NORTHRIDGE CITY LITTLE LEAGUE 2026 LOCAL RULES

"Where Character is Built and Champions Are Made"

The following Local Rules for Northridge City Little League ("NCLL") supplement the "Official Regulations and Playing Rules" as published by Little League Baseball, Incorporated, Williamsport, PA.

Any violation of the rules may result in a suspension, or removal of a Manager or Coach for the remainder of the playing season upon action by the NCLL Board of Directors ("Board"). Disciplinary matters shall be discussed at the next regularly scheduled Board meeting after the violation. Any discipline of a Manager or Coach requires a simple majority vote of the Board. Notification of any violation of these rules must be in writing addressed to the League President within twenty-four (24) hours of the alleged incident.

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I. PRACTICE/FIELD USE/CAGE USE – GENERAL RULES

A. Permission to use any field or batting cage for practice must be obtained from the Player Agent.

B. During the pre-season period between team selection and the first scheduled game, each team shall have a minimum of two (2) practices and a maximum of five (5) practices per week.

C. During the playing season, ONE (1) PRACTICE SESSION PER WEEK IS MANDATORY with a maximum of three (3) practices per week. NO EXCEPTIONS.

D. Teams must (1) groom and maintain fields after each use, (2) store equipment and bases, and (3) lock score booth, dugouts and/or cages.

E. No use of any field for practice or play is permitted before 8:00 a.m. unless reasonably necessary to warm up and prepare for an early (*e.g.*, 8 a.m.) game. Fields and cages will be closed and locked from sunset to 3:00 p.m. of the following day on weekdays and sunset to 7:00 a.m. of the following day on weekends.

F. Screen drills are prohibited at all times except at designated areas of NCLL. No hard balls may be used for screen drills.

G. UNDER NO CIRCUMSTANCES SHALL ANY MATERIAL—SUCH AS UNAPPROVED SAND AND DIRT—BE BROUGHT ONTO THE FIELD WITHOUT PERMISSION OF THE COMPLEX COMMISSIONER OR THE LEAGUE PRESIDENT.

H. Priority: NCLL teams always have top priority over any other group. Teams with scheduled games have first priority, teams with scheduled practice times have second priority. There are no age priorities.

I. The Board may approve use of facilities by outside groups that provide proof of insurance and pay the designated fee for such use.

II. PRACTICE – PRE-GAME RULES

A. Both teams will share the outfield and adjoining batting cage(s) until forty (40) minutes prior to the scheduled game time. Infield will be unavailable for use during this time. No hitting or use of bats by players is allowed before games except as used in the batting cages.

B. The VISITING TEAM shall have the entire field from forty (40) minutes to twenty-five (25) minutes prior to the scheduled game time.

C. The HOME TEAM shall have the entire field from twenty-five (25) minutes to ten (minutes) prior to the scheduled game time.

D. Both teams shall not be allowed any pre-game practice if ten (10) minutes or less remains after the conclusion of a prior game.

E. Time in excess of ten (10) minutes for weekend games shall be equally divided with the home team using the field prior to field preparation.

F. Managers from both teams shall meet with the umpire at home plate prior to the start of the game. (Little League Rule 4.01).

III. FIELD PREPARATION/GAME DAY

A. Pre-game

a. Prior to the start of each game, the home team shall prepare the field for play by attaching the bases, loosen and smooth pitching mound, base paths and infield area as is deemed necessary, water the infield dirt and line the batting box, base paths and Tee ball area with field paint. Field paint should only be applied after moistening the field dirt. The paint will not adhere unless the dirt is moist.

b. All field preparations shall take place either ten (10) minutes prior to game time, or during the time that the home team is warming up/using the field. Use of field for practice by any team is prohibited 10 minutes prior to a game.

B. Post-game: following the completion of each game or the last scheduled game of the day, the home team must (1) remove bases from field and put the bases in the score booth along with the field paint sprayer, (2) turn off the scoreboard, and (3) lock the score booth door. The field must be groomed and maintained by the home team after each game.

C. Both teams are responsible for cleaning their dugouts after each game, and having their team remove trash from their bleachers.

