



Introduction

These local league rules are intended as a supplement to the Little League® Baseball Official Regulations, Playing Rules, and Operating Policies (hereinafter, “LL Rule(s)” or “LL Regulation(s)”). Allied Gardens Little League officials, managers, coaches, and volunteers shall adhere to these local rules in addition to the LL Rules. Violation could result in suspension or removal from participation.

Our mission: Allied Gardens Little League strives to develop athletic skills, sportsmanship, and citizenship of the youth in our community in a manner that allows for competitiveness in a physically and emotionally safe environment.

Definitions

AGLL or League: Allied Gardens Little League

BOD or Board: Allied Gardens Little League Board of Directors

D33: California Little League District 33

League Approved Rulings: A League Approved Ruling (LAR) serves to illustrate the application of AGLL regulations and rules, and clarify the application and the exercise of LL Rule options. LARs follow the regulations and rules they amplify and are indicated by a box using the same method for Approved Rulings in LL Rules. L.A.R.— An example of a League Approved Ruling box.

TOC (Tournament of Champions): This tournament is played at the end of the Regular Season, and is composed of Regular Season teams. Local TOC can refer to AGLL intra-league tournaments (i.e., only AGLL teams). District TOC refers to the D33 tournament. Winners of the Minors and Majors division Local TOC will play in District TOC. Unless otherwise specified, TOC shall refer to the League TOC, and not the D33 TOC.

Regulations

Divisions (see Regulation I(a))— The following divisions have been approved by the Board. To ensure divisions and teams are properly balanced, the Rules Committee—at its discretion—may decline to form, and/or combine divisions.

1. Bubba Ball: league ages 4 and 5.
2. Tee Ball (includes “Bubba Ball”): league ages 4, 5 and 6.
3. Rookies: league ages 6, 7, and 8.
4. CAPS: league ages 7, 8, and 9.
5. Minors: league ages 8, 9, 10, and 11.
6. Majors: league ages 10, 11, and 12.
7. *Intermediate: league age 13.*



Variance to the ages above can only be allowed by majority vote of the Draft Committee and within LL Rules.

Draft Committee— The Draft Committee shall be made up of the player-agent(s), president, vice president, and coaches coordinators.

Player Selection System (“Draft”)— Assignment of players to a team shall be determined by player tryouts and evaluation of the Draft Committee. *To be eligible for “play-up” consideration, players must participate in assessments for both their age-appropriate and requested divisions. Make-up assessments will not qualify for play-up eligibility. Players requesting to “play up” must rank within the top one-third of assessment scores for the requested division to be considered for placement. Meeting this scoring requirement does not guarantee a spot in the higher division.* The assessment scores from the division the player requests to “play up” in will be used to determine the players final draft position should they be selected for that division. Selection to a team must be by open draft [**For Bubba and Tee Ball only** player selection will be at the discretion of the Draft Committee and based on a combination of “buddy requests” and player experience/skill]. The Draft must follow the Alternate Method for Plan B (LL Regulation V- Selection of Players). Only the team managers (or their representative, if the manager is unavailable) and the Draft Committee are allowed to be present at the draft event. See LL “Operating Policies: Local League Draft Methods.”

Seasons— The spring season shall be divided into two sub-seasons (see below) and defined as all official games, both interleague and intra-league games, leading up to the AGLL Tournament of Champions (Local TOC):

1. Preseason shall commence from opening day until February 20, 2026. AGLL will not maintain scores nor standings for the Preseason. The AGLL website will not post scores or win/loss records from the Preseason.
2. Regular Season shall commence on February 21, 2026 and continue up until Local TOC. [**For Minors and Majors:** Game scores and standings will be recorded and posted on the AGLL website.]

AGLL Tournament of Champions (Local TOC)— Local TOC shall be played for the **Minors and Majors** divisions. Local TOC may be played in the Rookies division unless otherwise voted by the board.

