

# TEMECULA LITTLE LEAGUE

## LOCAL LEAGUE RULES 2021

### Local League Rules - General

1. Local League Rules are governed by the Temecula Little League Board of Directors (BOD) and may be changed or modified by the BOD by a majority vote. Second half of spring season a 2/3 vote must be used to pass any changes to rules or activities pertaining to TLL.
2. To be considered a BOD member in good standing and be able to vote on league matters you must attend 60% of scheduled meetings. Failure to do so will make you ineligible to vote during All Star manager/player selections.
3. No REFUNDS of REGISTRATION FEES after last scheduled assessment date for any given season
  - a. Injury refunds will be on a case by case basis
4. All players in divisions AA and above are required to attend player assessments for equality in draft process. If players do not attend 50% of the scheduled player assessments, they will go into a hat for random selection in draft.
5. Only MAJORS PROPERTY players DO NOT need to attend assessments.
6. PLAYER DRAFT: No cellular phones in draft room. League president, vice president, player agent and managers of teams in division drafting allowed in draft room. NO ASSISTANT COACHES. Managers are instructed to keep entire draft a secret until hat night.
  - a. Seniors division will select first from list of players (ages 13-16) eligible for this division and follow draft plan B (draft entire team).
  - b. Intermediate will select second from list of players eligible for this division and follow draft plan B. Entrance in the Intermediate division will be at the request of parents of players ages 11-13. \*\*11 year olds will need one (1) year of experience in the Majors division in order to be eligible to play Intermediate. This does not pertain to 12 or 13 year old players.
  - c. Majors draft will follow draft plan A, meaning established teams will have TITLED/PROPERTY players returning to their teams as per Little League guidelines. Majors will include ages 10-12. Majors will draft from players according to list of eligible draft choices. 11 and 12 year olds that did not request Intermediate or were not drafted to Intermediate as well as 10 year olds will make up list of players eligible for Majors. If an expansion team is needed in the Majors division, follow Little League guidelines in Little League Operating Manual. All 12 year olds are to be given the option to play Majors. If a 12 year old is deemed a "injury risk" in Majors, a request to be moved to AAA will need to be approved by District 28.
  - d. AAA and AA will follow draft plan B. Players not selected in Majors will be eligible for draft in AAA. Players not selected in AAA will be eligible for draft in AA.
7. Managers will carry a binder/list of all authorized (background checked) volunteers with pictures. Any unauthorized adults (no background check) found assisting, during practice or game, will cause the Manager of that team to be suspended for the next following game and all team activities (I.e. practice). A second offense allows the BOD to remove the Manager from his position for the remainder of the season.
8. All scheduled games must be played. Makeup games should be played during the half in which the game was originally scheduled to be played. All makeup games must be played whether relevant to the outcome of the division or not. Game must be made up on the next available date and failing to do so counts as a forfeit. Only rain-out and specified school events that are cleared through the BOD prior to reschedule and the TLL coaching coordinator will be accepted.

9. MANAGERS are required to do their best to keep themselves, coaches, players and players parents under control and avoid arguing judgment calls from umpires. Do not promote or encourage poor sportsmanship from fans, players or other coaches on the field. This is not tolerated and could be means for suspension or removal from TLL upon Board vote.

### **Inter-League Rules – General**

These inter-league rules are governed by the rules set forth by District 28 Little League.

Temecula Little League

Lake Elsinore Little League

Wildomar Little League

Murrieta National Little League

Menifee Valley Little League

Temescal Valley Little League

Canyon Lake Little League

1. These inter-league rules shall govern all games played between all the leagues above.
2. All games count towards team standings.
3. All scheduled games should be played. Make up games should be scheduled with the priority given to the games that will affect division standings and player tournament eligibility regardless of the league.
4. Any disciplinary action of a manager will be the responsibility of that specific manager's board of directors. However, the Presidents of the above leagues will form a disciplinary committee to discuss the situation and make disciplinary recommendations.
5. Home team will provide umpires.

### **Home/Visiting Team**

Home team is responsible for preparing the field before the game. This includes; dragging the infield, break away bases, chalking the baselines, batters boxes, and Coaches boxes. Both teams will check the field for safety issues before each game.

Home team is responsible for providing the official scorekeeper (Juniors, Intermediate, Majors, AAA and AA). All players shall be listed by Last names, First Initial and Numbers in the official scorebook. The scorekeeper must be a neutral spectator and position themselves behind home plate. The official Scorekeeper/scorebook will not be allowed in the dugout. Player substitutions (i.e. pitchers and catchers) must be recorded in the official scorebook. The scorebook must be signed by each manager and plate umpire after each game. If the home team does not provide a scorekeeper, and the visiting team can't accommodate a request to keep score, the home team will provide their Manager or coach to keep score. Thus, the team will have only 2 Manager/Coaches in the dugout and a player will have to coach one of the bases with a helmet on.

