batter's box or delays play and none of the exceptions apply (see Rule 6.02c), the Umpire shall warn the batter. After one warning on a batter, the Umpire shall call a strike. Any number of strikes can be called on each batter.
- K. Open Inning: The last full inning will not have any run limits; however, three outs or batting once through the entire lineup will end that team's at-bat.
- L. Inclement Weather: Cancelled games due to rain outs will be scheduled by the designated league scheduler. Every effort will be made to reschedule games to allow for even play across the division.

- M. Divisional Winner and End of Season Tournament: The regular season divisional winner will be the team with the highest overall winning percentage, interleague play not included.
- a. Tiebreakers are determined in the following order: head-to-head record,, runs against, runs for, one game playoff if schedule allows, and then coin toss. Every effort will be made to play out any tie games, especially if the final standings might be affected.
  - b. The Champion of the Minors division will be decided by a double elimination tournament, which will be played during the final weeks of the regular season. Teams will be seeded in the tournament based on regular season standings.
  - c. All tournament games will be played using regular season rules and La Mesa National Little League local ground rules will apply. Free substitution and continuous batting order will be used in the tournament. The mercy rule will be enforced. A coin toss will be conducted to determine home/visitor and dugout assignments.

## Section 5 – Majors Division Rules

- A. Emphasis: This is the premier Division for Little League. In this Division, there is a greater emphasis on team play, which includes teams working together to win games. By the time a player is eligible for the Majors, he or she generally has played a few seasons of baseball and is very familiar with the way the game is played.
- B. Forfeiture of games: Any team unable to field eight (8) players for any game, within 10 minutes of the scheduled starting time, shall be penalized with a forfeit. Any Manager with previous knowledge of an inability to field eight (8) players shall notify the Player Agent a minimum of 24 hours prior to the scheduled start of any game. The Player Agent shall contact the opposing Manager to seek agreement to postpone the game to a later date.
- C. Scorekeeping: HOME team is responsible for keeping the official score. Visitor Team's Scorekeeper must track pitch count. Managers are responsible for keeping logs of the pitch counts for all games. Managers must be able to produce a written copy of the pitch count logs upon request.
- D. Length of Game: Games will be scheduled for six (6) innings.
  - a. Extra Innings will be played until a winner is decided, or until the game is called for darkness/safety concerns. The 7<sup>th</sup> inning will be played normally. Starting with 8<sup>th</sup> inning, the team at bat will position the batter in the lineup who ended the previous inning on second base, and one out will be recorded at the start of the inning. This will continue until the tie is broken.
  - b. There are no time limits in the Majors Division.
  - c. On weekend games, every effort should be made to complete the game. If necessary, because of a following game, no new extra inning shall begin after 3 Hours.
- E. Minimum Play (MPR): There will be free substitution using CBO with the manager being responsible for seeing that all players meet their MPR. Defensive changes are to be reported to the Plate Umpire in case of pitchers and catchers. All other defensive changes must be reported

to the Official Scorekeeper until all players have played their six (6) defensive outs. Unreported subs will result in the player's failure to meet MPR, resulting in the Manager being suspended.

- F. Managers and Adult Coaches: No team shall have more than three (3) adult volunteers in a given game. One Manager, one Coach, one Assistant Coach. No more than three (3) adults may be on the field.
  - a. All Managers & Coaches shall be at least 18 years of age.
  - b. One adult Coach must be in the dugout at all times.
  - c. No other adult is allowed on the field during game play.
  - d. Base Coaches shall be either two (2) adult Base Coaches, one (1) adult and one (1) Player Base Coach, or two (2) Player Base Coaches.
    - i. All player base coaches shall wear batting helmets.
- G. The Batter Rule 6.02(c): Once the batter enters the batter's box, the batter must remain in the box with at least one foot throughout the at bat. If the batter leaves the batter's box or delays play and none of the exceptions apply (see Rule 6.02c), the Umpire shall warn the batter. After one warning on a batter, the Umpire shall call a strike. Any number of strikes can be called on each batter.
- H. Inclement Weather: Cancelled games due to rain outs will be scheduled by the designated league scheduler. Every effort will be made to reschedule games to allow for even play across the division.
- I. Divisional Winner and End of Season Tournament: The regular season divisional winner will be the team with the highest overall winning percentage, interleague play not included.
  - a. Tiebreakers are determined in the following order: head-to-head record,, runs against, runs for, one game playoff if schedule allows, and then coin toss. Every effort will be made to play out any tie games, especially if the final standings might be affected.
  - b. The Champion of the Majors division will be decided by a double elimination tournament. In the event there are only three teams, the managers may mutually agree, before the season, to use two best of three series to determine the champion of the Majors division. The first series will be played between the second & third seed teams. The Championship Series will be played between the #1 Seed and the winner of the first series. Best of three series will be played during the final weeks of the regular season. Teams will be seeded in the tournament based on regular season standings. If the Managers do not mutually agree to two best of three series, then the Champion of the Majors division will be decided by a double elimination tournament with the first game played between the second and third seed teams.
  - c. All tournament games will be played using regular season rules and La Mesa National Little League Local Ground Rules will apply. Free substitution and continuous batting order will be used in the tournament. The mercy rule will be enforced. A coin toss will be conducted to determine home/visitor and dugout assignments.