IV. SCOREKEEPING AND OTHER GAME RESPONSIBILITIES

A. The only people allowed in the score booth during any game are the official scorekeeper and scoreboard operator who must be adults. Children and visitors shall be kept out of the score booth.

B. The home team shall provide an official scorekeeper for every game (excluding Tee ball and Fall season games).

C. The visiting team shall provide a scoreboard operator for every game. The operator shall electronically record balls, strikes, outs, runs, innings, and maintain a record of the pitch count.

D. Game Coordinator: if the umpire for any game is under eighteen (18) years of age, the visiting team must designate a Game Coordinator. (Little League Rule 9.03). The Game Coordinator must attend the pregame meeting with the umpire and Managers and must remain at the game at all times in a position to see all actions on the field. This person cannot be in the score booth.

E. Game Balls: each Manager shall provide one (1) unused game ball to the umpire before each game (unless other arrangements are made by the league). Intermediate and Junior teams shall provide two (2) unused game balls to the umpire before each game.

F. A maximum of three (3) adults will be allowed in the dugout or playing area of anyone (1) team. Four (4) are allowed in the AA division. This includes the base coaches. **No other adults—including parents or children who are not team members—are permitted to be in the dugout at any time.**

G. If an umpire fails to show up for a game, then the home team shall provide an umpire for the game.

V. LENGTH, STARTING, AND ENDING INNINGS AND GAMES

A. All teams may start and play games with eight (8) players. If playing with eight players the team will skip over the 9th position and NOT be charged with an out for the ninth position. A game may not be started or played with less than eight players on each team. If a team starts a game with eight players, but loses a player during the game (*e.g.*, a player leaving the game early) then the team will be forced to forfeit that game.

B. For Minors, AAA, and AA division games, for the first five innings, an inning shall end when (1) three outs are made, (2) five runs are scored (*i.e.*, the 5-run limit), or (3) a team has batted one full time around the batting order. For the avoidance of doubt, there is a 5 run cap for the first five innings regardless of how many players score (*e.g.*, if a player hits a grand slam with 4 runs already scored in that inning, only 5 runs will count for that inning). There is no 5-run limit in the sixth inning and beyond.

C. The last game of the day on any field shall end no later than the official sunset time which should be set by the umpire at the pregame meeting. If sunset time occurs during an at bat, the at bat may be completed if possible then the game is ended.

D. Length of Spring Games

a. Intermediate, and Juniors Divisions: no time limit.

b. Majors Division: no time limit on weekdays. On weekend no new inning shall start after 1 hour and 45.

c. Minors Division: no new inning shall start after 1 hour and 45.

d. AAA: for weekend games, no new inning shall start after 1 hour and 45 minutes for each game

e. AA: no new inning shall start after 1 hour and 45 minutes for each game.

f. If a game cannot be fully completed by the time limits above (*i.e.*, home team makes all three outs), then the final score will revert back to the score that existed for the last fully completed inning. Any game that goes a minimum of two complete innings will constitute a complete game.

g. The Little League mercy rule applies to games in the Majors, Minors, AAA, and AA divisions. Example: 15 runs after 3 innings, 10 runs after 4 and 8 runs after 5. However, if a game ends early due to the mercy rule, the teams shall continue play—without continuing to keep official score—until the time limits set forth above are reached. When this occurs, the time limits set forth above convert to drop dead times. For the Majors division, the teams shall continue play until two hours and 15 minutes after the game started. This will be a drop dead time. Umpires will be instructed to stay until play is stopped as a result of these time limits. A five-run limit will apply to each half inning. The official score of the game shall be the score of the game at the time the mercy rule was applied.

E. Length of Fall Season Games: fall season games shall have drop dead deadlines as follows: two hours and thirty minutes for the D1 division; two hours and fifteen minutes for the D2 division; and two hours for the D3 division (unless otherwise provided by the league at the start of the season).

F. Extra innings are permitted for all division subject to the time limitations set forth above. Games in the Juniors, Intermediate, Minors, AAA, and AA divisions can end in a tie at the end of the time limits set forth above. For the Majors division, a game that is tied at the end of a given day (*e.g.*, game is tied and cannot be completed due to sunset) will continue to be played on another day, subject to field availability and the additional provisions in section XI below, until there is a winner.