The official scorekeeper is also the official pitch counter.

Home team will provide 3 new balls to the umpire. All balls at the end of the game go back to the home team. If a player hits the ball out of the park for a home run and gets the ball as a memento of their achievement, a new ball will be provided by that player's team. Each team should have 2 baseballs available, should the original 3 be lost. Home team is responsible for reporting the final score to the leagues information officer within 24 hours.

### **Umpires**

All Managers and Coaches are candidates for the Volunteer Umpire Program. When a team's coaching staff is scheduled to umpire a game, the Manager of the applicable team is responsible to ensure the game is umpired. Only current Board members, Managers, Coaches, persons approved by the Umpire in chief, and persons that

have attended an Umpire clinic will be allowed to fulfill the duties of Umpire. Failure of the applicable team to provide a qualified person to umpire a scheduled game without notification to the leagues Umpires in Chief or the Division Coordinator at least 48 hours prior to scheduled game time will result in the Manager of the team being suspended. For the first offense, the Manager will be suspended for the teams next scheduled game. For the second offense, the Manager will be suspended for the team's next two scheduled games, and for the third offense, the Manager will be released from their managerial duties for the remainder of the season. All games assigned to a team that cannot be covered will be reassigned. Suspensions shall be handed down from the Umpire in Chief, to the Division Coordinator, to the offending Manager.

### **Vacating Fields/Regulation Games and Curfews**

No new inning will be started 15 Minutes prior to the next scheduled game. Innings are deemed started when the home team (while batting) makes the final out.

There is a 9:50 p.m. curfew on all games.

### **Tie/Make-up Games**

If a game is tied, the game will continue only if there is no other scheduled game to be played. If there is a scheduled game following, the game will remain a tie. In the event of a tie, both teams will be awarded .5 points toward their overall record. Tie games will be made up at the discretion of BOD and recommendations of participating Presidents

If for any reason a manager cannot field the required 9 players (AAA and Majors only), they must notify the Division Coordinator prior to game day, they will forfeit unless the two managers can work to get it rescheduled. The Board of Directors will be notified and will make a decision. This is not a forfeit – can be rescheduled but can't be played before decision is made by BOD's.

Regular season games will not be rescheduled due to a missing Manager and/or Coach.

10 Run Rule will be enforced

### **Player Movement**

If a team loses a player for any reason the manager must notify the Player Agent within 72 hours. The manager will then have 3 days to request a player from wait list or lower division. The order that this will take place is to take player from wait list in order of priority then go to lower division. He must give the Player Agent a list of his 3 top choices in the order desired. The Player Agent will then contact the parents of the players in the managers chosen order until 1 accepts. If none of the 3 accepts, the manager will have 3 more days to choose 3 more. This will continue until the roster spot is filled.

If a Manager fails to report the loss of a player to the Player Agent within 72 hours, the Board of Directors will review the official scorebook to determine the last date of player eligibility. This will then be the day that starts the 3 day period to choose a player. If a Manager does not follow the process above, he will be subject to disciplinary action by the Board of Directors by means of suspension or forfeiture of games. MAJORS must have 12 players on roster at all times.

No replacements will be made within 14 days of the end of the regular season.

A player MAY NOT be released from a team to play in a lower division team unless District 28 has deemed there is an injury risk to the player.

Should a player refuse to move up to a higher division team when requested by the Player Agent, that player will not be eligible to move up for the rest of the season.

Managers may choose before the practice season begins to make their child ineligible to move up a division. If this is chosen, their child would be ineligible to move up at any time during the season.

### **Miscellaneous**

In the event that two teams are tied at the end of the season, the winner will be determined by the following: Head-to-head record, then run differential against each other. If a tie remains, then a 1 game playoff would determine the winner.

Pitching – All games count for pitching eligibility, this includes forfeit games.

If a manager fails to present his pitching log prior to the end of the game, the inter-league disciplinary committee will review the matter. A second offense will result in at least a one game suspension.

If a manager fails to present his pitching log prior a game if requested by opposing manager, the manager questioning the matter can request that the disciplinary committee review the matter. If found that the manager in question did not follow pitching eligibility guidelines, a forfeit of the game will occur.