1. Seeding shall be determined by standings of all interleague, intra-league Regular Season games and any special games played from February 21, 2026 to the end of the regular season. Seed position will be determined by win-loss percentage. Seed tiebreakers will be decided by *average* runs allowed, then *average* runs scored, and then by coin flip (if needed). *Rookies division seating will be determined by a random draw.*
2. **Local TOC shall play by Allied Gardens TOC Rules.**



3. The Local TOC championship team shall advance to the District 33 TOC. Any second District TOC bid shall be granted to the 2nd place Local TOC team.
4. Whichever team is higher seeded has the option of home versus visitor to be determined an hour before the game.

Field Responsibilities— The Home team will be responsible for field preparation, field cleanup including dugout, official scorekeeping & pitch count. The Visiting team will be responsible for site cleanup, emptying of all trash cans, and announcing / scoreboard.

Discipline of a Player— *A manager shall have the authority to suspend a player for part or all of a game (max. 1 game) due to unsportsmanlike conduct or violation of the player code of conduct. Any such decision must be immediately communicated to the President, Vice President, Player Agents, Coaches Coordinators, and Umpire-in-Chief (UIC) along with a brief explanation of the reasoning.*

If a player is removed from a game for unsportsmanlike conduct, an out shall be recorded for the player's current at-bat. If a player is suspended for an entire game, an out shall be recorded in the batting position that the player occupied in the prior game.

The manager must provide written documentation of the incident to the Board of Directors within 72 hours of the game. Missing practice or being late alone shall not constitute grounds for suspension without prior approval from the Board.

Scorekeeping— *GameChanger shall serve as the official scorekeeping tool for all games. However, it shall not be used as the official pitch count record. Official pitch counts must be maintained using the designated Pitch Count Affidavit, which shall serve as the league's official record.*

Pitching Records and Minimum Play Documentation— Pitch count affidavits, with official scorekeeper signatures, and written record of player defensive positioning by inning, must be maintained by all managers in the **Majors and Minor Divisions** for the entire preseason, regular season, Local TOC, and District TOC. This includes where the players actually played, not just where the manager intended them to play. Affidavits and records shall be presented to the umpire, AGLL President, AGLL Vice President or an AGLL Player Agent upon request. *Pitch Count Affidavits from the previous game shall be provided by the team manager to the designated pitch count volunteer prior to the start of each game.* Violation of any portion of the LL pitching, catching, or minimum play regulations will result in a penalty for the manager as follows:

1. First offense (whether intentional or not): written warning;
2. Second offense: suspension for the next two games; and
3. Third offense: suspension for the remaining season, including tournaments.



Whether it is the first, second or third offense, if it is determined by a majority of the AGLL board that the offending Manager/Coach violated this rule intentionally then they may be suspended for the season and/or may not be allowed to Manage/Coach in future seasons.

Mandatory Play Requirements—

***Majors**

1. For all intra-league Preseason and Regular Season games, every rostered player present at the start of a game must participate in each game no less than:
 - a. *twelve (12) total defensive out* (i.e., four innings); and
 - b. must be inserted into a defensive position no later than the second inning.
2. Tournament and inter-league games will be played according to LL regulations, unless otherwise agreed upon in writing in an inter-league agreement or tournament rules (see LL Regulation IV (i)).
3. Managers are responsible for maintaining written proof of adherence to mandatory play rules, and are required to submit proof if requested by the Umpire in charge, AGLL President, AGLL Vice President, or an AGLL Player Agent.
4. A manager can ask the umpire in charge to get any documentation from the opposing team or scorekeeper to help with a mandatory play rules violation.

***Minors**

1. For all intra-league Preseason and Regular Season games, every rostered player present at the start of a game must participate in each game no less than:
 - a. Six (6) defensive outs in the infield (i.e., two innings), which may include playing the catcher position, provided the player actively occupies the catcher's box and participates in the position during play. Players assigned to catcher but not actively participating in the position will not fulfill this infield requirement.
 - b. three (3) outs in the outfield (i.e., one inning);
 - c. twelve (12) total defensive outs in either the infield or outfield (i.e., four innings); and
 - d. must be inserted into a defensive position no later than the second inning.
2. Tournament games will be played according to LL regulations, unless otherwise agreed upon in writing in tournament rules (see LL Regulation IV (i)).
3. Managers are responsible for maintaining written proof of adherence to mandatory play rules, and are required to submit proof if requested by the Umpire in charge, AGLL President, AGLL Vice President, or an AGLL Player Agent.
4. A manager can ask the umpire in charge to get any documentation from the opposing team or scorekeeper to help with a mandatory play rules violation.

