

Bylaws of Rio Linda Little League

(Updated for 2026 Season, Approved March 1st,2026)

League Mission

Rio Linda Little League (RLLL) is an affiliate of Little League International. The league (RLLL) is organized for the purpose of providing a program for children to develop the qualities of discipline, teamwork and physical well-being. We embrace the virtues of character, courage and loyalty. The Baseball and Softball program is designed to develop these qualities and help guide our youth to become a better version of themselves.

Board Members and Operations

1. Each year a Board of Directors shall be elected to operate RLLL. At a minimum the board shall consist of a President, Vice President, Secretary, Treasurer and Safety Officer. Other board positions will be appointed as necessary.
2. All meetings of the Board of Directors are held once a month. Notice of meetings will be sent out via message, in person and or discussed at the previous meeting.
3. Special meetings must have at least 24 hours notice before the meeting is called to order.
4. Elected Board members must attend each meeting, if a board member is not able to attend the meeting in person or by phone, notice must be given to the President of the league. Failure to attend over an extended period of time may result in removal from the Board.
5. Confidentiality is a must when conducting meetings regarding league business. Therefore if this policy is violated the Board member will be subject to disciplinary review, including but not limited to termination from the league board of directors.
6. Each year potential board members will submit a self nomination form to the current board of directors. All potential board members new and returning are required to complete this for election purposes.
7. Board Members are elected each year by the regular members defined by the constitution that are in good standing with RLLL. Each regular member is allowed to vote on each potential board member.
8. Board member results will be discussed at the Annual Meeting held before 10/31 of each year. RLLLBoard of Directors is in effect starting 11/1 through 10/31 of each year.
9. Each board member will read and sign a commitment form.
10. Vacancies will be filled during this term as needed by a majority vote.
11. All board members shall be entitled to 1 vote. To the extent two board members decide to share one board position, that position is entitled to 1 vote. If a Board member holds multiple positions, that person is entitled to 1 vote.

12. Fifty percent plus one (50%+1) board members shall constitute a quorum and a simple majority vote of those entitled to vote shall constitute 1 vote. The President shall only vote to cast the deciding vote on split votes.
13. In order to vote on any motion carried over from a previous meeting, a board member must have attended the previous meeting.
14. The RLLL bank account shall have the President and Treasurer as signers on the league account and require two signatures for all disbursements.
15. The treasurer shall keep league financial records. The treasurer shall submit a profit and loss statement and Balance Sheet to the board on a monthly basis.
16. The Board shall engage a CPA to conduct all financial reviews.
17. Board members shall not borrow or utilize any league property for personal use without board approval, nor utilize or distribute any contact information of any Player or Regular member for any personal purpose whatsoever.

Development of Bylaws

1. RLLL is governed by its Constitution and the rules set forth by Little League Internationals Rule Book (Official regulations, rules for each division and operating policies) The Bylaws of RLLL are intended to address any issues that are not covered or presented as an optional idea not covered in the league's constitution or Little League Rule Book. These bylaws shall in no way conflict with the Little League Rule Book or RLLL's Constitution.
2. Regular Members are defined by the Constitution.
3. All Bylaws must be adopted by the board of directors selected by the regular members of the league. Each year the bylaws must be reviewed one month in advance to the first scheduled game of the season. The board shall review, and if deemed necessary update and amend these Bylaws each year. All Bylaws listed have been approved by the RLLL Board and they will remain in effect for the entirety of the Spring, All Star and Fall Seasons. The board may vote to temporarily suspend or amend a bylaw in the event of an act of God, safety concern or another like situation.
4. Within 30 days after adoption of the Bylaws, each board member shall sign the acknowledgement certifying that they have read, understand and agree to comply and uphold the Bylaws.

Board Committees

1. Each year the Board of Directors may create certain committees for certain areas of Rio Linda Little League to handle administrative and disciplinary matters. Each committee shall consist of no less than 3 and no more than 5 current board members.
2. Each year the board shall create a Disciplinary Committee consisting of the President, Vice President and can include other board members designated by the President. The disciplinary committee will handle all formal complaints submitted to the league.

Registration

1. Registration for the next Spring Season will be determined by the Board of Directors, normally starting in November. The Board can choose to open registration at an earlier date if chosen to do so.
2. Early Registration dates will be determined by the Board of Directors. Early registration normally ends in December and the date will be chosen by the Board of Directors. A discount may be applied to anyone who registers during this period. The discount amount is chosen by the Board of Directors.
3. Players league age 4-7 may register in any Little League regardless of boundaries.
4. Siblings of players who fall under the 4-7 league age rule will be allowed to play in the league chosen regardless of boundaries. If the 4-7 league age player does not play, resigns or leaves the league for any reason, the siblings registered will **NO LONGER** be allowed to play or finish out the season.
5. Registration for divisions is based on league age and no other divisions will be available at the time of registration. If your player played in a higher division the previous year and is deemed eligible to continue in that division, they may be transferred.
6. All requests for transfers must be submitted via email for consideration.
7. Birth Certificates are required to be uploaded before registration is completed.
8. Players league age 8-16 must comply with the League boundaries set forth by District 6.
9. If a player league age 8-16 wants to play in RLLL but lives outside of the boundaries, the Player Agent and League Administrator will work with the district to obtain an approved waiver from the charter committee.
10. Players with full eligibility in the program in which they are registered provided they have continuous and unbroken service within the specific league since league age 7.
11. All players league age 8 and above will be required to complete assessments to determine eligibility for the division requested.
12. Payment plans are available to those in good standing with the league. Non-Volunteer fees are not a part of the payment plan and will need to be paid upfront at the time of registration.
13. Full refunds will be permitted through January 31st. The treasurer will determine refunds on a case by case basis after this date. Please see the refund policy for more details.
14. Anyone who registers after the last date provided will be placed on a waitlist.

Play Up/Play Down Requests

1. Players should be signed up in the age appropriate division and then request a transfer via email to the Player Agent/League Administrator.
2. The participant will be assessed in the division they want to play in.
3. The Safety Officer and Player Agent will determine if the player should be allowed to be drafted/play in the upper or lower division.
4. The Board of Directors has the ultimate authority to approve or reject any play up/down requests during the Spring Season. Fall would not apply as there are no assessments.

Assessments

1. Assessments will be held over 1 weekend in January. A make-up day will be scheduled to accommodate inclement weather. Players must attend at least 1 day of assessments but it is not required to be a part of the All Star team(s).
2. Each player assessing will be issued a number that will be placed on the back of their shirt when they are checked in.
3. Only approved Managers and/or their primary coach are permitted to evaluate players during tryouts. All managers will be provided with a list of potential player names and numbers for assessments to make notes.
4. Assessments will consist of a series of skill tests aimed to demonstrate each player's abilities typically consisting of throwing, running, fielding fly balls, fielding ground balls and hitting. For Pitchers and Catchers, separate skill tests may be applied.
5. The Safety officer will also be in attendance for assessments to ensure younger players assessing for higher divisions are not a safety risk and are eligible to be drafted for said division.
6. Tee Ball, Rookie A, AA, Tee Ball softball, 6U and 8U players are not required to assess.
7. League age 8 players can be assessed for All Star eligibility during assessments.
8. Parents will be required at the time of assessments to provide ALL PROOFS OF RESIDENTIAL REQUIREMENTS if not uploaded to Sports Connect. Your player will not be able to participate in assessments if this paperwork is not provided.
9. Registration will be available the first day of assessments.
10. Parents are not allowed on the field or in the dugout areas during assessments. Any parents in these areas will be asked to leave and stand in the designated areas.

Draft

1. The draft is designed to create evenly balanced teams in each division.
2. RLLL is not considered a "Keeper" league which means all teams are dissolved at the end of the a season and all players are redrafted each year.
3. The following people shall attend the draft for each division: President, Vice President, League Administrator and Secretary to ensure proper procedures are followed.
4. Managers are not allowed to "recruit" any players to their team and make any promises that they will be drafted by said manager.
5. Following assessments, all selected managers within the following divisions (AAA, Majors, 50/70, Juniors for Baseball. 10U, 12U and 14U for Softball) will attend and draft players at a secure location provided by RLLL. The draft location will be confidential and only managers and board members will be aware of the location.
6. The draft order will be determined by random draw.
7. Coaches are not selected prior to the completion of the draft process. Coaches players are **NOT** protected during the draft.
8. Managers must exercise the son/daughter protection 48 hours prior to the draft. These submissions must be in writing to the Player Agent.