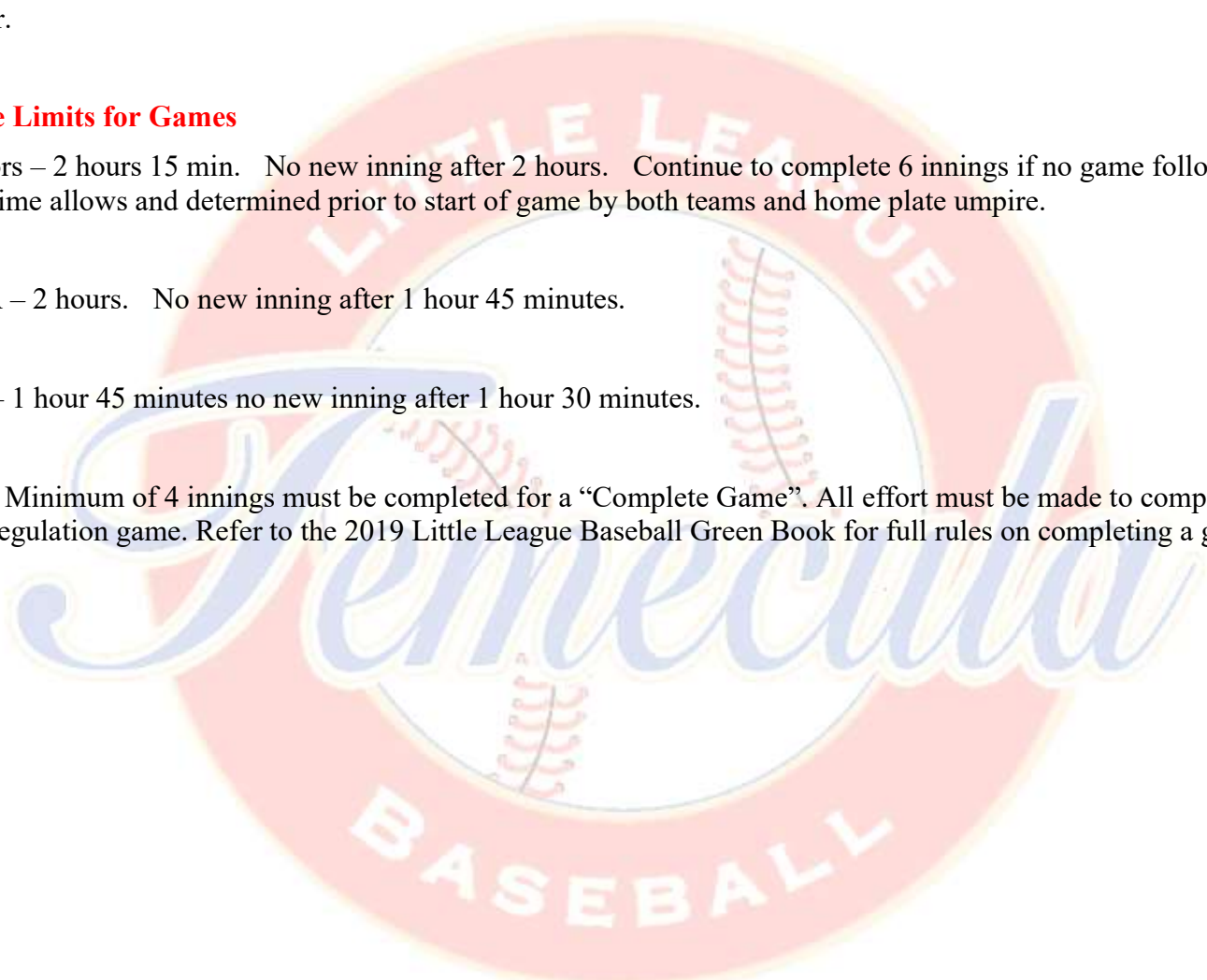
### **Time Limits for Games**

Majors – 2 hours 15 min. No new inning after 2 hours. Continue to complete 6 innings if no game following and time allows and determined prior to start of game by both teams and home plate umpire.

AAA – 2 hours. No new inning after 1 hour 45 minutes.

AA – 1 hour 45 minutes no new inning after 1 hour 30 minutes.

\*\* A Minimum of 4 innings must be completed for a “Complete Game”. All effort must be made to complete full regulation game. Refer to the 2019 Little League Baseball Green Book for full rules on completing a game.



## T-BALL DIVISION: (Instructional League)

### Ages 4-6\*\*

The Home team is responsible for preparing the field before the game. This includes; dragging the infield, chalking the baselines, and batters boxes. Both teams will check the field for safety issues before each game