***Rookies**

1. For all intra-league Preseason and Regular Season games, every rostered player present at the start of a game must participate in each game no less than:
 - a. Six (6) defensive outs in the infield (i.e., two innings), *Player assigned to catcher does not fulfill this infield requirement.*
 - b. three (3) outs in the outfield (i.e., one inning);



- c. twelve (12) total defensive outs in either the infield or outfield (i.e., four innings); and
 - d. must be inserted into a defensive position no later than the second inning.
2. Tournament games will be played according to LL regulations, unless otherwise agreed upon in writing in tournament rules (see LL Regulation IV (i)).
3. Managers are responsible for maintaining written proof of adherence to mandatory play rules, and are required to submit proof if requested by the Umpire in charge, AGLL President, AGLL Vice President, or an AGLL Player Agent.
4. A manager can ask the umpire in charge to get any documentation from the opposing team or scorekeeper to help with a mandatory play rules violation.

*For safety concerns managers should contact Coaches Coordinators.

L.A.R.— If mandatory play is not met due to shortened games by run rule, darkness, weather or an Act of God the player that has not met their minimum play requirement must fulfill them at the beginning of their next game. The only player that may not have to play the outfield is the starting pitcher for the visiting team that does not play defense in the bottom of the 6th inning due to the game ending because the visiting team has lost. If the visiting team forces a bottom of the sixth inning the starting pitcher must play the outfield. Defensive outs may be nonconsecutive. Any inning that is shortened due to any reason should be considered three outs.

Dugouts— Home team shall use the first base dugout and visiting team the third base dugout.

Game Cancellation— Prior to a game's start the President, Field Director, Safety Officer or Vice President may cancel a scheduled game due to weather and/or field conditions. If one of these board members is not available then video evidence may be used to have one of them make the decision. Subject to team and field availability, all canceled games *must* be made up *within two weeks*.

Prohibited Substances— The possession and/or use of firearms, tobacco products, cigarettes (including e cigarettes and vapors), controlled substances (including marijuana products) , and alcoholic beverages in any form is prohibited anywhere on Allied Gardens Little League property, its playing fields, and at any team function if players are present. See also, Regulation XIV(e).

Statistics— Individual player statistics may only be used for coaching purposes and may not be shared with anyone other than the team's coaches and manager.

Conduct— All players, parents, managers, coaches, and umpires are expected to conduct themselves and adhere to the LL code of conduct, including the LL Pledge, LL Parent/Volunteer Pledge, and AGLL Manager's Agreement (Exhibit 1). The BOD reserves the right to remove, and/or prohibit from participation in AGLL activities, any person, including, but not limited to players, volunteers, and spectators, for reasons herein, the AGLL Constitution, LL Rules, or LL Regulations.



Residency— AGLL board will need to approve by a vote and will have discretion in regards to all residency waivers.

Equipment—

Baseballs: Both teams must provide at least two new balls for each game.

- **Minors and Majors:** Regular Season (“RS”) and Regular Season and Tournament (“RS-T”) balls may be used.
- **Rookies:** only reduced-impact factor level five balls may be used. Under no circumstances may RS or RS-T baseballs be used! *Note* : FL5 baseballs are slightly inconsistent when used in a pitching machine. This better simulates a natural pitch and helps to prepare players for player pitching in the future.
- **Tee Ball:** only reduced-impact factor level one balls may be used.
- **Bubba Ball:** will use a foam ball.

Footwear: Metal cleats are not permitted at any Allied Gardens Little League practice, games, tournaments or events. Only molded rubber or plastic cleats are allowed. This policy applies to all divisions without exception.

Time Limits— A time limit from the *scheduled* start must be observed (see below for time limits by division). **Majors-** If no game follows there is no time limit.