9. Managers must uphold the strictest confidentiality about the draft. Any contact with players after the draft and before the rosters are finalized will be disciplined and possibly removed from the manager position.
10. The managers will only be able to select players from The RLLL approved division list.
11. Managers players (child) must be chosen by a certain draft round chosen by the player agent. If the player is not chosen by that round, they will be available to any manager to draft. This has protection priority over any other protected players.
12. Sibling Option- If there are siblings in the draft together, the manager who chooses one sibling may exercise the option to choose both siblings. The requirement would be that the siblings must be chosen consecutively in the draft. (i.e. sibling one is chosen in round 3, the second sibling must be chosen in the next round if the option is exercised.) If the sibling is not chosen in the next consecutive round, they will be available to any manager in the current draft division.
13. Players that are not selected to a team that is assessed for a higher division than their league age (i.e league age 10 player assessed for Majors division and was not picked) will be eligible and placed on the draft list for said division.
14. Players who did not participate in assessments will have their names placed in the draft and will be chosen at random at the end of the draft order.
15. If at the time of the draft there is no manager selected for an open roster, a Board Member will step in and draft said team. The team will be considered a Ghost Team until a manager is selected.
16. The draft is closed to anyone not directly involved. Parents are not allowed to attend the draft or contact the managers via phone, email or text to ask questions about the draft.
17. RLLL complies with all Little League rules and draft methods in the rule book unless an alternate method is submitted and approved by the charter committee.
18. There will be **NO TRADES** after the draft. RLLL will not trade players from roster to roster for any reason unless it is detrimental to the player. Those will be reviewed on a case by case basis by the Player Agent.
19. No trades shall be made by and between teams.
20. There is no draft required for the following divisions during the Spring Season:
 - a. Baseball: Tee Ball, Rookie A and AA Minors
 - b. Softball: Tee Ball, 6U and 8U
 - c. There is no draft for the Fall Season for any division.

Code of Conduct

1. All Board members, managers, coaches, team parents, parent helpers, umpires and hired workers shall each year complete the required training set forth by Little League International.
2. As required, all volunteers shall submit and give permission for RLLL to complete the required background checks which may include a review of sex offender registries, child abuse and criminal history records. This includes all board members, managers, coaches, umpires, team parents and hired workers. This will also include any parents who have regular contact with any player(s) (i.e. a parent that may regularly attend and help with practices)

3. RLLL recognizes that all character traits that embody sportsmanship are best learned and encouraged when put into practice. By doing so all parents, managers, coaches can learn respect and integrity. Therefore each parent, Board member, manager, coach, player and all volunteers shall agree to abide by the RLLL Code of Conduct prior to participating each season. Failure to adhere to the RLLL Code of Conduct will result in disciplinary action.
4. Please see the 3 strikes and your out policy posted on the league website for more details.
5. Any physical conduct with a player, volunteer, official or parent is an immediate violation and suspension. Expulsion from the league will be dependent on the severity of the incident.

Manager and Coach Code of Conduct

1. Managers and Coaches must abide by the same code of conduct as parents and players. Manager policies will be distributed at the yearly Manager/Coach meeting. All policies will be followed in accordance with the handbook and bylaws.
2. Managers and Coaches must uphold all rules set forth by Little League International.
3. Safety violations, violent actions, foul language will not be tolerated.
4. All disciplinary actions will be handled by a committee set forth by the Board of Directors. This committee will handle all complaints and will meet in accordance with the rules set forth in the bylaws.
5. If the committee is required to meet regarding a complaint the President and or Division Representative will notify the Board of all cases resulting in disciplinary action which may include but not limited to game suspensions, season suspensions and or dismissal from RLLL.
6. Managers are responsible for the conduct of their Coaches, players, team parents and all parents present during baseball and softball events.
7. For the Safety of the players at least one Manager, Coach or team parent shall be in the dugout at all times during all games.
8. Managers are responsible for making sure that parents, players and coaches leave the field clean and ready for the next game or practice.
9. Managers and Coaches will be responsible for field setup including locking of the baseball/softball container provided at each field. Each manager will be issued a key for such a container.
10. Managers are responsible for the cleanliness of dugouts and bleacher seating areas. Continued violations will be considered misconduct and may result in further disciplinary actions up to and including loss of practice field time, assignment of field maintenance or suspensions.
11. Any physical conduct with a player, volunteer, official or parent is an immediate violation and suspension. Expulsion from the league will be dependent on the severity of the incident.

Complaints and Disciplinary

1. All complaints of Code of Conduct violations shall be submitted to the league in writing via email or using the incident form provided on the league's website. Any complaints given verbally will be directed to the proper channel of filing a complaint.
2. All complaints will be investigated no matter how small they may seem by the Disciplinary Committee.
3. Upon Investigation, the committee shall either dismiss or validate the complaint. Validated complaints are subject to disciplinary action by the Committee or the Board of Directors as a whole if necessary.
4. Any individual(s) subject to disciplinary action by the committee or the Board of Directors may appeal such disciplinary action to the Board. Appealed disciplinary actions shall be presented to a quorum of the board at a hearing open to all parties involved in the complaint. Appealed disciplinary actions heard by the Board may be dismissed, upheld or revised by the Board of Directors.
5. Committee members with a conflict of interest with any complaint under review shall be replaced with another officer of the board.
6. RLLL follows a "Three Strikes and your Out" policy. Depending on the complaint and violation of the policy disciplinary actions can result in game suspension, removal from volunteer position, removal from little league activities and removal from the league as a whole. The "3 strikes and your out policy" can be viewed on the website.
7. All problems should be resolved at the lowest level possible and follow a simple order of progression:
 - a. Discuss the situation with the offending parties and seek a friendly resolution before the team's next scheduled game. If it remains unresolved the team manager can take the issue to the Coaching Coordinator.
 - b. Provide written statements sent to the President of the League.
 - c. The Coaching Coordinator and or other Board Members will call a meeting with the offending parties and have a discussion to try and resolve the issue.
 - d. A resolution will hopefully be reached in 24-48 hours. The President will determine if the issue can wait until the next scheduled meeting or if an emergency meeting needs to be held to resolve the issue.
 - e. A written resolution will be provided to the complainant/offended party within 48 hours of the board meeting.

Manager Selection

1. Each potential Manager will register their intention to manage through Sports Connect.
2. All potential managers will be 18 years of age or older.
3. Potential managers must interview to be considered for a position with the league. Managers will be notified of available times and the location of the interviews.
4. Interviews will be conducted with the following board members in attendance:
 - a. President

- b. Vice President
 - c. Coaching Coordinator
 - d. Any member deemed necessary by the President
5. RLLL does not tenure managers and each year potential managers must go through the interview process even if you were a manager the previous year.
 6. Managers must demonstrate that they are knowledgeable in Little League rules for the division they are managing.
 7. The Board of Directors will be notified of a potential list of managers.
 8. If selected, the manager will be notified via email or by phone by 12/31.
 9. Managers are expected to attend the annual managers meeting or any training set up by the league. At this time a Manager Handbook will be handed out to all managers in attendance.
 10. All managers are subject to a background check and must pass a background to become a manager in RLLL. All managers will be required to submit to a live scan as well.
 11. Managers will be allowed to pick their coaching staff. The Board of Directors will have approval over coaches selected. Coaches are required to submit to a background check and live scan.
 12. Any Manager selected will be allowed to manage 1 (one) team per season. Managers who would like to coach with another team can only do so as a fill-in and must be listed on the teams roster.