1. Game length will be 60 minutes.
2. \*\*League Age 6 year olds will ONLY be permitted to play Tball if requested by parents and 1st year player.
3. *Starting of the game:* All games shall start with both teams lined up on the first and third base lines by reciting the Little League Pledge and the Pledge of Allegiance.
4. The ball will be hit from the tee. All balls hit in 'fair' territory will be played live.
5. Defensive teams will play the entire roster in the field.
6. Defensive players *MUST* rotate positions *EVERY* new inning.
7. Every inning will end once the Offensive team has completed their lineup.
8. The ball is “dead” when it is in the infield on a throw from the outfielder.
  - a. On an infield hit, the ball is “dead” when a defensive play has been made.
  - b. If a batter hits the ball “cleanly” into the grass, the runner may advance one base.
9. A maximum of FOUR (4) adults (coaches) are allowed on the field (defensively).
  - a. If two coaches are on the field, they must position themselves in FOUL territory.
  - b. If ONE coach is on the field, he may position himself in the OUTFIELD.
  - c. A manager or coach from the OFFENSIVE team will position himself near the backstop to aide in the return of a missed pitch to the catcher.
  - d. Team parent is allowed in the dugout if cleared by board and will count as (1) coach.
10. A maximum of three (3) Coaches to be on the field at all times for the Offensive team.
  - a. One Coach will position himself at 1<sup>st</sup> Base.
  - b. One Coach will position himself at 3<sup>rd</sup> Base.
  - c. One Coach will position himself at home to assist the batter.
11. No stealing is allowed. Runners are not permitted to advance on overthrown balls.
12. Score will not be kept in the T-Ball division.
13. All Volunteers must have a volunteer form on hand with the Board of Directors.
  - a. No unregistered volunteers will be permitted on the field or in the dugout at any time.
  - b. Siblings and un-cleared volunteers will not be permitted in the dugouts.
14. All Managers will be responsible for the equipment provided them. All equipment will be returned by closing ceremonies or your team trophies will be held until receipt of league's gear.
15. *One Coach or a cleared Volunteer MUST BE IN THE DUGOUT AT ALL TIMES.*

**SINGLE A DIVISION: (Instructional League)**

**Ages 6-8\*\***

1. Coach pitch ALL season.
2. Game length 75 minutes.
3. \*\*League Age 8 year olds will ONLY be permitted to play Single A if first year player, requested by the parents and they do not attend assessments.
4. *Starting of the game:* All games shall start with both teams lined up on the first and third base lines by reciting the Little League Pledge and the Pledge of Allegiance.
5. Five pitches MAXIMUM unless the fifth pitch is a foul.
  - a. Players who are unsuccessful after 5 pitches will use a tee to hit.
  - b. There will be no walks
6. A Player may NOT sit out more than ONE consecutive inning.
7. No player shall play the same position two (2) innings consecutively.
8. Every player must play at least one (1) inning in the infield.
  - a. Catcher does not count towards the mandatory infield play.
  - b. There is a maximum of 10 defensive players allowed on the field at one time. The 10<sup>th</sup> player is to be positioned in the outfield as a rover.
9. The intention of the Single A Division is that ALL players play an EQUAL amount of innings (defensively) and bat approximately the same number of times per game.
  - a. It is the Managers responsibility that the above happens.
  - b. No player will remain on the bench for consecutive innings while the team is on defense.
10. Each team will bat the ENTIRE roster per game.
11. No protests will be allowed in the Single A Division.
12. For the ENTIRE GAME a team has completed their at bat when:
  - a. 3 outs are made
  - b. 5 runs have scored, except last inning
  - c. OR the entire roster has batted one time.
13. No stealing bases in the Single A Division. Only one base is allowed on an overthrown ball.
14. Any ball unintentionally caught by the coach/pitcher is considered a DEAD BALL and the batter will redo the hit with same pitch count.
15. If the coach is hit by the ball (not caught) the play will continue.
16. It is MANDATORY that all games start on time.
17. The games will last 75 minutes (from the scheduled start time).
  - a. OR 6 innings, whichever comes first.
18. On balls hit to the outfield, the play will be stopped when:
  - a. The baseball TOUCHES THE DIRT of the infield.
  - b. The player catches the ball inside the infield area.

**SINGLE A DIVISION: Page #2**

- i. At either point base runners must return to the last base occupied, unless said runner is more than half way to the next base.
  - ii. Runners trying to advance to the next base when the ball reaches the infield do so at their own risk and may be tagged out. Returning to the previous base after play is dead will be done under a “*dead ball*” condition.
  - iii. PLAY WILL FINISH and then the batter/runner(s) will return under *dead ball* conditions.
19. **(Second Half of Season)** The pitching machine must be placed at the front edge of the pitcher’s mound (35’ from the front edge of home plate) (*Maximum of 5 pitches*)
  - a. Players who are unsuccessful after 5 pitches will use a tee to hit.
  - b. There will be no walks
20. HOME TEAM will chalk the field.
21. All Managers will be responsible for the equipment provided them.
22. All equipment will be returned at the end of the season or a fine will be assessed.
23. Coach pitch will be done from the mound as per Little League guidelines.
24. Game scores are not kept in the Single A Division.
  - a. Tracking runs scored per inning is only necessary to determine whether or not the maximum runs (5) per inning have occurred.
25. A maximum of FOUR (4) adults (coaches) are allowed on the field (defensively).
  - a. If two coaches are on the field they must position themselves in FOUL territory.
  - b. If ONE coach is on the field, he may position himself in the OUTFIELD.
  - c. A manager or coach from the OFFENSIVE team will position himself near the backstop to aide in the return of a missed pitch to the catcher.
  - d. Team parent is allowed in the dugout if cleared by board and will count as (1) coach.
26. All Volunteers must have a volunteer form on hand with the Board of Directors.
  - a. A board approved volunteer *CLEAR SHEET* must be on hand with the manager of each team at all times.
  - b. No unregistered volunteers or sibling will be on the field or in the dugout at any time.
27. *One Coach or a cleared Volunteer MUST BE IN THE DUGOUT AT ALL TIMES.*