- **Majors:** *No new inning will begin after 2 hours from the actual start of the game. Actual start time of the game will begin at the first pitch.*
- **Minors:** *No new inning will begin after 1:45 from the actual start of the game. The actual start time of the game will begin at the first pitch.*
- **Rookies:** 2 hours, drop dead; refer to L.A.R. below.
- **Tee Ball:** *1 hour* from scheduled start time or three complete innings, whichever comes first.
- **Bubba Ball:** *45 minutes* from the scheduled start time or *three* complete innings, whichever comes first.

L.A.R.— If the time limit is reached during an at-bat, the batter shall finish their at-bat [Bubba Ball and Tee Ball: The team that is batting when the time limit is reached may complete the offensive portion of the inning].

Little League International Tournament (“All-Stars”)— While representing the best interest of AGLL for successful tournament play, an All-Stars Committee will oversee the selection of the All-Star teams and shall consist of the player agent(s), president, vice president, coaching coordinator, and chief umpire(UIC).

1. The All Stars Committee will determine which teams will be chartered for tournament play, appoint the All-Stars team managers and coaches, approve all player nominations, and assign selected players to the teams. A manager, coach, and/or player’s ability, experience, commitment, and sportsmanship during the preseason, regular season and TOC will be considered in all final selections. The All-Stars Committee shall determine any player tie breakers, and all results will be kept confidential.



2. To be eligible for postseason managing in the minors and majors division, regular season managers *must fulfill all assigned umpiring games* during the regular season. Managers may fulfill this requirement personally or recruit from their coaching staff or parents of team members. The League Umpire-In-Chief will verify eligibility based on complete games. Failure to meet this requirement will render the manager ineligible for TOC managing and postseason All Star selection. This requirement is intended to improve game coverage and foster shared responsibilities across the league.
3. The All-Stars Committee shall determine the number of tournament teams, up to a maximum of one tournament team for the 8-10, 9-11, and Little League (10-12).
4. The All-Stars Committee shall determine the maximum number of players per team in each division, up to the LL limit.

Player selection— All Star Committee consists of the President, Vice President, Player Agents, Coach's Coordinators and Umpire in Chief.

1. The Little League (i.e., Majors) All-Stars team shall be picked by a vote of all players, Managers, and up to two Designated Coaches per team, from the Majors division teams. The names on the ballot shall only consist of eligible league age 10, 11 and 12 players from the Majors division. They shall vote for 12 candidates, with the top 7 vote-getters being nominated as All-Stars players. Up to 5 remaining players will be selected by the All-Stars Committee and/or the Little League All-Stars team manager.
2. The 9–11 year-old All-Star team shall be picked by the All-Stars Committee, if a team is created. The All Star committee may ask for input from the 9-11 All-Stars team manager. Players will consist of the highest remaining vote-getters from both the Majors and Minors ballots.
3. The 8–10 year-old All-Stars team shall be picked by a vote of all players, Managers, and up to two Designated Coaches per team. The names on the ballot shall consist of all eligible league age 8, 9 and 10 players in Minor and Major divisions. They shall vote for 12 candidates, with the top 7 vote getters being nominated as All-Stars players. The 5 remaining players will be selected from the highest vote-getters by the All-Stars Committee and/or the 8-10 All-Stars team Manager.
4. Managers and Coaches will have a weighted vote for All Star ballots of 3 points per vote.

General Playing Rule Options and Clarifications

Run Limits—

- **Majors:** There shall be no limitations on the maximum number of runs in an inning.
- **Minors:** A maximum of five runs [**Rookies:** four runs] must be observed, unless otherwise agreed upon in writing in an inter-league agreement or by tournament rules]. See LL Rule 2.00 “Inning”.



1. If after 3 innings, if either team is ahead with 15 or more runs, the manager of the team with the least runs shall concede the victory to the opponent.
2. If after 4 innings, if either team is ahead by 10 or more runs, the manager of the team with the least runs shall concede the victory to the opponent.
3. If after 5 innings, if either team is ahead by 8 or more runs, the manager of the team with the least runs shall concede the victory to the opponent.

Game Suspension— The Umpire-in-Chief or Game Coordinator shall be the sole judge as to whether and when play shall be suspended.