Manager Responsibilities

1. Once chosen to manage a team, Managers will be responsible for reaching out to players drafted on to their team.
2. Managers must conduct at least one team meeting after receiving the finalized roster of players. At this meeting schedules should be passed out, uniform color should be discussed. All volunteers for the team (Coaches, team parent(s) and Scorekeepers) shall be handed out the Code of Conduct to be signed.
3. Managers are responsible for notifying the Board of Directors or Player Agent of any team changes (injury, dropped players etc.)
4. Managers who fail to inform the Player Agent of team changes will be subject to discipline.
5. All managers shall be dressed in neat/clean clothing. RLLL will provide a team shirt and hat to each Manager and Coach.
6. Each team will consist of 1 Manager and no more than 2 coaches in the dugout. If only one coach is chosen/available the team parent may be present in the dugout.
7. Managers are required to manage practices responsibly. Teams will be assigned practice dates by the Board of Directors based on information provided.
8. All managers will be notified of approved practice fields. Any manager practicing on a non-approved field will be subject to disciplinary action if necessary.
9. The home team will be responsible for field setup for all games at RLLL fields.
10. Managers are to never leave a practice or game before all players are picked up. No child shall be left unattended.

11. Managers will be issued a first aid kit and must have it on hand at all times.
12. Managers will be required to take possession of any equipment provided for them from RLLL and will be responsible for returning all equipment at the end of the season or after TOC/All Stars. Managers who **DO NOT** return equipment will be subject to a fee for replacement of the equipment issued.
13. Managers are not allowed to cancel or reschedule games. The President or Vice President or their designee will be responsible for canceling or rescheduling all games on a case by case basis. The league President will notify any and all other leagues if games are cancelled or need to be rescheduled. Weather delays or cancellations will be decided as soon as possible.
14. Managers and coaches are responsible for conducting themselves in a professional manner at all times and exhibit good sportsmanship. The actions on or off the field must be above reproach. See Manager/Coach code of conduct.
15. Managers are responsible for all parents, players and volunteers conduct during games.
16. Alcohol consumption, tobacco, electronic cigarettes or vapes prior or during any RLLL games is strictly prohibited.
17. Any Manager or Coach who is involved in a verbal or physical altercation or incident of unsportsmanlike conduct at any league game(s) is subject to disciplinary action. Derogatory comments/cursing is not tolerated. Please refer to the disciplinary policy for more details.
18. Managers are required to have the Little League International rule book available to them via app on their phone.
19. Managers are responsible for their teams participation in any league fundraiser.
20. Managers will be responsible for providing and notifying volunteers and parents of Snack Bar volunteer duties.
21. Managers and Coaches will be responsible for reporting accidents within 24 hours to the Safety Officer.

Ejection of Manager/Coach or Player

1. In accordance with Little League rule 4.07, when a manager/coach or player is ejected from the game, he/she shall leave the complex immediately and take no further part in that game or the next scheduled game. He/She may not sit in the stands or be recalled. Any manager, coach or player ejected from the game is suspended for his or her next game and may not enter the complex or watch the game as a fan or spectator. The coaching coordinator, league administrator and player agent will be notified of the ejection and shall inform the person or player of the Little League rule.
2. Any player who is ejected from any regular season game will automatically lose their eligibility for All Stars. There is a zero tolerance policy for player ejections no matter the reason.
3. The league Secretary will make all levied actions against players, managers, coaches or parents a matter of record. Chronic offenders will be dealt with more severely as the violations accumulate at the discretion of the Board of Directors. See Disciplinary Policy for more information.

Volunteers and Volunteer Requirements

1. Any volunteer involved in Rio Linda Little League must complete the required background checks and fingerprinting required by Little League International.
2. RLLL will provide live scan fingerprinting at no cost during the season. RLLL will have a designated day for fingerprinting.
3. The Safety Officer will be required to make sure all volunteers have completed their background check and fingerprinting.
4. Volunteers only need to be fingerprinted once to participate in RLLL activities such as Managing, Coaching, Scorekeeping, Board Member and Team Parent. RLLL will keep a list of returning volunteers.
5. RLLL requires volunteers to complete a minimum of 6 hours per child of volunteer hours throughout the season. This can be in the form of coaching, volunteering for the snack bar, scorekeeping, managing or being a team parent.
6. In order for snack bar hours to be credited, you must be present the entire time. Hours will be credited based on the sign in/out sheet.
7. A designated volunteer of age 16 or older who has completed a background check can fill in for your player. If the volunteer cannot follow directions, stay focused and be helpful they will be dismissed from the snack bar and you will not receive credit.
8. If you volunteer to help your players team (Manage, Coach, Team Parent, Scorekeep) these hours **ONLY APPLY TO THE CHILD ON THE TEAM YOU ARE VOLUNTEERING FOR.** These hours are not applied if you have multiple children registered with the league.
9. RLLL will maintain a list of volunteers and hours completed. RLLL will update all player families of hours completed and hours available to volunteer for.
10. If you are not able to complete your required hours before the season ends, a fee will be applied and pro rated based on your hours completed.
11. RLLL offers a non-volunteer buyout option at the time of registration, the fee is listed at \$125.00. If you pay the non-volunteer fee and then volunteer during the season, you will be issued a refund based on the hours completed.
12. There is no family max for participation hours or buyout fees.

Fundraising Requirements

1. Each registered player will be required to participate in at least one fundraising event.
2. The fundraiser will be determined by the league Board of Directors.
3. RLLL will provide a buyout fee option to those who would not like to participate. The fee is \$100.00 and is non refundable once paid.
4. The fundraiser will be announced and completed before the start of the regular season.
5. If the minimum sale amount is not met, a fee will be applied to the players account and required to be paid. The minimum fee for sales is \$125.00 per player.
6. RLLL will maintain a list of open fundraiser fees and will take payment throughout the year for open fees.
7. If you do not pay the outstanding balance, your player will NOT be eligible to play in any Tournaments including TOC's and All Stars.

Uniforms

1. RLLL will provide all registered players, Managers and Coaches with Uniforms, Team Shirts and Hats/Visors for wear during the season.
2. Uniform colors will be chosen by the Manager based on the team name.
3. All uniform designs will be determined by the Board of Directors.
4. Players will be responsible for supplying their own pants, socks and belts based off the Managers color requirements.
5. League issued uniforms (Jersey's and Hats/Visors) must be worn for all games and photos. No modifications to league issued uniforms are permitted unless approved by the Board of Directors.

This includes but not limited to:

- a. Embroidery on hats, visors or jerseys
 - b. Sublimination
 - c. Heat Press
6. All lower divisions will have a sponsor name placed on the back of the jersey.
 7. Upper divisions will have sponsor names placed on the opposite arm of the Little League Patch.
 8. Each uniform will have a number issued, jersey numbers are issued randomly for lower divisions (Tee Ball, Rookie A, AA, AAA, Majors, Tee Ball Softball, 6U,8U, 10U and 12U)
 9. Upper Divisions 50/70, Juniors, 14U and Senior players will have the ability to choose their own number.
 10. Duplicate numbers will be adjusted as needed.
 11. Upper divisions 50/70, Juniors, 14U and Senior Players will have last names printed on the back of their league provided jerseys.
 12. All jerseys must have the Little League patch sewn on 3 inches below the left shoulder seam. For sleeveless jerseys, the patch should be sewn and placed over the left breast area. Patches will be provided by the league to each player.
 13. Uniform sizes will be ordered based on the size selected in Sports Connect. If your uniform is incorrect when received, the player may be responsible for the replacement cost of said uniform. We ask that you pay close attention to the size selection.