**MINOR AA DIVISION: (Instructional / Competitive League)**

**Ages 7-10**

1. For the entire season, every team will bat the entire lineup.
2. \*\*If a 10 year old has been deemed unsafe to play in the AAA division, he/she cannot pitch in the AA division.
3. No player will sit out more than one (1) consecutive inning.
4. Each player must play at least one inning per game in the infield, unless player safety is a concern.
  - a. Players deemed “unsafe” to be in the infield must receive board approval. Coaches required to send explanation to Division Coordinator who will forward to the board.
5. Free substitution at all times.
6. Games may begin with a roster of (8) players if a 9<sup>th</sup> player is not available.
  - a. In this case, Manager must notify the Division Coordinator of a shortage.
  - b. Teams will skip over the 9th position in the batting order without penalty and return to the top of the order.
7. *Starting of the game:* All games shall start with both teams lined up on the first and third base lines by reciting the Little League Pledge and the Pledge of Allegiance.
8. **(First Half of Season)** The pitching machine must be placed at the front edge of the pitcher’s mound (35’ from the front edge of home plate) (*Maximum of 5 pitches unless if the last pitch is fouled off*)
  - a. If batter swings and misses 3 times and does not make contact; the batter will be called out.
  - b. If 4<sup>th</sup> pitch is fouled off the batter will receive a 5<sup>th</sup> and final pitch. (*If 5<sup>th</sup> pitch is fouled off, the batter can receive additional pitches until he or she is called out (3 strikes) or places the ball in play*)
  - c. No walks and no steals in 1<sup>st</sup> half of season.
9. **(Second Half of Season)** Kid pitch only.
  - a. Be sure to develop 4-5 pitchers the first half of the season
  - b. Teams will use GameChanger application to score and keep stats throughout the second half of the season.
10. During the season, the Five (5) run rule is enforced, except last inning (unlimited runs). Last inning to be determined and announced by Umpire prior to the start of a new inning, based on time or 6<sup>th</sup> inning.
  - a. 10 run Mercy rule after “4 inning”
  - b. Except last inning, there will not be more than 5 runs recorded, regardless of runs scored. ie: bases loaded 4 runs scored already 2<sup>nd</sup>. inning, dbl is hit, only 1 more run is recorded for that inning. For stats if kept, a dbl is recorded.
11. To expedite game play, when there are (2) outs during an inning, Managers may call time to place a courtesy Runner for a pitcher/catcher to get ready for the next inning if they are on the base path.
  - a. This is only for the pitcher/catcher of record, not a new pitcher/catcher being brought in.
  - b. The courtesy runner must be the last recorded batter available in the dugout.
12. Scores to determine winner and losers will be kept during the last 10 games of the regular season.
13. Team records (standings) will only be kept for the last 10 games of the regular season.

**MINOR AA DIVISION: Page #2**

14. There will be NO stealing bases at any time for the first half of the season
  - a. This is an instructional league and when we allow our runners to steal bases we take away the available defensive options.
  - b. Upon live batted ball, runners may advance at their own risk of being thrown out. Runners may only advance to home on a batted ball. A runner cannot advance to home on an error or overthrow from any position player. However, if error occurs after runner has already rounded third for home on batted ball, runner may advance to home. Use your best judgment.
  - c. There will be no stealing Home in AA. Runners may only advance to home on a batted ball OR if a walk or hit by pitch forces the runner from third to home.
15. With the exception of the pitcher and catcher, no player shall play the same position more than two innings consecutively (regular season only). **Once a pitcher is removed, he/she may not re-enter as a pitcher for the remainder of that game.**
16. Prior to the start of the game the Managers will state on the pitching chart given to them by their AA Director, the pitchers available to pitch, the amount of pitches thrown and last day pitched.
17. If a pitcher hits three (3) players in a *GAME*, the pitcher must be replaced.
18. 10 Run Rule applies. When a team is leading by 10 or more runs after 4 innings or 3 1/2 innings if the home team is ahead, the game is over.
19. All effort must be made to complete 4 innings within the required drop dead time limit.
20. *One Coach or a cleared Volunteer MUST BE IN THE DUGOUT AT ALL TIMES. 3 coaches MAXIMUM on field during games.*
21. Temecula Little League will hold an AA In-House Tournament to determine winner of AA Division.
  - a. This will be a single or double elimination tournament depending on time remaining in the season and score will be kept to determine winner.
    - i. Note, this may change due to weather
  - b. Teams will be seeded by record of last 10 games.
    - i. All playoff games. Mercy (10 run) rule will be in effect.
  - c. There is no time limit in the Championship game. Game will be 6 innings.

