

Ladera Ranch Little League 2026 Local Rules

I. PURPOSE OF LOCAL RULES

Local Rules establish Ladera Ranch Little League (LRLL) policies in areas where discretion is allowed by Little League Rules, Regulations, and Policies. No Local Rule shall conflict with the published Little League Rules, Regulations, and Policies without written permission through the Charter Committee waiver system.

II. REGISTRATION FEES AND REFUND POLICY

Each year, the Board shall establish the fee structure to register players in LRLL. A discount applies to households registering more than two players in LRLL. A household that registers more than two children living at the same residence within LRLL boundaries on or before the last published day for regular registration is entitled to the discount.

If a player withdraws from LRLL before being drafted or placed on a team they can request a full refund of the registration fee less any incurred processing fees. If a player withdraws from LRLL after being drafted or placed on a team, there will be no refund of the registration fee.

III. DIVISION ALIGNMENT

A. All LRLL players are placed in a division with players of similar ages and/or abilities as shown in the table below. The table below also indicates the divisions of play, the applicable ages of players, and the process of player selection for teams. The "typical" age for a player's playing division by age is shown in bold. The 2024 League Age is the player's age as of August 31st of the year in which they are playing. In this case, August 31st, 2024.

Division	League Age(s)	Player
Juniors	12, 13, 14	Evaluation and Draft
50/70	11,12,13	Evaluation and Draft
Majors	11, 12	Evaluation and Draft
Triple-A	9, 10, 11	Evaluation and Draft
Double-A	8, 9, 10	Evaluation and Draft
Single-A	7, 8	Assigned by League
Rookie	6-7	Assigned by League
Coach Pitch	6	Assigned by League
Tee Ball	4-5	Assigned by League

B. When a player is drafted into a division (American or National) in their league age 9 year, they will be locked into that division (once the player agent has confirmed rosters) for any future years they play.

IV. PLAYER DRAFTS

A. Draft Procedure

The selection of players for the teams in divisions that use a draft (Single A through Juniors) will use the following procedure:

1. Before the draft, the Player Agent will publish a list of all eligible players for each division's draft. Only those players on the list may be selected. Any player who does not register and attend an evaluation prior to the draft shall be placed into a hat as a "Hat Pick" to be drafted.

2. Only team managers (or approved representative), the Player Agent, the applicable Division Commissioner, and other persons designated by the President may be present at the draft.

3. In the event that a selected manager is unable to attend the draft, the applicable Division Commissioner shall participate in the draft and draft players in the place of the unavailable manager. In such a situation, the unavailable manager shall provide a list of players to draft and the commissioner shall, to the extent possible, draft players based on the rankings provided by the manager.

4. In the event that a team does not have an assigned manager by the time the evaluations occur for the applicable division, the President shall appoint one member of the Board of Directors (but not the Division Commissioner) to participate in the evaluation of players and draft a team based on that evaluation. To the extent possible, the individual selected by the President should have experience managing or coaching in the applicable division. If a manager is selected after evaluations but before the draft, the selected manager can participate in the draft and shall be provided with any notes, rankings or comments of the individual appointed by the President who participated in the evaluation.

5. The draft order will be determined by a random draw prior to the commencement of the draft.

6. Where applicable, team names shall be selected in reverse order of the draft before the draft begins. Managers can choose to trade a team name with another manager but must do so before the draft begins.

7. The draft will be a serpentine style through the rounds until all teams have selected the pre-determined number of players.

8. In the event the pre-determined number of players results in an uneven number of players per team, the manager with the first pick in the draft will be required to make the last pick in the draft. The players remaining in the final draft round shall be selected by the managers with the lowest draft pick (in reverse order) respectively, until the last player is chosen by the manager who had the first pick.

9. Prior to leaving the room in which the draft is conducted, managers may trade players within their own League. Trades must first be approved by the Division Commissioner and Player Agent. No trades can be made between divisions. No trades can be made after the draft participants leave the draft room.

10. After the draft has concluded and rosters are issued, a manager must appeal to their commissioner and the board of directors if a trade is absolutely necessary. Trades after draft day must be approved by the Division Commissioner and two-thirds vote of the Board of Directors.