Games

Interleague

1. Divisions may interleague at the discretion of the Board of Directors

Umpires

1. Only certified umpires or individuals approved by the Umpire In Chief or league Board Member will be allowed to umpire the home plate and bases.
 - a. The Board of Directors will permit exceptions to appoint emergency substitutes when needed.
2. Managers have no right to reject umpires.
3. The league will provide Adult and Junior umpires. These umpires will be assigned to each game by the UIC (Umpire In Charge) or a board member.
4. Umpires will be required to attend at least 1 umpire clinic before they will be allowed to umpire a game.
5. Only the manager can call time to confer with an umpire during the game. Managers and coaches must remain inside the dugout until "time out" is granted by the umpire
6. In Baseball divisions besides (Tee Ball, Rookie A and AA) the home-plate umpire will verify the pitch count, consulting with the official scorekeeper in the middle of each inning and upon change in pitcher. However the manager will remain responsible for ensuring an accurate pitch count.
7. Umpires may consult, as needed with the official scorekeeper (supplied by the home team) to resolve disputes or confirm rulings on the field such as pitch count, score, number of outs, batters count, batting order etc.
8. The number of umpires assigned for games in each division will be determined by the UIC. Junior umpires will not be allowed to umpire games in higher divisions than their age.
9. All attempts will be made to provide the upper divisions with 2 adult umpires if possible.
10. Umpires will be provided with 3 game balls before the game starts.
11. Each umpire will be required to wear the proper attire for games.
 - a. No Crocs, slides or sandals will be allowed for wear during the games
12. RLLL will provide each umpire with a face mask, chest protector and clicker for each game. These will be returned to the snack bar at the end of each game.
13. Umpires are allowed to provide their own gear as long as it meets the required standards.

Rain Out Procedures

1. No games will be played if the Safety Officer confirms the playing field(s) are unsafe.
2. If a game has started and it begins to sprinkle lightly, the game will continue to be played under the following conditions:
 - a. The playing field remains safe
 - b. There is no standing water on the playing field
 - c. The base paths and areas around the bases are safe for running
 - d. The pitchers mound is safe from slippery conditions and does not affect the pitchers ability to pitch

3. At any time if lightning is present during the playing of a game, all players, coaches, managers and umpires will retreat to the dugout areas.
4. If it is determined that the game cannot be continued because of weather conditions listed above or it begins to rain consistently, the game will be suspended due to rain and or unsafe conditions..
5. Only the President, Vice President, Safety Officer or Field Maintenance have the authority to cancel or suspend a game. Once the game starts the Umpire also has the capability to suspend a game due to inclement weather conditions.
6. Rainouts in the following divisions will be mandatory to make up:
 - a. 10U
 - b. 12U
 - c. 14U
 - d. AAA
 - e. Majors
 - f. 50/70
 - g. Juniors

Any other division games will be attempted to be rescheduled and made up based on the availability of fields and open dates.

7. The Board of Directors will attempt to reschedule games as soon as possible based on the first game availability. Games will be made up in the order they were cancelled or suspended.
8. The league will notify Managers of rainouts via text or call. Facebook and website posts will be completed noting rainouts and field closures. Managers will be required to notify player parents of the cancellation.
9. Teams are expected to be ready to play the game at the time scheduled unless otherwise instructed by the league. Some games may not be cancelled until game time.

Pre-Game Procedures

1. The home team listed on the schedule will always utilize the 3rd base dugout. The visiting team listed will utilize the 1st base dugout.
2. The home team will be responsible for the setup of the field before the game. This includes but is not limited to the following:
 - a. Watering the field
 - b. Dragging the field
 - c. Chalking lines for base paths and pitchers circle (softball only)
 - d. Setting up and placing bases in the proper spots
3. The visiting team (interleague) will be required to clean up the field after the game is completed. This includes but is not limited to the following:
 - a. Putting bases away in the proper container
 - b. Raking the pitchers mound and home plate (pitchers mound softball only)
 - c. Cleaning any trash left behind by players and fans

4. If the visiting team is in another league the home team will take care of setup and breakdown of the field.
5. The umpire is responsible for having game balls before the start of the game.
6. The home team will keep the "Official Scorebook" and "Pitch Count"

Tee Ball Rules

Baseball

A. Game set up

1. Set out the tee at home plate.
2. Lay out the bases. Estimate where they go appropriately for the field.
3. Games are an hour long, but can end early based on the ending of an inning.

B. Defense

All kids play on the field, filling all positions including pitcher, but excluding catcher. Fill kids in where you can, no kids sit on the bench,
No Catcher
No outs. When a ball is hit, players will attempt to throw the ball to the appropriate base for the "out", although there are no actual outs.
Every hit will advance the runner/hitter one base only.

B. Offense

1. Each half inning every kid will hit off the tee. No coach pitch to kids. The coach will place balls on the tee. All players on the roster will bat in a continuous order as listed by the Manager.
2. Every hit will advance all runners and the hitter one base only. No doubles or triples.
3. The last hitter in the line up will be a grand-slam, ending the half inning.
4. Players that hit a Home Run over the fence will be allowed to clear the bases
5. The last batter runs all the bases
6. Absolutely **NO COACH OR PLAYER PITCH**

C. Score

1. Score is not kept in Tee Ball

Rookie A Playing Rules

Baseball

A. Defense

1. The pitcher should play to the right of the "Coach" pitcher (except for left-handed batters).
2. Two defensive Coaches are allowed on the field at once.
3. Players shall not sit out/sub out more than 1 inning during a game.
4. Players must play an infield position (P, C, 1B, 2B, SS, 3B) for at least one full defensive inning. Infield play requirements must be fulfilled within the first 2 innings.
5. Each team can field up to 10 defensive players at a time, but the 10th player must occupy the outfield (4 total outfielders).
6. The League recommends players rotate defensive positions every inning.
7. On defense, you can have 10 players (4 outfielders).
8. You MUST have a catcher, and catcher MUST wear full catcher's gear
9. Defensive outs will be called and recorded by the Coaches on the field with the defensive team. The runner called out will return to the dugout and NOT remain on the bases.

B. Offense

1. The game will be played regardless of how many players are present at the start of the game. A team may contribute players to the other team if desired.
2. Each player in the batting order shall be listed in a continuous order, which may not be changed once the game has started. Players may change positions on the field, but the batting order shall remain the same.
3. Players arriving late are placed in the last position in the original batting order.
4. If a player leaves a game early, their spot is skipped over in the lineup; this does not constitute an automatic out.
5. The offensive coach must pitch to their team while at bat. (no pitching machine will be used)
6. Batters are allowed 5 hittable pitches from a coach, if a pitch is very low/high/outside then the coach can give another pitch to their player.
7. If a batter cannot hit off coach pitch, then a tee will be used to put the ball in play. Batters cannot strike out or be walked. The ball must be put in play.
8. Half inning is over once 9 batters, 3 outs or 5 runs have occurred.
9. A hit to the infield allows the runner 1 base unless there's an overthrow.
10. Base runners will not advance on any overthrows
11. Players that hit a home run over the fence will be allowed to clear the bases

12. A ball that bounces over the fence in fair territory will be deemed a ground rule double. The batter may advance to second base and all the other base runners will advance accordingly.
13. Players may not be "on deck". All players must remain in the dugout until their at bat.

The official Little League rules govern any rules not specifically addressed.

C. Other

1. No new inning after 50 minutes (60 min drop dead) or a 4 inning maximum play time which ever comes first.
2. Coaches will call the game
3. Farm baseball must use T-ball Baseballs for games.
4. A cup is required for the catcher position but is highly recommended for all positions on the field.
5. The score is not kept for this division.

Minor AA Playing Rules **Baseball**

A. Defense

1. The pitcher should play to the right of the "Coach" pitcher (except left-handed batters).
2. No coaches allowed on the field while on defense unless they are pitching to a player.
3. A player can play a maximum of 2 consecutive innings at a position. The player can return to the original position for 2 more consecutive innings after 1 inning of change. Catcher position can be fielded by the same player for the entirety of a game.
4. On defense, you can have a maximum of 9 players (3 outfielders).
5. You **MUST** have a catcher, and catcher **MUST** wear full catcher's gear.
6. 3 outs or 5 run max per half inning. No "mercy" rule and no "open" inning
7. Balls/strikes/outs will be called by the offensive team's Manager or Coach if no umpire is provided.
8. Count starts at 1 ball, 0 Strikes
9. No walks after the 4th ball by the pitcher, the coach finishes the at-bat. Maximum of 3 coach pitches and the batter still only gets 3 strikes. "All coach pitches are considered strikes"
10. A foul ball/tip on the final pitch allows another pitch.
11. Coaches are to pitch overhand to batters and are required to pitch from the designated pitching line.
12. A pitcher who delivers 41+ pitches cannot play the catcher position for the remainder of the game

13. A player who catches for more than 4 innings will not be eligible to pitch on the same day.
14. Official Little League rules govern the pitch count.