**IF THE IN-HOUSE TOURNAMENT IS FINISHED IN TIME, WE WILL SEND TOURNAMENT CHAMPION TO REPRESENT TLL IN THE AA DISTRICT 28 TOURNAMENT OF CHAMPIONS.**

## MINOR AAA DIVISION: (Competitive League)

### Ages 8-12\*\*

1. For the entire season every team will bat the entire lineup.
2. \*\*If a 12 year old has been deemed unsafe to play in the Majors division, he/she cannot pitch in any Minors division.
3. Games should start *ON TIME*.
4. No player will sit out more than (1) consecutive inning.
5. Games may begin with a roster of (8) players if a 9<sup>th</sup> player is not available.
  - a. In this case, Manager must notify the Division Coordinator of a shortage.
  - b. Teams will skip over the 9th position in the batting order without penalty and return to the top of the order.
6. *Starting of the game:* All games shall start with both teams lined up on the first and third base lines by reciting the Little League Pledge and the Pledge of Allegiance.
7. Protests must be submitted to the director of the AAA Division, in writing within 24 hours of the end of the protested game. Please acquaint yourself with the proper method of protesting games by reading your Little League Rulebook.
8. Five (5) run rule is enforced, except last inning. Last inning to be determined by Umpire, based on time or 6<sup>th</sup> inning.
  - a. Except last inning, there will not be more than 5 runs recorded, regardless of runs scored. ie: bases loaded 4 runs scored already 2<sup>nd</sup> inning, dbl is hit, only 1 more run is recorded for that inning. For stats if kept, a dbl is recorded.
  - b. There is no time limit in Championship game.
9. To expedite game play, when there are (2) outs during an inning, Managers may call time to place a courtesy Runner for a pitcher/catcher to get ready for the next inning if they are on the base path.
  - a. This is only for the pitcher/catcher of record, not a new pitcher/catcher being brought in.
  - b. The courtesy runner must be the last recorded batter available in the dugout.
10. If an UMPIRE does not show up, the managers have 10 minutes to agree upon an umpire. These umpires *MUST* be volunteers that are cleared with the Board of Directors.
11. Teams will use GameChanger application to score and keep stats throughout the season in order to assist during the All Star Selection process.
12. Prior to the start of the game the managers will state on the pitching chart given to them by their AAA Director the players available to pitch and date & pitches thrown and their last pitching outing.
13. Ten Run Rule applies. When a team is leading by 10 or more runs after 4 innings or 3 1/2 innings if the home team is ahead, the game is over.
14. All effort must be made to complete 4 innings within the required drop dead time limit.
15. *One Coach or a cleared Volunteer MUST BE IN THE DUGOUT AT ALL TIMES.*

16. Temecula Little League will hold an AAA In-House Tournament to determine winner of AAA Division.
- a. This will be a single or double elimination tournament depending on time remaining in the season and score will be kept to determine winner.
    - i. Note, this may change due to weather
  - b. Teams will be seeded by record of all regular season games.
    - i. All playoff games. Mercy (10 run) rule will be in effect.
  - c. There is no time limit in the Championship game. Game will be 6 innings.



## **MAJOR DIVISION: (Competitive League)**

### **Ages 9-12**

1. A TITLED/PROPERTY player shall, for the duration of their MAJOR division career, be the property of the team making the acquisition, unless traded or released. To be RELEASED (1 of the following must occur):
  - a. Request from PLAYER parents in writing. Board must approve. Player must assess for upcoming season.
  - b. Request from MANAGER in writing for valid reason. Board must approve. Player must assess for upcoming season.
2. All games will be played to regulations governed by our little league rule book.
  - a. Please refer to rule 4.10(a) – (c) and 4.10(e) in the rule book.
    - i. Any games suspended due to weather, ties, etc. will be rescheduled at the discretion of the BOD.
    - ii. Any inning began before 2 hours will be completed
3. Games may begin with a roster of (8) players if a 9<sup>th</sup> player is not available.
  - a. In this case, Manager must notify the Division Coordinator of a shortage.
  - b. Teams will skip over the 9th position in the batting order without penalty and return to the top of the order.
4. Ten Run Rule applies. When a team is leading by 10 or more runs after 4 innings or 3 1/2 innings if the home team is ahead, the game is over.
5. To expedite game play, when there are (2) outs during an inning, Managers may call time to place a courtesy Runner for a pitcher/catcher to get ready for the next inning if they are on the base path.
  - a. This is only for the pitcher/catcher of record, not a new pitcher/catcher being brought in.
  - b. The courtesy runner must be the last recorded batter available in the dugout.
6. *Starting of the game:* All games shall start with both teams lined up on the first and third base lines by reciting the Little League Pledge and the Pledge of Allegiance.
7. Teams will use GameChanger application to score and keep stats throughout the season in order to assist during the All Star Selection process.
8. Temecula Little League will hold a Majors In-House Tournament to determine winner of Division.
  - a. This will be a single or double elimination tournament depending on time remaining in the season and score will be kept to determine winner.
    - i. Note, this may change due to weather
  - b. Teams will be seeded by record of all regular season games.
    - i. All playoff games. Mercy (10 run) rule will be in effect.
  - c. There is no time limit in the Championship game. Game will be 6 innings.
9. No player will be replaced/ brought up from the AAA Division at two (2) weeks before the end of the season.
10. *One Coach or a cleared Volunteer MUST BE IN THE DUGOUT AT ALL TIMES.*