B. Draft Eligibility

All players that have previously played in LRLL shall be drafted in the same or a higher division. Players must play in the division appropriate to the typical playing division for their age.

League Age 11-year-olds not drafted to play in Majors will play in Triple A. League Age 9 and 10-year-olds not drafted into Triple A will play Double A. Parental requests to play down will NOT be honored, except in cases where there is a safety risk. If a parent believes there is a safety risk of their player were to play in his/her typical playing division, the parent may appeal to the LRLL Playing Committee.

Parents of players League Age 7 to 10 must make a request at registration to the Player Agent for their child to be eligible to be drafted above the player's typical playing division. Specifically, such a request would be for League Age 7-year-olds to play in Single A, League Age 8-year-olds to play Double A, League Age 9-year-olds to play in Triple A and League Age 10-year-olds to play in Majors.

Eligible 10-year-olds may be drafted into the Majors division only within the first 5 rounds of the Majors draft and only as long as there are Majors division roster positions available for all 12-year-old players not yet drafted.

Eligible 9-year-olds may be drafted into the Triple A division only within the first 5 rounds of the Triple A draft and only as long as there are Triple A division roster positions available for all required 11-year-old players not drafted into the Majors division. No Triple A team can have more than (2) nine year olds on their draft roster.

Eligible 8-year-olds may be drafted into the Double A division as long as all required 9- and 10-year-old players not drafted into the Triple A division are guaranteed a place on a Double A division roster. The number of Double A roster positions available for 8-year olds will be known and announced at the beginning of the Double A draft by the Player Agent.

Eligible 7-year-olds may be drafted into the Single A division as long as all required 8-year-old players not drafted into the Double A division are guaranteed a place on an Single A division roster. The number of Single A division roster positions available for 7-year-olds will be known and announced at the beginning of the Single A division draft by the Player Agent.

At least 50% of the players on each roster in the Double A, Single A, Rookie, and Coach Pitch divisions must be the "typical league age" or older. For clarity, this means at least 50% of the players on each Double A roster shall be league age 9 or older, at least 50% of the players on each Single A roster shall be league age 8 or older, at least 50% of the players on each Rookie roster shall be league age 7 or older, and at least 50% of the players on each Coach Pitch roster shall be league age 6 or older. The Player Agent shall be responsible for ensuring all rosters are in compliance with this rule as part of the draft process. This rule shall not apply after teams are finalized via the draft; rosters may drop below the 50% threshold due to in-season additions from the wait list, or due to roster openings that occur after the draft has occurred.

C. Drafting Managers' and Coaches' Children and Siblings

A manager **MUST** draft his son or daughter on or before the draft round in accordance with the chart below. If there are two siblings of a manager that were to play on the same team, both siblings must be drafted by the round specified for that division (i.e. - AA manager has two kids to be drafted onto his/her team, one League Age 8, the other League Age 9. The manager must draft both kids by the 5th round.

Draft Round	League Age		
	Minor League	Little League (Majors)	Junior League
5	10 and under	10	-
4	11	11	13
3	-	12	14

V. REPLACEMENT OF PLAYERS

If an opening on a team roster occurs during the playing season, a replacement player shall be obtained from a list of eligible players maintained by the Player Agent. All 9, 10, and 11-year-olds, not on a Majors team are subject to being called up to a higher division for which their age makes them eligible.

For A, Double A, Triple A, Majors, 50/70 and Juniors players submitting late registrations, the Player Agent shall maintain a waiting list ordered by the date on which the registration was received.

For Tee Ball, Coach Pitch and Rookie division, the Player Agent shall assign players registering late directly to a team as long as roster openings exist. If no openings exist, the Player Agent shall maintain a waiting list ordered by the date on which the registration was received.

When an opening occurs on an A, Double A, Triple A, Majors, Juniors, Seniors or Big

League team roster, the manager must notify the Player Agent within 24 hours after the loss of the player and explain the conditions that necessitate the request for a replacement player. The Player Agent will confirm the conditions by contacting the player's parents and present the findings to the Executive Committee.

If the Executive Committee agrees that the reason a replacement player is justified, the President will send a letter of release to the player and the parents stating the player is released from the team and the league for a justifiable reason. The Executive Committee will notify the board of the situation and resolution. The player will not be allowed to register again for the current season and will not be eligible for placement on another team or division. The manager must select a replacement player within three (3) days after notification.