B. Offense

1. The game will be played regardless of the number of players present at the start of the game.
2. Each player in the batting order shall be listed in a continuous order, which may not be changed once the game has started.
3. Players may change positions on the field, but the batting order shall remain the same.
4. Players arriving late are placed in the last position in the original batting order
5. If a player leaves a game early, their spot is skipped over in the lineup; this does not constitute an automatic out.
6. Half inning is over once 9 batters, 3 outs or 5 runs have occurred.
7. There is no stealing, however runners should be encouraged to lead off any base after the pitch crosses home plate
8. Only one base on an overthrow. Taking more than one base on multiple overthrows is not allowed. If a ball is hit to the outfield the runner can take as many bases as possible until the ball is returned to the infield and secured.
9. If a player hits a home run over the fence will be allowed to clear the bases.
10. A ball that bounces over the fence in fair territory will be considered a ground rule double. The batter may advance to second base and all other base runners will advance accordingly.
11. Bunting, leading off and stealing are not allowed.
12. Players are not allowed to be "on deck". Players must remain in the dugout until their at bat.

The official Little League rules govern any rules not specifically addressed.

C. Other

1. 1.No new inning after 80 minutes (90 min time limit per game) or 6 Innings whichever comes first.
2. The score is kept but standings are not
3. Each team is to supply a scorekeeper and keep a pitch count
4. Farm softball must use 11" RIF softballs (training balls/squishy) for games.

Minor AAA Playing Rules **Baseball**

A. Defense

1. When on the field there should be no more than 9 players on the field playing defense at any time

2. You MUST have a catcher, and catcher MUST wear full catcher's gear.
3. All male catchers are required to wear a protective cup
4. A pitcher who delivers 41+pitches cannot play the catcher position for the remainder of the game. See the official Little League Rule book regarding pitch count for the AAA age group.
5. A player who catches for more than 4 innings will not be eligible to pitch on the same day.
6. Minor League, Little League (Majors), and Intermediate (50-70) Division – A player may not pitch in more than one game in a day;
7. Minor League and Little League (Majors): When warming up, if a pitcher is discovered to be ineligible, he/she must be removed and the previous pitcher of record may not return.
8. Free defensive substitutions are allowed except for the pitcher
9. Infield fly rule applies to all plays.
Official Little League rules govern the pitch count.

B. Offense

1. Teams must have 8 players in attendance at the start of the game. If a player is injured, the team may continue playing.
2. Teams may not continue with less than 7 players. If you have less you may pull players from the Player Pool. No more than 2 players can be pulled. See rules and regulations on Pool Players
3. Each player in the batting order shall be listed in a continuous order, which may not be changed once the game has started.
4. Teams shall exchange lineups prior to the game.
5. Players may change positions on the field, but the batting order shall remain the same.
6. Players arriving late are placed in the last position in the original batting order.
7. If a player leaves a game early, their spot is skipped over in the lineup; this does not constitute an automatic out.
8. Half inning is over once 3 outs or 5 runs have occurred.
9. If a player hits a home run over the fence will be allowed to clear the bases.
10. A ball that bounces over the fence in fair territory will be considered a ground rule double. The batter may advance to second base and all other base runners will advance accordingly.
11. Stealing is allowed but the runner can only leave the base once the pitch crosses home plate.
12. Base runners may not slide head first while advancing. Base runners that slide head first while advancing will be automatically out.

The official Little League rules govern any rules not specifically addressed.

Pitcher/Catcher Rules:

1. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
2. Minor League, Little League (Majors), and Intermediate (50-70) Division – A player may not pitch in more than one game in a day;

3. Minor League and Little League (Majors): When warming up, if a pitcher is discovered to be ineligible, he/she must be removed and the previous pitcher of record may not return.
4. A player who played the position of catcher for three (3) innings or less, moved to the pitcher position, and delivered 21 pitches or more in the same day, may not return to the catcher position on that calendar day.
5. If a pitcher delivers 41 or more pitches, the player may not play the position of catcher for the remainder of that day.
6. **Please read all pitching rules here:**
<https://www.littleleague.org/playing-rules/pitch-count/>

C. Other

1. The home team is to be the “Official Scorekeeper” and will maintain pitch count.
2. The score is kept and standings are kept
3. No new inning after 1 hour 45 minutes or 6 Innings which ever comes first. The final inning after the time limit will be allowed to finish if the team is behind.
4. 3 outs or 5 runs max per half-inning
5. **Mercy Rule:** After 3 innings: 15 runs; after 4 innings: 10 runs ; after 5 innings: 8 runs
6. **Open Inning:** This is the last inning of the game; no 5 run rule applies during an open inning. If the open inning will occur in the 4th or 5th inning due to time constraints, it needs to be declared open inning at the top of the inning. An open inning must be agreed upon at the Managers meeting at Home Plate before the start of the game.
7. If AAA teams consistently have less than 9 players, Managers will report it to the Player Agent
8. If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning. Minimum game time will need to be completed to be considered a full game.

Major Baseball Playing Rules

1. Each team may have a maximum of 4 activities (practices and/or games) per week.
2. All games will have a 2-hour time limit. The final inning after the time limit will be allowed to finish if the home team is behind. All games called by time limit will be official if 4 innings have been completed. If the game ends in a tie, it will resume under Rule 4.11(e) as soon as possible.
3. **Mercy Rule:** After 3 innings: 15 runs; after 4 innings: 10 runs; after 5 innings: 8 runs.
4. Official Little League rules govern the pitch count.
5. See official rule book for max pitch count and required rest days
6. A maximum of 9 defensive players will be on the field.
7. If the minimum number of players (8) is not available, the Manager can contact a league representative to access available pool players.

8. Managers are not allowed to contact players from other teams to play without Board approval.
9. Minimum Play: Each player shall receive at least 1 turn at bat and play 6 defensive outs per game.
10. Drop third strike is in effect
11. Home team will be considered "Official Scorekeeper" and will keep pitch count
12. The score is kept and standings are kept

The official Little League rules govern any rules not specifically addressed.

Pitcher/Catcher Rules:

7. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
8. Minor League, Little League (Majors), and Intermediate (50-70) Division – A player may not pitch in more than one game in a day;
9. Minor League and Little League (Majors): When warming up, if a pitcher is discovered to be ineligible, he/she must be removed and the previous pitcher of record may not return.
10. A player who played the position of catcher for three (3) innings or less, moved to the pitcher position, and delivered 21 pitches or more in the same day, may not return to the catcher position on that calendar day.
11. If a pitcher delivers 41 or more pitches, the player may not play the position of catcher for the remainder of that day.
12. **Please read all pitching rules here:**
<https://www.littleleague.org/playing-rules/pitch-count/>

50/70 Playing Rules **Baseball**

1. **Mercy Rule:** After 4 innings: 15 runs; after 5 innings: 10 runs; after 6 innings: 8 runs.
2. A maximum of 9 defensive players will be on the field.
3. Games will be played with no less than 8 players.
4. Pool Players can be used if needed. See Pool Player Rules and Regulations

The official Little League rules govern any rules not specifically addressed.

Pitcher/Catcher Rules:

- (a.) Any player on a regular season team may pitch
1. Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
 2. A player who played the position of catcher for three (3) innings or less, moved to the pitcher position, and delivered 21 pitches or more in the same day, may not return to the catcher position on that calendar day.

3. If a pitcher delivers 41 or more pitches, the player may not play the position of catcher for the remainder of that day.
4. Approved Ruling: The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.
5. A pitcher once removed from the mound cannot return as a pitcher.
6. Intermediate (50-70) Division, Junior League, and Senior League only: A pitcher remaining on defense in the game, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
7. Pitchers league age 14 and under must adhere to the following rest requirements:
If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

NOTE 1: Under no circumstance shall a player pitch in three (3) consecutive days.