## **INTERMEDIATE 50/70 DIVISION: (Competitive League)**

### **Ages 11-13\*\***

1. For the Intermediate Division all items not covered by these local rules, the LLB green book shall apply.
2. Rosters will not exceed 13 players. Player Age for this division is 11-13 years old.
3. *Starting of the game:* All games shall start with both teams lined up on the first and third base lines by reciting the Little League Pledge and the Pledge of Allegiance.
4. No new inning shall be started after 2 hours and 15 minutes. Any inning started prior to 2 hours and 15 minutes will be completed.
5. If the game is tied at the completion of 7 innings then the game will continue; if still tied when time runs out the game will be suspended and continued at a future date.
6. There must be one adult in the dugout with the players at all times.
7. The team will utilize a 9 man batting line up.
8. Games may begin with a roster of (8) players if a 9<sup>th</sup> player is not available.
  - a. In this case, Manager must notify the Division Coordinator of a shortage.
  - b. Teams will skip over the 9th position in the batting order without penalty and return to the top of the order.
9. To expedite game play, when there are (2) outs during an inning, Managers may call time to place a courtesy Runner for a pitcher/catcher to get ready for the next inning if they are on the base path.
  - a. This is only for the pitcher/catcher of record, not a new pitcher/catcher being brought in.
  - b. The courtesy runner must be the last recorded batter available in the dugout.
10. A Manager or Coach will umpire his/her own game from behind the mound or plate (if behind the plate, gear must be worn) should an umpire not be available.
11. Pitch counts from the game will be signed for by the Manager on the Pitch Log Sheet immediately after the completion of the game.
12. Teams will use GameChanger application to score and keep stats throughout the season in order to assist during the All Star Selection process.
13. There will be a 1st and 2nd half winner to determine TOC representative.
  - a. Should a team win both 1st and 2nd halves, there will be no Championship game played and team will advance directly to TOC's.
  - b. Should 2 teams tie in a half, the following factors will determine the winner of said half. 1-Head to Head record \*If still tied 2- Run differential \*If still tied 3- A one game playoff (at end of season) to determine winner of said half.
  - c. Winners of 1st and 2nd halves will play a best of 3 playoff to determine Intermediate Champion and who will represent TLL in the TOC's.

## **JUNIORS/SENIORS DIVISION: (Competitive League)**

### **Ages 13 -16\*\***

1. For the Juniors/Senior Division all items not covered by these local rules, the LLB green book shall apply.
2. Interleague Rules will take precedence over local rules (if applicable)
3. Rosters will not exceed 14 players. Player Age for this division is 13-16 years old.
4. Starting of the game: All games shall start with both teams lined up on the first and third base lines by reciting the Little League Pledge and the Pledge of Allegiance.
5. No new inning shall be started after 2 hours and 30 minutes. Any inning started prior to 2 hours and 30 minutes will be completed.
6. If the game is tied at the completion of 7 innings then the game will continue; if still tied when time runs out the game will be suspended and continued at a future date.
7. There must be one adult in the dugout with the players at all times.
8. The team will utilize a 9 man batting line up.
9. Games may begin with a roster of (8) players if a 9<sup>th</sup> player is not available.
  - a. In this case, Manager must notify the Division Coordinator of a shortage.
  - b. Teams will skip over the 9th position in the batting order without penalty and return to the top of the order.
10. To expedite game play, when there are (2) outs during an inning, Managers may call time to place a courtesy Runner for a pitcher/catcher to get ready for the next inning if they are on the base path.
  - a. This is only for the pitcher/catcher of record, not a new pitcher/catcher being brought in.
  - b. The courtesy runner must be the last recorded batter available in the dugout.
11. A Manager or Coach will umpire his/her own game from behind the mound or plate (if behind the plate, gear must be worn) should an umpire not be available.
12. Pitch counts from the game will be signed for by the Manager on the Pitch Log Sheet immediately after the completion of the game.
13. Teams will use GameChanger application to score and keep stats throughout the season in order to assist during the All Star Selection process.
  - a. There will be a 1st and 2nd half winner to determine TOC representative. (if applicable)
  - b. Should a team win both 1st and 2nd halves, there will be no Championship game played and team will advance directly to TOC's.
  - c. Should 2 teams tie in a half, the following factors will determine the winner of said half. 1-Head to Head record \*If still tied 2- Run differential \*If still tied 3- A one game playoff (at end of season) to determine winner of said half.
  - d. Winners of 1st and 2nd halves will play a best of 3 playoff to determine Junior Champion and who will represent TLL in the TOC's.