VI. MINIMUM PLAYING TIME RULES

A. A continuous batting order shall apply for Majors, Minors, AAA, and AA divisions. This rule shall not interfere with the right of the Manager to deny a playing privilege for disciplinary reasons or a player's absence. These divisions shall have all kids bat in a rotational order and have free substitutions on the field. No changes in the rotational batting order shall be made after the start of game, except to add a "late arriving player." Such player shall bat at the end of the official batting order.

B. In Majors and Minors, each player shall play in the field at least three (3) innings. In AAA and AA, each player shall play in the field at least four (4) innings. **Team managers shall announce defensive substitution**s to the official scorekeeper to ensure that minimum playing time requirements are adhered to.

C. In the event a player does not complete the minimum playing time requirements in a fully completed game, said player shall be required to appear on the starting roster for the next game and will not be substituted for until that player has played three (3) innings PLUS the innings that player missed in the previous game.

D. All Divisions

1. During the top of the fourth (4th) inning (top of fifth (5^{th}) inning for Intermediate and Juniors), a Manager may notify the umpire of any potential violation of the minimum playing time rule. Unless the violation is corrected upon notice given by the umpire, the official scorekeeper shall make a notation of such violation on the Official Scoresheet.

2. Violation of the minimum time playing rule is not a cause for a protest of the game. But managers should be aware that the minimum time playing rule is a fundamental policy at NCLL. A violation of this rule will result in disciplinary action against the Manager.

E. For the Fall season, in Divisions D3, D2, and D1, no pitcher shall pitch more than two innings. Pitchers may throw 6 outs max or their age approved limit. Whichever comes first. Any outs after the 5 run per inning max go towards the pitcher of record.

F. A courtesy runner shall be allowed for catchers after two outs have been made in an inning. The runner is the last batted out and can run for the catcher of record only.

VII. PLAYER/MANAGER MISCONDUCT REGULATIONS

A. Players may be benched or suspended for the following offenses:

1. Playing ball in the interior of the complex whether in uniform or out of uniform.

2. Riding of bikes, skateboards, or motorbikes in the interior of the complex.

3. Willful or flagrant acts of temper and/or foul language.

4. Being found in the flood control property or the parcels of land anywhere on the outside perimeter of the NCLL complex.

5. The use of tobacco within the NCLL complex.

B. Managers & coaches may be penalized for the following:

1. Knowingly allowing their players to play ball in the interior of the complex.

2. Warming up players with baseballs or bats on the interior of the complex.

3. Willful or flagrant acts of temper and/or foul language.

4. The use of tobacco in any form within the NCLL complex.

5. Any Manager or Coach receiving more than one (1) such penalty shall require a review by a Board committee.

6. Every AAA, Minors, Majors, Intermediate, and Juniors team shall sign up and umpire three (1) AA games during the season. Each manager and coach must umpire a AA game, and this responsibility shall not be delegated to another person. Failure to sign up for a game will result in that Manager/coach not being allowed to manage/coach any regular season games until that Managers/coach signs up as required. It will be the League Division Commissioner's responsibility in coordination with the Umpire in Chief (or equivalent) to ensure signups are completed. Game suspension is the sole sanction for violation of this rule.

C. Penalties may range from a verbal or written reprimand to game(s) suspension or expulsion from the League.

1. Any Manager, Coach or player ejected from a game by an umpire shall be required to appear before a Board appointed committee. Ejection from a game carries a minimum punishment of a one (1) game suspension. The suspension applies for the next physically played game. The Board may impose additional penalties. If suspended, the suspended party may not be present on the complex (property line) for that game.

2. Any player ejected from a game shall be required to perform community service for a three (3) hour period such as picking up trash around the complex. The Board may impose additional penalties.