NOTE 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Regulation VI(c) has been met.

1. The official pitch count recorder should inform the Umpire-in-Chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI(c). The Umpire-in-Chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI(c). However, the failure by the pitch count recorder to notify the Umpire-in-Chief, and/or the failure of the Umpire-in-Chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
3. **Please read all pitching rules here:**
<https://www.littleleague.org/playing-rules/pitch-count/>

Juniors Playing Rules Baseball

1. **Mercy Rule**: After 4 innings: 15 runs; after 5 innings: 10 runs; after 6 innings: 8 runs.
2. A maximum of 9 defensive players will be on the field.
3. Games will be played with no less than 8 players.
4. Pool Players can be used if needed. See Pool Player Rules and Regulations
5. Mandatory Play – Offense: Each player in the batting order shall be listed in a
6. continuous order, which may not be changed once the game has started. Teams shall
7. exchange lineups prior to the game. Players may change positions on the field, but the
8. batting order shall remain the same. Players arriving late are placed in the last position
9. in the original batting order. If a player leaves a game early, their spot is skipped over in
10. the lineup; this does not constitute an automatic out.
11. All players will be properly and legally equipped for Little League Baseball including throat guards on all catchers, helmets, bats, gloves, cup and uniform with no jewelry allowed other than medic-alert bracelets

The official Little League rules govern any rules not specifically addressed.

Pitcher/Catcher Rules:

8. (a.) Any player on a regular season team may pitch Any player who has played the position of catcher in four (4) or more innings in a game is not eligible to pitch on that calendar day.
9. A player who played the position of catcher for three (3) innings or less, moved to the pitcher position, and delivered 21 pitches or more in the same day, may not return to the catcher position on that calendar day.
10. If a pitcher delivers 41 or more pitches, the player may not play the position of catcher for the remainder of that day.
11. Approved Ruling: The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.
12. A pitcher once removed from the mound cannot return as a pitcher.
13. Intermediate (50-70) Division, Junior League, and Senior League only: A pitcher remaining on defense in the game, but moving to a different defensive position, can return as a pitcher anytime in the remainder of the game, but only once per game.
14. Pitchers league age 14 and under must adhere to the following rest requirements:
If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

NOTE 1: Under no circumstance shall a player pitch in three (3) consecutive days.

NOTE 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Regulation VI(c) has been met.

Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.

Pitchers league age 15-16 must adhere to the following rest requirements:

1. If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
2. If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.
3. If a player pitches 46-60 pitches in a day, two (2) calendar days of rest must be observed.
4. If a player pitches 31-45 pitches in a day, one (1) calendar day of rest must be observed.
5. If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

NOTE 1: Under no circumstance shall a player pitch in three (3) consecutive days.

NOTE 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Regulation VI(c) has been met.

(e) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

(f) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(g) The official pitch count recorder should inform the Umpire-in-Chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI(c). The Umpire-in-Chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI(c). However, the failure by the pitch count recorder to notify the Umpire-in-Chief, and/or the failure of the Umpire-in-Chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

(h) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

(j) Minor League: A player who has attained the league age of twelve (12) is not eligible to pitch. (See Regulation V – Selection of Players)

Junior League: A local league Board may prohibit 15-year-olds from pitching within the Junior Division.

(k) Pitching in more than one game in a day:

Minor League, Little League (Majors), and Intermediate (50-70) Division – A player may not pitch in more than one game in a day;

Junior League and Senior League – A player may be used as a pitcher in up to two games in a day. EXCEPTION: A 12-year-old playing in the Junior and/or Senior Division is not eligible to pitch in two games in a day. NOTE: If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day);

Approved Ruling: If a Junior or Senior League pitcher pitches in more than one game in a day, and has not pitched 31 or more pitches in the first game except as noted under the threshold, the total number of pitches that pitcher may pitch in both games combined is the daily maximum of 95.

NOTES:

The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

Approved Ruling: Minor League and Little League (Majors): When warming up, if a pitcher is discovered to be ineligible, he/she must be removed and the previous pitcher of record may not return. Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Seniors Playing Rules Baseball

1. **Mercy Rule**: After 4 innings: 15 runs; after 5 innings: 10 runs; after 6 innings: 8 runs.
2. A maximum of 9 defensive players will be on the field.
3. **Mandatory Play – Offense**: Each player in the batting order shall be listed in continuous order, which may not be changed once the game has started.
4. Teams shall exchange lineups prior to the game. Players may change positions on the field, but the batting order shall remain the same.
5. Players arriving late are placed in the last position in the original batting order.
6. If a player leaves a game early, their spot is skipped over in the lineup; this does not constitute an automatic out.

Approved Ruling: If a Junior or Senior League pitcher pitches in more than one game in a day, and has not pitched 31 or more pitches in the first game except as noted under the threshold, the total number of pitches that pitcher may pitch in both games combined is the daily maximum of 95.

Pitchers league age 15-16 must adhere to the following rest requirements:

If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 61-75 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 46-60 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 31-45 pitches in a day, one (1) calendar day of rest must be observed.

If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

NOTE 1: Under no circumstance shall a player pitch in three (3) consecutive days.

NOTE 2: A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Regulation VI(c) has been met.

(e) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

(f) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(g) The official pitch count recorder should inform the Umpire-in-Chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI(c). The Umpire-in-Chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI(c). However, the failure by the pitch count recorder to notify the Umpire-in-Chief, and/or the failure of the Umpire-in-Chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

(h) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

(j) Minor League: A player who has attained the league age of twelve (12) is not eligible to pitch. (See Regulation V – Selection of Players)

(k) Pitching in more than one game in a day:

Junior League and Senior League – A player may be used as a pitcher in up to two games in a day. EXCEPTION: A 12-year-old playing in the Junior and/or Senior Division is not eligible to pitch in two games in a day. NOTE: If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day);

The official Little League rules govern any rules not specifically addressed.

Tee Ball Playing Rules Softball

A. Game set up

1. Set out the tee at home plate.
2. Lay out the bases. Estimate where they go appropriately for the field.
3. Games are an hour long, but can end early based on the ending of an inning.

B. Defense

1. All kids play on the field, filling all positions including pitcher, but excluding catcher. Fill kids in where you can, no kids sit on the bench,
2. No Catcher
3. No outs. When a ball is hit, players will attempt to throw the ball to the appropriate base for the "out", although there are no actual outs.
4. Every hit will advance the runner/hitter one base only.

B. Offense

7. Each half inning every kid will hit off the tee. No coach pitch to kids.
8. The coach will place balls on the tee.
9. All players on the roster will bat in a continuous order as listed by the Manager.
10. The game will be played regardless of players present at the start of the game.
11. Every hit will advance all runners and the hitter one base only. No doubles or triples.
12. The last hitter in the line up will be a grand-slam, ending the half inning.
13. Players that hit a Home Run over the fence will be allowed to clear the bases
14. The last batter runs all the bases

C. Score

2. Score is not kept in Tee Ball

6U Playing Rules Softball

A. Game Setup

1. Set out the tee at home plate.
2. Lay out the bases. Estimate where they go appropriately for the field.
3. Games are 1 (One) hour in length or 4-inning maximum play time, whichever comes first.