## ALL STARS

### **All-Star Manager Selection**

1. The All-Star manager will be selected by a vote of the Temecula Little League Board of Directors in a special meeting called for that purpose. The Board must select the first place manager as the All-Star manager, unless that manager declines consideration, or is ruled ineligible because of poor standing within Temecula Little League; including, but not limited to: unmet financial obligations, recurring, poor displays of sportsmanship, etc. If the first place manager declines consideration or is ruled ineligible, then the Board must select the second place manager as the All-Star manager unless that manager declines consideration, or is ruled ineligible because of poor standing within Temecula Little League; including but not limited to: unmet financial obligations, recurring, poor displays of sportsmanship, etc..
2. If both the first and second place manager decline consideration or are ruled ineligible, then the Board of Directors must select the third place manager as the All-Star manager. The Board will continue this selection process in sequential order of finish (i.e. fourth place manager, then fifth place manager, etc.), until an All-Star manager is selected. If all managers decline consideration or are ruled ineligible, the Board of Directors will select a suitable candidate to manage the All-Star team. All managers who are ruled ineligible will be given opportunity to appear before the Board and state their case regarding possible selection as All-Star manager.
3. Once approved, the All-Star manager may select up to two eligible coaches of record to assist as All-Star coaches. These coaches must be regular season manager or coaches of record. A manager or coach of record is a volunteer brought before the Board no later than April 15<sup>th</sup> as provided for in the Tournament Section of the Little League Baseball Rules and Regulations.

### **All Star Player Selection**

1. Approximately one month prior to the end of the season, the league will hold All-Star registration; any player who is eligible and can commit to playing in the All-Star Tournament must confirm with Player Agent by deadline.
2. The Board of Directors will determine what tournament teams will be representing the league. We will not necessarily form and send a team to tournament just because we can, it will be based upon the number of players who confirm and the talent of those players.
3. All-Star player selection process.
  - a. For all divisions of All Stars, a committee that consists of President, Vice President, Player Agent, Coaching Coordinator and Division VP's with managers from SELECTED divisions will select teams.
  - b. Each manager will turn in his/her names from their teams as All Star selections along with the data from the season from the GameChanger application.
  - c. Committee will start with oldest age group and work to youngest age group to build teams to represent TLL.
  - d. Committee will use best judgment and avoid conflicts of interest to form the most competitive and balanced teams to represent TLL.
  - e. A committee member that has a son/daughter involved in a vote for a given All Star team will recuse themselves from the vote.

### **Pitch Count & Scorekeeping:**

1. Managers or coaches in the dugout will not be permitted to keep “OFFICIAL” score book or officially log-in the pitch count for his pitcher.
2. Teams will also use GameChanger application to score and keep stats throughout the season in order to assist during the All Star Selection process.
3. This year we will use the Little League guidelines for the approved Pitch Count per age, in every Division ~ AA thru Seniors.
4. There are a total of 6 Tupperware containers that are clearly marked for each division and field in the Storage Locker at RRSP Field 2. Additionally, there are official pitch count & pitcher eligibility logs for the scorekeeper to fill out at the completion of the game. The pitching logs and scorebook need to be signed & dated by both the home team & opposing managers, along with the scorekeeper and or umpire at the end of the game.
  - a. Official pitching logs should stay in the official scorekeeping binder in order to review pitching eligibility of a player before or after a game.
5. Every manager AA and up will complete and have signed by the Official Score Keeper at the completion of each game their pitch count roster and will be responsible for it to be with them at all times.
  - a. Use of an ineligible pitcher will result in forfeiture of the game.
6. Home team must provide official scorekeeper (whom will remain UN-BIASED) and will be responsible for the “OFFICIAL” pitch count. Official scorekeeper will interact solely with the Umpire and NOT with the managers of either team. The official scorekeeper will position themselves directly behind home plate to aid the umpire.
7. Home teams will be responsible for reporting final score to the Information Officer within twenty four hours of game completion to ensure the website it up to date with scores/standings.
  - a. Exporting the box score from the GameChanger app is highly recommended.