D. ANY PERSON FOUND TO HAVE BEEN INVOLVED IN ANY ACTS OF PHYSICAL VIOLENCE AT THE COMPLEX WILL BE SUSPENDED FROM THE COMPLEX FOR THE REMAINDER OF THE SEASON. A BOARD COMMITTEE APPOINTED BY THE LEAGUE PRESIDENT SHALL REVIEW THE FACTS OF THE INCIDENT AND IMPOSE APPROPRIATE PENALTIES.

VIII. TEAM ROSTERS

A. All players on a team's roster shall be listed on the line up card (game roster), indicating for each player: (1) remaining pitcher eligibility; (2) players complete last name, uniform number and defensive position; (3) absence, and reason for; (4) injury; and (5) not playing and reason for (*e.g*., discipline, illness, injury).

B. Players that are listed on the game roster who are benched due to injury, illness, or disciplinary matters may not play in that game.

C. The Manager must report any player on the disciplinary or injured list to the player's agent prior to the next scheduled game.

D. The Divisions' Player Agent must approve any disciplinary action contemplated by a Manager toward a player beyond the current game.

E. It shall be the responsibility of the Manager to report all absences of one (1) week or two (2) scheduled games to the Player Agent without delay.

F. Rosters shall consist of the following maximum players: 13 for Juniors; 13 for Intermediate, Majors, Minors, and AAA; and 13 for AA, A, and Tee ball.

IX. SELECTION OF PLAYERS – TRYOUTS ARE MANDATORY

A. All players must attend tryouts. Failure to attend will automatically place a player on a "waiting list" for drafting purposes. The Division Player Agent shall place such player on a team. No Manager or Coach may conduct an individual tryout of any prospective player for any reason. No Manager may promise to draft any player to their team. If a Manager violates any part of this rule, it can result in removal of the Manager at the Board's discretion.

B. Initial Drafting:

1. The Division Player Agent will conduct the draft process with the Division Commissioner present. All players who completed tryout requirements will be eligible for the draft as defined below:

    a. Teams without Managers: If all team Managers have not been selected at the time of initial drafting and it becomes necessary for a Board member

to draft a team for the League, every effort will be made by the League President to appoint a Board member to draft such a team who does not have a child in the Division at issue. If this is not possible, then the Board Member drafting for the league must select his/her child to that team.

b. Juniors Division Draft: League Age 12-year olds are not eligible for the Juniors Division draft.

c. Majors Division Draft: The Majors Division shall follow "Plan A" of the Player Selection System as described in the current Little League Baseball Rulebook.

d. Brother/Sister Option: Managers may submit options on brothers or sisters who are subject to the draft. Prior to such draft, when the first brother or sister is drafted and an option has been submitted, the Manager automatically takes the sibling in the next round.

e. Draft Selection Order: The Player Agent will draw numbers to determine the selection order. The draft shall be a snake draft where the pick order is reversed each round.

f. Minors Division Draft: there shall be at least a calendar day and not more than seventy-two (72) hours between the Majors and Minors Division drafts unless substantial justification exists to alter this requirement.

g. Children of Majors Managers: Managers shall draft their own children as follows:

    a. Majors: 6th round for 9-year olds, 5th round for 10-year olds, 4th round for 11-year olds, and 3rd round for 12-year olds.

    b. Minors: 6th round for 8-year olds, 5th round for 9-year olds, 4th round for 10-year olds, and 3rd round for 11-year olds.

    c. AAA: 5th round for 8-year olds, 4th round for 9-year olds, and 3rd round for 10-year olds.

    d. AA: 5th round for 7-year olds, 4th round for 8-year olds, and 3rd round for 9-year olds.

h. Trading: No trades are allowed without approval of the Player Agent and in compliance with Little League Rules.

C. Replacement Drafting:

1. Lost Players: A Manager **must** notify the Player Agent within twenty-four (24) hours of knowledge of the loss of a player from their team. If the "lost" player is a Majors Division player, that player must be formally released by the Player Agent. Failure to timely notify the Player Agent pursuant to this rule may result in the suspension of the Manager. A Manager **must** draft a player to fill the vacancy within seven (7) calendar days. If the Manger fails to fill the vacancy within the time limit, the Player Agent will fill the vacancy as soon as possible with a player deemed by the Player Agent to be most qualified. During the pre-season, the Player Agent has the option to extend the deadline.