L.A.R.— Managers, coaches and other adult volunteers may not suspend a game for weather, darkness, or similar conditions. See also, LL Rule 5.10(a)

Continuous Batting Order— Continuous batting order will be used in all divisions and all seasons. Only exception to CBO is in the Majors division for “special” games with the approval of the tournament director or within the rules of the tournament game(s).

Stealing and Relaying of Signs— The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or managers shall be ejected from the game for a team’s subsequent offense.

Suspension of Manager, Coach or Player— The umpire shall report to the league president within 24 hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach, or player, and the reasons therefore.

Additionally, any manager or coach ejected from a game is required to serve as an umpire in the opposite division for 1 game prior to resuming their role as manager or coach in games. The League Umpire-In-Chief will assign the game and provide necessary guidance and training if applicable. Failure to fulfill this requirement within a reasonable timeframe will result in the manager or coach being ineligible to participate in subsequent games.

L.A.R.— Any manager, coach or player ejected from a game more than one time in a season must be subject to a suspension for the entire season, including tournament play. See LL Rule 9.05(c).

Umpire(s)— Minors and Majors: A regulation game may not be played without an umpire (see LL Rule 9.01). If an umpire is unavailable, the game will be declared a “no contest” and must be referred to the Board of Directors to be rescheduled. Upon agreement by both managers, a practice game (i.e., scrimmage) may be played for instructional purposes only; a scrimmage does not count towards standings or any official statistics.

L.A.R.— A volunteer not previously appointed may serve as umpire so long as they are an approved AGLL volunteer. The umpire must dedicate themselves to the position for the entire



game, and may not serve in any other volunteer capacity (e.g., coach, manager). If only one umpire is available, they may umpire from a position behind the pitcher's mound, if they cannot meet the safety requirements of LL Rule 9.01(a). Both managers shall inform the League UIC of any umpire substitution within 24 hours.

Tie Games— [LL Rule] 4.10(a) If the score is tied after six completed innings play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning; or (2) the home team scores the winning run in an uncompleted inning." [Bubba Ball, Tee Ball, Rookie and Minors : tie games are permitted and will end at the conclusion of six completed innings. Majors: No ties allowed. The game will be postponed and play will resume from the point the game stopped at the next possible day].

Player Replacement— *Majors only. If a team loses a player during the season, the league shall follow the [Player Replacement Policy](#).*

Special Playing Rules For Lower Divisions

Bubba Ball, Tee Ball and Rookies; No score shall be kept for purposes of determining a game winner and there shall be no game ending run rule. No records shall be kept, except for the last month of the Rookies season where score may be kept.

Rookies:

1. *A batter or runner may advance a maximum of two bases on any hit, other than a homerun over the fence.*
2. A batted or thrown ball that hits the pitching machine is considered a dead ball; play must cease immediately to avoid player contact with the pitching machine. The batter will be awarded a base hit single and any base runners will advance one base.
3. Pitching may be by *mechanism* or coach pitch only. Players may occupy the pitcher position (with one foot in the pitching dirt circle when the batter makes contact), but may not throw a pitch to a batter.
4. If a pitching *mechanism* is not available then a coach will be allowed to pitch the entire game
5. The pitching *mechanism* will be operated by the respective team managers or a designee of the manager. In the absence of an umpire, the operator of the pitching machine will serve as the umpire. The speed of the pitching machine must be set at or below 40 mph.
6. Pitching *mechanism* and coach pitch balls out of the strike zone and not swung at will be "no pitch". Any ball swung at and missed will be a strike. Balls in the strike zone, which are not swung at, will be strikes at the discretion of the umpire. There are no walks. Each batter will receive up to five strikes, swinging or called. If the 5th strike is fouled, additional pitches will be provided until the ball is put in play or the player strikes out, swinging or called.
7. Base stealing is not allowed. Runners may not advance on any overthrow *until April 6, 2026 then*, runners may advance a maximum of one base on an overthrow regardless of the number of overthrows.