Playing Rules:

Offense:

1. The game will be played regardless of players present at the start of the game. A team may contribute players to the other team if desired.
2. All players on the roster will bat in a continuous order as listed by the Manager. The batting lineup will not be changed after the game has started.
3. Players may change positions on the field but the batting order shall remain the same.
4. Players arriving late are placed in the last position in the original lineup.
5. If a player leaves early, their spot is skipped over in the lineup; this does not constitute an automatic out.
6. Players must take only one base at a time. Base runners may not advance on any overthrows.
7. Players who hit a home run over the fence will clear the bases
8. A ball that bounces over the fence, in fair territory is deemed a ground rule doubled. The batter may advance to 2nd base and all other base runners will advance accordingly.
9. Each team will bat their entire lineup in each inning

Defense:

1. Coaches/Manager will pitch the ball up to 5 pitches per batter, after 5 pitches if the ball is not put into play the tee will be used. Coaches are required to remain in the pitching circle and may be as close as 25 feet from home plate.
2. If the Coach/Manager is hit, catches or otherwise touches the ball, it will be considered a "dead ball" and will be replayed.
3. The Coach/Manager can assist the batter in order to make contact if needed.
4. When the pitch is delivered to the batter, the pitcher's helper must have one foot inside the pitching circle (The line itself is considered in the circle) They may start anywhere in the circle but must not interfere with the Coaches/Managers pitching.
5. Defensive outs will be called and recorded by the Coaches/Manager on the field with the defensive team.
6. The runner called out will return to the dugout and will not remain on the bases
7. Players shall not sit out/ sub out more than 1 inning during a game.
8. Players must play an infield position (P, C, 1B, 2B, SS, 3B) for at least one full defensive inning.
9. Infield requirements must be fulfilled within the first 2 innings
10. Each team can field up to 10 defensive players at a time, but the 10th player must occupy the outfield (4 total outfielders)
11. The league recommends players rotate defensive positions every inning.

Rules not specifically addressed are governed by the official Little League rule book

Other:

1. Score is not kept

2. Must have 1 year experience in Tee Ball
3. Instructional softball and designed for players who have advanced beyond Tee Ball but are not ready for player pitch.

8U Playing Rules

Softball

Defense:

1. Each player shall play 1 inning at an infield position and 1 inning in an outfield position within the first 4 innings.
2. The league recommends/encourages that no player shall sit out/sub for more than 1 consecutive inning.
3. 3 outs or 5 runs max per half inning. Whichever comes first.
4. No Mercy Rule and No Open Inning
5. Count starts at 1 ball, 0 Strikes
6. You may field up to 10 players (6 infield and 4 outfield) At this level, the league encourages playing 4 girls in the outfield.
7. No walks, after the 4th ball from the pitcher, the Coach/Manager finishes the at bat.
8. Maximum of 3 Coach/Manager pitches. The batter still only gets 3 Strikes.
9. All Coach/Manager pitches are strikes. A foul ball/tip on the final pitch allows another pitch.
10. Coaches/Managers must throw from the pitching circle and maintain a somewhat normal pitching motion and velocity. (The league does not become a slow pitch league just because the Coach/Manager comes in to finish the at bat)
11. A Coach/Manager must pitch to any players 7 and younger. There are no exceptions to this rule
12. If a player-pitched ball hits a batter without bouncing on the ground, they are awarded first base unless the batter feels like they may finish the at bat.
13. If the pitcher hits 3 batters within 1 game, the pitcher must be removed from the position for the remainder of the game.
14. No pitcher may pitch more than 2 innings per game
15. 5 warm up pitches will be permitted in between innings

Offense:

1. Every rostered player present at the start of the game will be listed in a continuous batting order which will not be changed once the game has started.
2. Teams shall exchange lineups prior to the start of the game.
3. If a player leaves the game early, their spot is skipped over in the lineup and will not constitute an out.
4. Leading off is permitted once the ball crosses home plate.
5. Sliding is permitted and encouraged.

Other:

1. The score is kept and each team shall supply a scorekeeper
2. Games are 90 minutes or 6 Innings, whatever comes first.
3. No "Mercy" rule and no "Open Inning"
4. Teams will play with as many players that show up.

Rules not specifically addressed are governed by the official Little League rule book.

10U Playing Rules **Softball**

Defense:

1. A player can pitch 6 innings per week and/or 4 innings per day
2. 1 pitch thrown will constitute as an inning thrown and will go against the max amount of innings per day/week
3. If a pitcher hits multiple batters within 1 game, the Manager may approach the umpire and request the pitcher be evaluated for safety. The umpire will have final say if the pitcher is to be removed from the pitching position for the remainder of the game.
4. A team may start with 8 players
5. 3 outs or 5 runs max per half-inning, whichever comes first.

Offense:

1. Every rostered player present at the start of the game will be listed in a continuous batting order which will not be changed once the game has started.
2. Free substitutions are allowed for the entirety of the game.
3. Teams shall exchange lineups prior to the start of the game.
4. If a player leaves the game early, their spot is skipped over in the lineup and will not constitute an out.
5. Leading off is permitted once the ball crosses home plate.
6. If the player leaves before the ball crosses home plate, they will be called out.
7. Sliding is permitted and encouraged.

Rules not specifically addressed are governed by the official Little League rule book.

Other:

1. Home team is to be the official "Scorekeeper"
2. The score is kept and standings are kept
3. No new inning after 1 hour and 45mins. The final inning after the time limit will be allowed to finish if the home team is behind.
4. 6 inning maximum

5. Mercy Rule applies: 3 innings 15 runs, 4 innings 10 runs, 5 innings 8 runs
6. **OPEN INNING:** The last inning of the game will be considered the “open inning” no 5 run rule applies. If the open inning will occur during the 4th or 5th inning due to time constraints. It needs to be declared an open inning at the top of the inning. The open inning shall be the inning started at or around the 1hour 30min mark. The umpire will be declared by the umpire.
7. Open inning will be agreed upon by both Managers at the plate meeting before the game starts.
8. Both Managers must be aware that there will be no out penalty for the 9th position in the batting order. Adopting local league option to rule 6.05(m)

12U Playing Rules Softball

Defense:

1. 1 pitch thrown will constitute as an inning thrown and will go against the max amount of innings per day/week
2. If a pitcher hits multiple batters within 1 game, the Manager may approach the umpire and request the pitcher be evaluated for safety. The umpire will have final say if the pitcher is to be removed from the pitching position for the remainder of the game.
3. A team may start with 8 players
4. 3 outs or 5 runs max per half-inning, whichever comes first.
5. Catchers must wear a throat guard at all times while catching

Offense:

1. Every rostered player present at the start of the game will be listed in a continuous batting order which will not be changed once the game has started.
2. Free substitutions are allowed for the entirety of the game.
3. Teams shall exchange lineups prior to the start of the game.
4. If a player leaves the game early, their spot is skipped over in the lineup and will not constitute an out.
5. Leading off is permitted once the ball leave the pitchers hand
6. If the player leaves before the ball leaves the pitcher's hand, they will be called out.
7. Sliding is permitted and encouraged.

Rules not specifically addressed are governed by the official Little League rule book.

Other:

1. Home team is to be the official “Scorekeeper”
2. The score is kept and standings are kept

3. No new inning after 2 hours. The final inning after the time limit will be allowed to finish if the home team is behind.
4. 6 inning maximum
5. Mercy Rule applies: 3 innings 15 runs, 4 innings 10 runs, 5 innings 8 runs
6. **OPEN INNING:** The last inning of the game will be considered the “open inning” no 5 run rule applies. If the open inning will occur during the 4th or 5th inning due to time constraints. It needs to be declared an open inning at the top of the inning. The open inning shall be the inning started at or around the 1hour 30min mark. The umpire will be declared by the umpire.
7. Open inning will be agreed upon by both Managers at the plate meeting before the game starts.
8. Both Managers must be aware that there will be no out penalty for the 9th position in the batting order. Adopting local league option to rule 6.05(m)

Junior 14U Playing Rules Softball

Defense:

1. 1 pitch thrown will constitute as an inning thrown and will go against the max amount of innings per day/week
2. If a pitcher hits multiple batters within 1 game, the Manager may approach the umpire and request the pitcher be evaluated for safety. The umpire will have final say if the pitcher is to be removed from the pitching position for the remainder of the game.
3. A team may start with 8 players
4. Catchers must wear a throat guard at all times while catching

Offense:

1. Every rostered player present at the start of the game will be listed in a continuous batting order which will not be changed once the game has started.
2. Free substitutions are allowed for the entirety of the game.
3. Teams shall exchange lineups prior to the start of the game.
4. If a player leaves the game early, their spot is skipped over in the lineup and will not constitute an out.
5. Leading off is permitted once the ball leave the pitchers hand
6. If the player leaves before the ball leaves the pitcher's hand, they will be called out.
7. Sliding is permitted and encouraged.