2. A Manager may not be forced to draft a replacement player if five (5) or less regularly scheduled games remain in the season.

3. Juniors, Intermediate, Minors, and Coast Managers have the option to exempt a maximum of two (2) players from the draft if five (5) or less regularly scheduled games remain in the season. Note: Makeup games are considered regularly scheduled games.

4. Refusal of any minor league player to move up to the Majors Division will result in forfeiture of future eligibility in the Majors Division for the current season.

X. LEAGUE STANDINGS

A. For any season with more than one (1) Juniors or Intermediate team, the top two (2) finishing teams in each Division will play each other and use a best two out of three formats to determine the Division championship.

B. Playoff games dates and times shall be set by the League Scheduler.

C. League standings will not be kept or posted for the Farm Division or for Fall season games.

D. In AA, AAA, Divisions, bracket style playoffs are used to determine League champions. All teams in those Divisions make the playoffs and will be seeded according to League standings at the end of the regular season. The team that finishes first overall will play the team that finishes last overall and the team that finishes second overall will play the team that finished second to last and so on. The winner of that end of season bracket style tournament will become the League champion.

E. The Board shall have discretion to adjust the playoff format before each season depending on the circumstances.

XI. Protest and Incomplete Games

A. Any tied, protested, and incomplete games shall be played at the earliest opportunity or decided according to Little League Playing Rules 4.19 and these Local Rules based on available field times to be determined by the applicable Protest Committee and League scheduler.

B. If it is not possible to schedule the completion of the game, the result of which might have a bearing on determining first or second position in the standings prior to the completion of the first half of the season, then it shall be the League scheduler's responsibility to schedule the completion of such game or games prior to holding playoffs to determine the standing by the League scheduler at the earliest convenience.

C. If the League scheduler is unable to schedule such a game or games and prior to the completion of the last regular season game and such incomplete games have a bearing on the overall standings, it shall then be the responsibility of the League scheduler to schedule said game or games prior to holding playoffs to determine the final League standings.

XII. Tournament Team Selection

A. The ultimate responsibility for selection of a tournament team resides with the Board.

B. Majors Division Tournament teams shall be selected by the players within their respective Divisions.

1. Voting for election to the tournament team(s) will take place at a time and place to be determined by the Player Agent and will be under his control. Voting will occur prior to the last scheduled game, but no sooner than seven (7) days prior to the last game.

2. The Player Agent shall prepare a ballot containing an alphabetical list of the twelve (12) year old players eligible for tournament play along with their team names and numbers.

3. Each player eligible to vote will be given a ballot. For a ballot to be valid the player must vote for nine (9) players. Each player can vote for no more than three (3) players on their own team.

4. The Player Agent (or a substitute representative selected by the Player Agent) and the eligible players will be the only ones permitted in the polling place at the time of voting.

5. The Player Agent shall take custody of all the ballots and they shall remain in his/her custody, unopened and not tallied. The Player Agent and the League

President will be solely responsible for the counting of the votes after any championship games. Each vote shall count as one (1) point.

6. The Player Agent and League President shall establish and maintain a list according to the highest point count, of all eligible players. All ballots will then be destroyed.

C. Selection of additional players: A committee including the Player Agent, Majors Commissioner and Division Managers shall select four (4) players in addition to the top five (5) elected players. The chosen and approved Manager shall then select the final players (from zero (0) to five (5) depending on desired roster numbers) after conferring with the Player Agent and Majors Commissioner. Selection shall be based on playing ability, accomplishments, team participation and desire. Note: Each year the tournament team Manager shall reserve the right to increase their roster to fourteen (14) maximum players.

D. Notification of Selection: After the ratification of the tournament team members by the Board of Directors, the Player Agent shall notify the players of their selection according to Little League rules. No player shall be advised of their relative position or method of selection to the team.

E. 8 – 10-year-old tournament team selection: A committee including the Player Agent, Minors Commissioner, and Division Managers will determine team selection each year. That committee shall select nine (9) players for the team. Any remaining slots shall be filled by the Manager of the tournament team. The Player Agent will present the proposed player list to the Board.