- a. Openings on a Juniors roster will be filled from the waiting list.
- b. Openings on a Majors roster will be filled first from eligible players on the waiting list, or if none are available, from a Triple A division roster. If the waiting list is used, the first available 12-year-old on the waiting list shall be selected. If during the first four (4) weeks of the season (calculated from the first day of practices for LRLL) there are no 12-year-olds on the waiting list, the 1st 11-year-old player on the waiting list that played Triple A in the previous year will be selected. If there are not any players that meet the criteria above, then the manager shall have the choice of selecting any player from the Triple A division as long as that player is league age eligible to play in the Majors division. That player may refuse to accept the selection, but then becomes ineligible to play in the Majors division for the rest of the season. If this occurs after the first four (4) weeks of the season, the manager must first select from the 11-year-olds on the waiting list and, if there are no eligible 11-year-olds on the waiting list, the manager may select any 11-year-old player from the Triple A division.
- c. Openings on a Triple A division roster will be filled first from the waiting list, or if none are available, from a Double A division roster. If the waiting list is used, the first available 11-year-old on the list shall be selected. If there are no available 11-year-olds on the waiting list then the first available 10-year-old on the list shall be selected. If there are no 10-year-olds on the waiting list, the manager may select any 10-year-old player from the Double A division. That player may refuse to accept the selection, but then becomes ineligible to play in Triple A for the rest of the season.
- d. Openings on a Double A division roster will be filled first from the waiting list. The first available 10-year-old on the list shall be selected. If there are no available 10-year-old players on the waiting list then the first available 9-year-old shall be selected. If there are no available 9-year-old players on the waiting list and the team is below twelve (12) players, the manager may select any 9-year-old player from the Single-A division.

A. Addition of Players during the Season

For any returning high school player who registered during the normal registration period, the player will be placed on a team on or around May 1st. The player meeting the above criteria will be placed on a team as follows:

1. The Division Commissioner, Player Agent, and President (or designee) will meet with all managers in that division for a supplemental draft.
2. The draft order will be determined by a random draw prior to the commencement of the draft.
3. The draft will be a serpentine style through the rounds until all teams have selected the pre-determined number of players.

Those returning high school players who did not register during the normal registration period will be placed on the waiting list as described in the Replacement of Players section.

The Player Agent is the only person authorized to contact a player who is being asked to be a replacement player at a higher division.

A team may not lose more than one (1) player per season due to a player moving to a higher division as a replacement player.

There will be no replacements to a Juniors division team in the last two weeks of the regular scheduled season. If the active roster falls below 10 players, the manager may appeal to the executive committee and commissioner for additional players.

There will be no replacements to a Major division team in the last two weeks of the regular scheduled season.

There will be no replacements to a Minor division team in the last four weeks of the regular scheduled season.

At no time shall a manager, coach, or other member specifically recruit a player for a team. It is the responsibility of the Division Commissioner, Vice President, and Player Agent to contact any interested or potential player. If a manager, coach, or other member attempts to recruit a player for a team, the grievance committee will review and recommend any disciplinary action against the individual(s).

B. Pool Play

Pool play is allowed for the following divisions: Majors, AAA and AA, and is allowed during regular season play ONLY. Pool Play is not allowed during the End of Season Tournament Pools of players are created by the LRLL Player Agent at the beginning of the season. Pools

are maintained at the Division (Majors, AAA etc), and players may play in either league (AL or NL).

If a manager is aware that he will not be able to field a full starting lineup due to absence, injury or illness, then the manager may request a pool player from the Player Agent. If a pool player is selected and shows up on game day, the pool player must be entered into the lineup. Should a manager not need the pool player on game day, it is the pool player's parents' decision to remove the pool player from the game prior to the start of the game.

Once the pool player has played a pool game, the player is moved to the bottom of the list for eligibility in pool play.

Player Agent will search the list from top to bottom, looking for available pool players. Once a player has responded as available, Player Agent will notify the manager and cease searching for a player. Pool player will bat last in the lineup and may only play defensive positions in the outfield.

Pool player must wear his regular team jersey so that player is easily identifiable by both team managers and the umpires.