Rules not specifically addressed are governed by the official Little League rule book.

Other:

1. Home team is to be the official "Scorekeeper"
2. The score is kept and standings are kept
3. No new inning after 2 hours. The final inning after the time limit will be allowed to finish if the home team is behind.
4. 6 inning maximum
5. Mercy Rule applies: 3 innings 15 runs, 4 innings 10 runs, 5 innings 8 runs
6. **OPEN INNING:** The last inning of the game will be considered the "open inning" no 5 run rule applies. If the open inning will occur during the 4th or 5th inning due to time constraints. It needs to be declared an open inning at the top of the inning. The open inning shall be the inning started at or around the 1hour 30min mark. The umpire will be declared by the umpire.
7. Open inning will be agreed upon by both Managers at the plate meeting before the game starts.
8. Both Managers must be aware that there will be no out penalty for the 9th position in the batting order. Adopting local league option to rule 6.05(m)

Pool Players

1. Rio Linda Little League follows strict guidelines to utilize the Player Pool.
2. Managers please review your handbook or Rio Linda Little Leagues website for the Pool Player Policy.

Post-Season Play (Tournaments)

1. District 6 TOC Tournaments (Otherwise known as Tournament of Champions)
2. Baseball and Softball divisions AAA and 10U or higher are eligible to participate in end of season TOC tournaments as approved by the Rio Linda Little League Board of Directors
3. Rules and Dates will be provided when each tournament is finalized
4. Rosters for teams participating in tournaments must be the ones drafted before the season and utilized during regular season games. No players may be added to a team for tournament play unless approved by the Board of Directors.
5. Eligible teams must win 50% of their regular season games to qualify for TOC's.

All Star Selection

League Commitment to the Post Season:

- Rio Linda Little League is committed to providing the best possible experience for all players chosen as All Stars.
- The league will provide at no cost to the player the following:
 - Uniform Jersey
 - Hat/Visor
- Rio Linda Little League does not charge players to participate in the post season

Player Eligibility:

Players league age 8 and older are eligible for Rio Linda Little League's All Star program, provided they meet the player assessment requirement and the criteria established by Little League International as set forth below:

1. Eligible players must live within the boundaries of the Rio Linda Little League or attend a school within these boundaries; and can provide the required documentation to show residency or school enrollment.
2. Players **MUST** have participated in eight of their regular season games.
3. Players **do not** have to participate in assessments to be eligible. Only players 8 years of age are required to attend assessments for this purpose.
4. Players must not have been ejected or suspended from any league games during the regular season.

In the event that any divisions do not receive enough player commitments, then those divisions will NOT roster an All Star team.

Player Selection

Player selection should be performed in such a way as to select the best teams to represent Rio Linda Little League. With that goal in mind, the Managers of the respective divisions will work together to form a team. It is in the best interests of all for Managers and Coaches to choose the best players as if they were building the team they would manage/coach.

Players will not be selected based on stats alone, this can be a determining factor but managers/coaches will also look at coachability, attitude, attendance, player conduct and many other factors.

- The 10-Year-Old Baseball All Star teams will be formed by all AAA Managers and one rostered Coach from each AAA team.
- The 11-Year-Old Baseball All Star teams will be formed by all AAA and Major Managers and one rostered Coach from each AAA and Major team.
- The 12-Year-Old Baseball All Star teams will be formed by all Major Managers and one rostered Coach from each Major team.
- The 50/70 Baseball All Star team will be formed by all 50/70 Managers and one rostered Coach from each 50/70 team.
- The 10U Softball All Star team will be formed by all 10U Managers and one rostered Coach from each 10U team.
- The 11U Softball All Star team will be formed by all 10U Managers and one rostered Coach from each 10U team
- The 12U Softball All Star team will be formed by all 12U Managers and one rostered Coach from each 12U team.
- The 14U Softball All Star team will be formed by all 14U Managers and one rostered Coach from each 14U team.
- The Juniors Baseball and Softball All Star roster will be formed by all Junior Managers and one rostered Coach from each Juniors team
- The Seniors Baseball and Softball All Star Roster will be presented to the Board of Directors from the managers no later than May of that same year for approval.

Coaches are only allowed to participate in the selection of players if their managers ask for them to be present. It is not required for a manager to have a coach attend. Managers can ask coaches for input on each eligible player.

- Players who are selected to an all star team may be eligible to play up if their current team has been eliminated from the post season. The player must be league age eligible to do so.
- Replacement players will be added to the teams if necessary and will be chosen by the Manager of said team off the eligibility list given to them.

Any Manager/Coach/Board member participating in the player selection process is required to keep the utmost strict confidentiality on the process. If it is found that any person present breaks this confidentiality, they will be asked to resign/disqualified if chosen for the position of All Star Manager/Coach.

Player/Parent Contract

- The President/Player Agent or League Administrator shall collect written release/contract from the parent or guardian of each nominee. The contract shall specify the anticipated commitment required of each player and shall address all aspects of post season play.
- If the league is hosting (1) or more postseason tournaments, the league may require a specific number of volunteer hours to be performed by the family of each player (regardless of whether the tournament hosted is the one which the player is selected for play)
- Each parent/player must accept their nomination for All Stars via written commitment. This can be by email or signed commitment form.

Team Staff Selection

Following the selection of players, the team Managers that are 1st place team in their division head to head with all other RLLL teams, not overall wins, will be asked to take on a Manager position for All Stars.

The All Star manager(s) will be able to select any regular season managers and coaches for their All Star Staff if approved by the Board of Directors regardless of division coached. All Managers and Coaches will need to complete the required safety training and have demonstrated sound skills in the instruction of baseball/softball as well as adhering to the Little League Code of Conduct.

Any current season manager or rostered coach wishing to participate in the post season must submit a request to the President/League Administrator in writing.

- The 10-Year-Old Baseball team staff shall be regular season AAA team Managers and Coaches.
- The 11-Year-Old Baseball team staff shall be regular season AAA or Major Division team Managers and Coaches.
- The 12-Year-Old Baseball team staff shall be regular season Major Division team Managers and Coaches.
- The 50/70s Baseball team staff shall be regular season 50/70 team Managers and Coaches.
- The Juniors Baseball team staff shall be regular season Juniors team Managers and Coaches.
- The Seniors Baseball and Softball team staff will be appointed by the Board of Directors.
- The 10U Softball team staff shall be regular season 10U team Managers and Coaches.
- The 11U Softball team staff shall be regular season 10U team Managers and Coaches
- The 12U Softball team staff shall be regular season 12U team Managers and Coaches.

- The 14U Softball team staff shall be regular season 14U team Managers and Coaches.

In the event that a division does not have enough eligible Managers, the Board of Directors may approve a Manager from a different division to serve for said division.

All Star Player Selection Meetings will be held in the beginning of May each year on a date set by the Board of Directors.

All selection meetings will be held during a closed session meeting with the Player Agent and/or the President/Vice President and Secretary in attendance. Before the player selection meeting takes place, a list of all prospective players will be given to the Managers by the Player Agent in league age order. Managers must then create their team roster of players that they think are deserving of being an All Star, ranking players on the list from 1-15 (1 being your #1 pick and so on). Those lists must be submitted **24 hours** before the meeting to the Player Agent. The submitted rosters will be compiled and presented at the beginning of the selection meeting. The Managers will then discuss the compiled list of votes per each player and discuss any remaining players needed to fill the team. Managers and Coaches (per the above designations) will determine the team size, 12 or 13, by a vote. The top 12 or 13 will make up the All Star team for their division.

Once the Manager is selected, they will be presented with an approved list of Coaches to choose from and will be required to select their staff before the official roster can be completed.

All Star announcements will be during Closing Ceremonies.

Practice Requirements

In the spirit of creating a cohesive team for post season play, players, managers and coaches selected to post season teams shall not be permitted to wear clothing from other leagues or non professional athletic organizations outside of Rio Linda Little League, specifically travel ball clothing during any practices, meetings or team events for the post season team.