F. 9 – 11-year old tournament team selection: A committee including the Player Agent, Minors Commissioner, and Division Managers will determine team selection each year. That committee shall select nine (9) players for the team. Any remaining slots shall be filled by the Manager of the tournament team. The Player Agent will present the proposed player list to the Board.

G. Intermediate tournament team selection: A committee including the Player Agent, Minors Commissioner, and Division Managers will determine team selection each year. That committee shall select nine (9) players for the team. Any remaining slots shall be filled by the Manager of the tournament team. The Player Agent will present the proposed player list to the Board

H. Juniors tournament team selection: A committee including the Player Agent, Minors Commissioner, and Division Managers will determine team selection each year. That committee shall select nine (9) players for the team. Any remaining slots shall be filled by the Manager of the tournament team. The Player Agent will present the proposed player list to the Board

I. Seniors tournament team selection: A committee including the Player Agent, Minors Commissioner, and Division Managers will determine team selection each year. That committee shall select nine (9) players for the team. Any remaining slots shall be filled by the Manager of the tournament team. The Player Agent will present the proposed player list to the Board

J. Tournament team player vacancy: A tournament team vacancy caused by injury or otherwise, will be filled by the Player Agent from the list of remaining players with the player having the highest position as established above.

XIII. Tournament Team Manager Selection:

A. The Board will select the Managers of the Tournament ("All Star") teams from a list presented by the Majors and Minors Commissioners which has been approved by the League President. Selection of the All Star Managers will occur after the initial nine (9) team members are selected. The President may appoint an All Star Committee consisting of 3-5 Board members. The Committee members cannot be All Star Manager candidates nor have children who are All Star player candidates.

B. All candidates for a tournament team Manager must announce their candidacy to the Board through their Division Commissioner by the mid-point of the regular season. Candidates may present their resume or qualifications to the Board for consideration.

C. All candidates for a tournament team Manager must be either a Manager or Coach from the Majors or Minors Divisions.

D. The candidate receiving a simple majority of the votes cast by the Board via a secret ballot will be named the tournament team Manager. The Division Commissioner shall notify the tournament team Manager of his/her election.

E. The tournament team Manager, Player Agent, and Division Commissioner will be responsible for the selection of team coaches.

F. Should the elected Manager/Coach be unable to continue as team Manager/Coach for whatever reason, the Board will elect a new Manager/Coach.

XIV. Scheduling

A. The NCLL schedules for all Divisions shall be set by the League Scheduler. Generic numbers, rather than existing team names, shall be used to develop the schedule. The Scheduler will schedule all games, regular, make-up and playoff, with the Board's approval. No changes to the schedule are allowed except as necessary for rescheduling canceled games if possible.

B. Upon approval of the schedules by the Board, team names will be matched to team numbers by drawing.

C. Morning and afternoon games will be equally distributed through all schedules for all teams.

D. Games that need to be completely rescheduled will be placed into the first make-up time available in the same order as they were originally scheduled. All efforts will be made to avoid back-to-back games two (2) days in succession or more than two (2) games per week if possible.

E. Innings that need to be rescheduled due to tie games of legal length or protested games of legal length will be played before the next scheduled game. If no scheduled games remain, the innings will be replayed in a make-up slot or per availability.

F. The Board reserves the right to determine whether a canceled game shall be rescheduled or forfeited.

1. A canceled game is a scheduled game that was not played because one or both teams were delinquent, or the game was called due to weather. A team is considered delinquent if it cannot field a legal number of rostered players within fifteen (15) minutes of the scheduled game start time.

2. If a game is canceled due to the delinquency of a team, that Manager or a team representative may be called to appear at the next scheduled Board meeting to show cause why the game shall not be forfeited. A game shall be forfeited if players are available to play unless extenuating circumstances exist as determined by the Board. Players are considered “available” to play if the player is not injured or ill and does not have a conflicting important commitment with school or a religious organization.

XV. Special Coast League Division Rules

A. The Coast League will be divided into two (2) divisions. The higher division will be designated the Coast AAA. The lower division will be designated the Coast AA. All of the following rules will apply to both divisions unless designated otherwise.