## Section 7 – Juniors Division Rules

- J. Emphasis: This is a transitional Little League experience LMNLL shares with Rolando Little League. In this Division, skills-building and adjustment to the 'big field' and corresponding high school rules take precedent. Players in the Juniors Division seek a continuation of community baseball in their middle school years.
- K. See Juniors Division Policy for regulations shared with Rolando Little League.

## ARTICLE IV – All Stars

### Section 1 – General Information

LMNLL is committed to providing an 8-10 All-Star team and a 10-12 year-old All-Star Team. Should there be enough interest and eligible players who meet the Little League criteria, LMNLL will support a 9-11 All Star team. See Juniors Division Policy for regulations shared with Rolando Little League.

The Little League rules regarding selection of the All-Star teams require that conditions outlined below are met. Once all conditions are met, LMNLL is responsible for implementing its own selection methods.

The Little League requirements are:

- Eligibility
  - a. League-age verified.
    - i. Players will be selected to All-Star teams based only upon their league-age.
  - b. Residency Verified
  - c. Played in at least 60% of the regular season games.
- Ability – Best players
- Availability – Willing to commit to the postseason practices and games in an amount as the Board sees fit.
- **Players must exemplify League values and good citizenship throughout the season**
- Players must be in good standing with the league.
  - a. Any player receiving a conduct strike during the season will be ineligible for All-Star play. See Three Strikes Policy for more information.
  - b. Players that have violated their All-Star letter agreements in previous years may be disqualified from future All-Star eligibility.
  - c. Board of Directors may use additional criteria to determine good standing with the league.

After providing proof that all Little League criteria have been met, the player and their parents will sign an All-Star Commitment letter and advise the Player Agent that that they would like to be included on the All-Star ballot.

The LMNLL President will make announcement of players making the All-Star Team to the Board, prior to the All-Star Team announcement date.

All eligible players will be given the option to be considered for only one or all of the All-Star teams for which they qualify, at their discretion.

A three person Player Selection Committee will be formed for each division and will be comprised of the Player Agent, the All-Star Manager and a third party selected by the board. Current board members are ineligible to fill the third party role. The player selection committee will be given the duty to select remaining picks for each All Star team after the automatic qualifier rules have been followed as outlined below.

The Selection Committee will be asked to evaluate the remaining non-automatic qualifying players based on the following criteria:

- Player's representation of LMNLL values
- Player's citizenship and conduct from the regular season
- Player's skills and abilities

The Player Selection committee process to select players will comprise a nomination of players from the eligible list. Each committee member will have an opportunity to comment on the nominee list. Once everyone has been given time to comment, a vote will be taken and the players with the most votes will be placed onto the team. In the event that the vote ends in a tie, the committee will execute a run-off vote with only the tied players to break the tie and select the required players.

LMNLL All-Star selection methods are described in more detail below:

## Section 2 – The 10-12 Year Old Team

All eligible 10-12 year olds who choose to be considered for the 10-12 All Star Team - who played in the Majors division, and who signed the All Star Commitment Letter, will be placed on the Majors ballots.

Ballots will be provided to all Majors Division Managers and Assistant Coaches, as well as all Players on the Majors Division regular season teams. All voters can vote for up to 13 players with the votes being counted as follows:

- Each regular season Majors Division Manager's vote will be worth 3 points; Each regular season Majors Division Assistant Coach vote will be worth 2 points. All Manager/Coach ballots will be collected and the votes tallied by the local League President and Player Agent.
- All player ballots will be collected separately and their votes tallied by the local League President and Player Agent.

The four (4) players who received the highest number of player votes will be selected to the 10-12 All Star team first. The (4) players who received the highest number of Manager/Coach votes, and not already selected to the team via the player ballot, will then be selected to the 10-12 All-Star team.

The League Board will choose a roster size in compliance with Little League recommendations, of 12, 13 or 14 players.

The Player Selection Committee will select remaining picks and must select from those players who placed in the top 16 on either Coaches or Players ballot category.

### Section 3 – The 9-11 Year Old Team

The 9-11 All Star team will be formed when the league has enough resources and players eligible to play and the Board of Directors have voted to assemble a team for the year.

All 9-11 year olds - who choose to be considered for the 9-11 All Star team - who played in the Majors or Minors divisions, and who signed the All-Star Commitment Letter, will be eligible for the 9-11 All-Star team.

The formation of the 10-12 All-Star team must be completed first, and the players selected to that team will be removed from the Majors ballot and the available pool of eligible players.

The 9-11 team will be comprised of 2/3 or more Majors players. If there are less than eight Majors players available to form the 9-11 team, the Board of Directors may vote to reduce the minimum requirement.