8. A runner on third base cannot score on a passed ball, wild pitch, or a throw from the catcher to the pitcher.
9. Ten (10) defensive positions will be played (four outfielders positioned evenly on the outfield grass). No outfielder may be positioned directly behind second base as an added infielder and no outfielder can make an unassisted forceout.
10. There shall be a maximum of one manager and two coaches allowed on the field per team for each game. An additional coach must be a dugout coach for the intent on keeping the kids safe. Coaches may provide verbal instruction to players from the outfield grass while his/her team is in the field, but one coach must be in the dugout at all times when occupied by one or more players.

Tee Ball and Bubba Ball:

1. Tee Ball may be subdivided into two subdivisions: traditional Tee Ball and "Bubba Ball". Bubba Ball rules are further defined in Exhibit 23, AGLL Bubba Baseball Rules.
2. No score shall be kept. Runs and outs will not be counted.
3. A completed half-inning will consist of batting the entire roster with the final batter advancing all four bases (i.e. home run).
4. An imaginary arc is drawn between the 1st and 3rd baseline, with a radius of 25 feet centered at home plate. A batted ball must cross this line to be considered fair. Balls that stop or are fielded within the arc are foul. After multiple attempts and in the interest of encouraging a successful hit ball, a manager may call this ball fair at their discretion.
5. Play is started after the coach or manager attending to the tee calls "play ball" and a batter hits a fair ball. Runners may advance after a fair ball is hit.
6. Play is stopped and the ball is dead when all runners are put out or the ball, batted or thrown, passes across the foul lines within the 25-foot arc (see (e) above). The ball does not have to be in possession of a fielder when it crosses the foul line to stop play. Runners who have not passed the halfway point between bases when the ball becomes dead, must return to their last base.
7. Runners who are put out will remain on base.
8. No base stealing is permitted, but all base runners may advance while the ball is in play.
9. All defensive players shall be on field for their defensive innings as follows:
10. (a) Infielders shall be limited to 6 defensive players; pitcher, catcher, 1st base, 2nd base, 3rd base, and shortstop; (b) The balance of the defensive team will play in the outfield; (c) Outfielders must stand at least 15 feet beyond the baselines or on the edge of the outfield grass, when play begins; (d) The pitcher must be on the mound and the catcher must be in the catcher's box when play begins; and (e) The manager or coach may position defensive players before each half inning. Two defensive coaches will be allowed in the outfield during play.
11. For the entire season, players must rotate within the batting order and in defensive positions. For example, each player must have the opportunity to be the lead off, second, third, etc. batter and be the last or home run hitter throughout the season. Defensively, players must play generally equal time in infield, including catcher, as well as outfield positions.
12. Batting: (a) During the *first 5 games*, only the batting tee will be used. (b) *After the first 5 games*, a coach shall pitch gently overhand from a kneeling position or underhand



from a standing position from a short distance (i.e., approximately 10-15 feet away from the batter). A batting tee shall be used at a player's request or if the batter fails to put the ball in play after four pitches or at any time at the discretion of the manager. (c) All players will bat each inning.

13. Any hit other than a home run over the fence shall result in a maximum of two bases. A double may be awarded at the discretion of the manager if the hit is through the infield and past the outfield players.
14. Runners on base shall advance only one base on a hit ball unless it is a double, in which case they would advance only two bases.

Version Updated by the Allied Gardens Little League-Local League Rules Committee

Version Changes:

2024

3/19/24: **Regular season commencement updated from 3/16/24 to 3/15/24 due to tournament start date

3/24/24: ‡ Updated from Tournament to Tournament and inter-league
Tournament and inter-league‡ games will be played according to
LL... For all intra-league and inter-league‡ Preseason and Regular...
Six (6) defensive outs in the infield (i....

2025

...and evaluation of the Draft Committee. The assessment scores from the
division...

...shall commence from opening day until March 9th, 2025. AGLL...
Regular Season shall commence on March 10, 2025 and continue
up... L.A.R.— If mandatory play is not met...

To be eligible for postseason managing in the minors and majors
division... Additionally, any manager or coach ejected from a game is
required...

2026

2026 AGLL Local League Rules (Bylaws) Draft with tracked changes