B. Pitching Machine for AA
1. 3 strikes or 5 pitches from the machine constitutes an out and unlimited foul balls
2. Settings for the pitching machine will be a 3-3-3
3. Dead ball will be called once the ball is caught and pitcher must be standing on the mound. Also,
4. If the ball hits the machine, all runners advance one base.

5. If a ball hits the coach running the machine, it is considered a foul ball.
6. Home team is responsible for setting up and taking down the machine. On the weekend first game will set up and last game will take down.
7. All coaches must duck down once the ball is in play
8. Umpire will be behind home plate
9. If a pitcher is not on the mound area it is a live ball but once he touches the mound area the ball is dead

C. Base stealing will not be allowed during the season in AA.

D. In AAA base stealing will be allowed in the second half of the season. Home plate is closed.

E. In Coast only, the play will be deemed stopped when the pitcher has possession and control of the ball on the mound. Additionally, if in the umpire's sole judgment, any runner was advancing towards another base at the moment the pitcher has possession and control of the ball on the mound, and is halfway or more to the next base, that runner shall be allowed the next base. If the player is less than half way to the next base, the player shall return to the previous base.

F. All Coast Division players may be coached by an adult in the first (1) and third (3) base coaches' boxes. It is required that there must be one (1) coach in the dugout at all times when players are present in the dugout. In the Coast AA instructional division, a parent will be stationed behind the plate, by the backstop, to retrieve passed balls. This is in an effort to speed up the game. **Note: This parent is not allowed to coach the team during the game.**

G. Defensive positioning of players. In AAA, nine (9) players will take regular positions on the playing field including the pitcher and the catcher. In AA, ten (10) players will take regular positions on the playing field including four (4) outfielders, four (4) infielders, the pitcher, and the catcher. The four (4) outfielders shall be defensively positioned as follows: one in left field, one in left-center, one in right-center, and one in right field. Outfield players may not be positioned on the infield direct and must be a minimum of (15) feet from the outer edge of the infield dirt.

H. Coast AA Overthrows. For the first half of the season, there is no advancement on an overthrow. For the second half of the season, a maximum of one (1) overthrow is allowed in Coast AA. Runners may advance one (1) base after an overthrow. In the event of a runner attempting to advance on that overthrow, the runner does so at the risk of being thrown out. If an additional overthrow occurs, play is considered dead, and the runner cannot advance.

XVI. Farm Division Rules

A. The eligibility, minimum playing time rules, and reporting procedures previously described herein shall apply to the Instructional Farm Division.

B. All players present at each game shall play defensively and shall bat in a fixed rotation order. No changes in the rotational batting order shall be made after the start of the game except to add a late arriving player. Such player shall bat at the end of the official batting order.

C. Games are limited to one and a half (1 ½) hours or the completion of six (6) innings of play, whichever comes first.

D. Games will only be played with Little League approved 4 ½ ounce softer baseballs.

E. Maximum number of batters per inning:

1. A-Ball

    a. First half of season: both teams will bat "round robin" (each player on roster will bat one (1) time per inning). After the entire roster has batted, the half inning has concluded. Outs are not recorded, and base runners are removed if they are recorded out. The inning will continue with round robin batting order even if 3 outs are made.

    b. Second half of season: teams will play under the "3 outs" rule. If three (3) outs are recorded, or the entire roster has batted during a half inning, the half inning is concluded.

    c. All players must receive at least two (2) at bats per game. Teams may be required to return to round robin batting for the last inning to meet this requirement.

2. Tee ball

    a. Teams shall bat "round robin" (each player on roster will bat one (1) time per inning) for the entire season. After the entire roster has batted, the half inning has concluded.

    b. First half of the season: Outs are not recorded, and base runners will be allowed to stay on base.

    c. Second half of season: Outs will be enforced and a base runner who has been called out must leave the field. The inning will continue with round robin batting order even if 3 outs are made.