The remaining Majors ballot and tallies will be used to select the Majors players. The four (4) Majors players who received the highest number of player votes will be selected to the team first. The (4) Majors players who received the highest number of Manager/Coaches votes, and not already selected to the team via the player ballot, will then be selected to the 9-11 All Star team.

The Player Selection Committee will select remaining picks and must select from those players who placed in the top 16 on either Coaches or Players ballot category. The Committee may select their remaining players from either the Majors ballot or the Minors ballot. Players that are selected from the Minors ballot will be selected via a reserve draft.

The reserve draft will occur between the 9-11 All-Star Manager and the 8-10 All-Star Manager. The 9-11 Manager will be selecting players in the draft, whereby the 8-10 All-Star Manager will be reserving players for the 8-10 pool. The player rosters for the 8-10 team will be governed by the 8-10 selection rules and not by the reserve draft.

The board may choose to implement a weighted draft, whereby a weight will be assigned to the 8-10 Manager and allow them to get multiple picks per draft round. The weight value will be determined by the board.

## Section 4 – The 8-10 Year Old Team

All eligible 8-10 year olds who choose to be considered for the 8-10 All-Star team, who played in the Majors or Minors divisions, and who signed the All-Star Commitment Letter, will be placed on the placed on their respective division ballot.

Ballots will be provided to all Division Managers and Assistant Coaches, as well as all Players on the regular season teams. All voters can vote for up to 13 players with the votes being counted as follows:

- Each regular season Minors Division Manager vote will be worth 3 points; Each regular season Minors Division Assistant Coach vote will be worth 2 points. All Manager/Coach ballots will be collected and the votes tallied by the local League President and Player Agent.
- All player ballots will be collected separately and their votes tallied by the local League President and Player Agent.

The formation of the 9-11 All-Star team must be completed first. Any players who have been selected to either the 10-12 or 9-11 All Star team will be removed from the eligible category and the selection process will be as follows:

The four (4) players who received the highest number of player votes will be selected to the 8-10 All Star team first. The (4) players who received the highest number of Manager/Coaches votes, and not already selected to the team via the player ballot, will then be selected to the 8-10 All Star team.

The League Board will choose a roster size in compliance with Little League recommendations, of 12, 13 or 14 players.

The Player Selection Committee will select remaining picks and must select from those players who placed in the top 16 on either Coaches or Players ballot category.

## Section 5 – All Star Manager Selection Process

All Star Manager Candidates for the 8-10 , 9-11 , and 10-12 All Star teams must be Members in good standing with the League. Their recommendation by the President will be based on interviews conducted by the President and Coach Coordinator, who will consider the following criteria:

- Success in the Regular Season and/or the Post season
- Previous All-Star experience
- Input from and discussions with the League Membership

The President will present the President's selections to the Board for approval once the process has been completed. Manager and Coach approval will be at the May Board Meeting or a special Board Meeting prior to the All-Star Team selection and announcement date.



## Section 6 – Little Stars Selections

Little Stars is an optional tournament that is held for the CAPS division that includes interleague tournament play.

If one or more Little Stars teams are formed, then the following rules will be used to select the Little Stars teams:

The number of eligible players from each team will vary, depending upon the number of teams that the league enrolls in the Little Stars tournament. The Board of Directors will choose the number of players required to fulfill the Little Stars roster and how many roster spots are required by each team.

- Each team Manager is to provide the number of players from their roster that the league requires.
- Selection should be the players that are worthy of All-Star selection.
- Managers should vet player candidates to ensure that they can commit to the tournament and practice times.

The selected players from each team will then be pooled and the Player Agent will be responsible for placing players on the Little Stars team(s).

Eligibility requirements for Little Stars selection are as follows:

1. League age verified.
  - i. Only CAPS division players are eligible.
2. Residency Verified
3. Participation in CAPs division regular season while playing in a minimum of 60% of games.
4. Availability – Willingness to commit to the postseason practices and games in an amount as the Board sees fit.

## Section 7 – Achievement Team Selections

The Achievement Team is an optional tournament that is held for the Minors division that includes interleague tournament play.

If one or more Achievement Teams are formed, then the following rules will be used to select the Little Stars teams:

The number of eligible players from each team will vary, depending upon the number of teams that the league enrolls in the Achievement tournament. The Board of Directors will choose the number of players required to fulfill the Achievement Team roster and how many roster spots are required by each team.

- Each team Manager is to provide the number of players from their roster that the league requires.

- Selection should be the players that are worthy of All-Star selection but are \*NOT\* participating in All-Stars (at any level).
- Managers should vet player candidates to ensure that they can commit to the tournament and practice times.

The selected players from each team will then be pooled and the Player Agent will be responsible for placing players on the Achievement Team(s).

Eligibility requirements for Little Stars selection are as follows:

5. League age verified.
  - i. Only Minors division players are eligible.
6. Residency Verified
7. Participation in Minors division regular season while playing in a minimum of 60% of games.
8. Availability – Willingness to commit to the postseason practices and games in an amount as the Board sees fit.