F. Minimum playing time rules: it is mandatory that defensive positions are rotational, meaning no player shall play an outfield position for more than two (2) consecutive innings in a game. For example – when a team has ten (10) players, five (5) of them will

play outfield for the first inning and the same five (5) shall all be infield for the second inning. When a team has more than ten (10) players, the manager will rotate five (5) new players on the infield for the first two innings and place the remaining players who have not played infield position in the infield for the third inning. It is the Manager's responsibility to ensure that infield playing time is equally distributed. An infield position shall be defined as any position other than catcher or outfield.

G. Coaching positions for Farm:

1. The offensive team is to be coached by an adult on the first and third base coaches boxes. One additional coach shall be placed behind the catcher to assist with passed balls and to assist the batter.

2. First half of season: Tee Ball May have one additional offensive base coach standing behind second base to assist runners. Tee Ball may have no more than three (3) coaches total in fair territory during a game.

3. The defensive team may have one (1) coach in the *fair* territory beyond first base and one (1) in the *foul* territory beyond third base to instruct defensive players. One defensive coach may stand in the infield to instruct the infielders. Only two (2) defensive coaches may be in foul territory during the game.

4. An adult MUST be in the dugout with players while a team is batting.

H. Pitching Rules for Farm:

1. A-Ball: the Manager/Coach of the offensive team shall deliver four (4) coach-pitched to the batters of their own team. If the batter does not hit one (1) of the four (4) coach-pitched balls, the batter will then hit from a tee. The batter will bat from the tee until they successfully put the ball in play. There are no strikeouts and no walks.

2. Tee Ball: the tee is used the first half of the season. Coach-Pitch as described above is used for the second half of the season.

3. The adult pitcher must immediately leave the field of play once a pitched ball is hit.

4. If pitched ball is hit and hits the adult pitcher it is a dead ball and they play will he repeated. It the adult pitcher intentionally interferes with a ball in play they are subject to discipline including a full season suspension.

I. The batting tee:

1. The batting tee shall be placed in front of home plate with the backside of the tee base as close to the front edge of home plate as possible.

2. The offensive team shall have a coach behind home plate to assist with passes balls, adjust tee as necessary, and remove tee from the field of play once a fair ball has been hit.

3. No player shall advance more than two (2) bases when hitting the ball off the tee.

J. Added foul area: an arc of thirty (30) feet will be used from the point of home plate between the first and third base foul line. A hit ball must roll through the arc to remain in play. It the batted ball does not clear the arced area it is considered a foul ball. Whether the ball was hit with sufficient validity to clear the arced area will be left to the judgment of the coach behind the plate. A defensive player may field the ball before it has cleared the arced area if the coach behind the plate determines the batted ball had enough velocity to roll or bounce clear of the arced area.

K. Base running:

1. A – Ball: on any ball batted to the outfield, runners may advance until the ball is returned to the infield and crosses the plane of the infield dirt. If a runner has rounded a base before the ball is returned to the infield, the runner, at their own risk, may return to the last base they legally occupied, or advance to the next base only. On any batted ball that does not leave the infield, runners, including the batter, may only advance one (1) base at their own risk. On any overthrown ball to a base that breaks the plane of the outfield grass or goes into foul territory, runners many not advance and the ball is ruled dead.

2. Tee ball: first half of season: every hit ball is a single only. Second half of season: on a ball batted to the outfield, runners may advance until the ball is returned to the infield and crosses the plane of the infield dirt. If a runner has rounded a base before a ball is returned to the infield, the runner, at their own risk, may return to the last base they legally occupied, or continue to advance to the next base only. On any batted ball that does not leave the infield, runners, including the batter, may on,y advance one (1) base at their own risk. On any overthrown ball to a base that breaks the plane of the outfield grass or goes onto foul territory, runners may not advance and the ball is ruled dead.

3. Base stealing is not allowed in the Farm Division.

L. Player positioning:

1. There shall only be four (4) infielders playing at the standard infield positions- 1st base, 2nd base, Shortstop and 3rd base. All infielders must remain on the dirt portion of the infield until the ball is hit. All players who are not playing pitcher, catcher or an infield position shall play in the outfield. Outfielders must be positioned at least five (5) feet behind the infield dirt area.

2. An outfielder may not make an unassisted out from a hit ball, other than a caught ball.