A Manager may only ask for 3 pool players for 1 game once in a season. Should a manager request 3 pool players for a second game in a season, TOC eligibility will be reviewed by the Board of Directors and possibly removed.

VI. MANAGER AND COACH SELECTION

The President, with Board approval, shall appoint managers. The Board may appoint a Managers Selection Committee as defined in the League's Constitution to recommend candidates to the President for appointment. Managers must be at least 21 years old by Opening Day of the season and coaches must be at least 16 years old by Opening Day of the season. There must be at least one manager or coach who is at least 21 years old at any team activity.

No prospective manager or coach shall act in any manager or coach capacity until his/her approval by the Board. All managers and coaches are released at the end of each season and are not automatically reappointed from year-to-year.

The criteria used for the selection of managers include, but is not limited to, the following:

- a. Ability to manage and relate to children of the division's age. The basis of this determination will be past experiences in LRLL or other similar experiences along with personal interviews and parental comments from previous experiences;
- b. Correspondence and/or surveys received by LRLL as maintained by the Secretary and/or Player Agent;
- c. Treatment of and prompt return of LRLL equipment;
- d. Attitude toward and past performance of field maintenance assignments;
- e. Attitude and past conduct on the field of play;
- f. Attitude toward and completion of umpiring assignments and requirements;
- g. Attitude toward and interaction with umpires;

- h. Control and conduct of the coaches assigned to their team;
- i. Adherence and understanding to Little League International and LRLL Local Rules;
- j. Attitude toward and conduct at team practice;
- k. Past attendance at instructional and umpire clinics;
- l. Attitude toward, and past support, of LRLL functions and fundraising; and,
- m. Background check.

The Board shall approve coaches based on the same criteria noted above. Managers shall submit coach candidates for approval to their respective Division Commissioner. Each manager may have two Board approved coaches with exceptions as noted in Section XIV (Playing Rules) for Single A, Coach Pitch and Rookie Divisions.

VII. TEAM RELATED ACTIVITIES LIMIT

Each team shall be limited in the number of “baseball days” per calendar week. The calendar week is Sunday through Saturday. A “baseball day” is defined as any day in which a manager or coach meets or arranges an activity with three or more players on their team. These activities only include scheduling any Ladera Ranch Facilities.

The maximum number of baseball days for each team per week shall be no more than the number indicated in the table below. The maximum number of baseball days indicated in the table below does not apply to teams participating in the Tournament of Champions or All-Stars.

Division	Maximum Baseball Days Limit Per Week
Big League	5
Seniors	5
Juniors	5
50/70	*
Majors	5
Triple-A	4
Double-A	4
Single-A	4
Rookie	3
Coach Pitch	3
Tee Ball	3

*50/70 does not count against baseball days played

VIII. GAME RESCHEDULING

A. Big League, Seniors and Juniors Division

Any preseason or spring training games will be rescheduled if field availability allows. Any regular season game not completed as regularly scheduled shall be rescheduled at the discretion of District 68. The game will be rescheduled for the next available make-up date (as determined by the Division Commissioner, Scheduling Director and/or District 68). Before setting the date, the Division Commissioner and/or District 68 will verify availability of fields and umpires and that both teams can produce the minimum number of players to play an official game. In addition, the rescheduled date will be such that there are not more than three (3) games in a five (5) day period..

Failure to field a team 10 minutes past the appointed game time, not before; may result in a forfeit recommendation from the Division Commissioner and/or District 68. The Board of Directors and/or District 68 (Seniors and Juniors) must approve all forfeitures.

B. Majors, Triple A and Double A Division

Any preseason or spring training games will be rescheduled if field availability allows. Any regular season game not completed as regularly scheduled shall be rescheduled at the discretion of the LRL Board of Directors. The game will be rescheduled for the next available make-up date (as determined by the Division Commissioner, Scheduling Director and/or Board of Directors). Before setting the date, the Division Commissioner will verify availability of fields and umpires and that both teams can produce the minimum number of players to play an official game. In addition, the rescheduled date will be such that there are not more than three (3) games in a five (5) day period.

It is the strong desire of the Board of Directors to avoid forfeits. As a result, if a manager does not believe he/she will be able to field a team for any regular season game with sufficient number of players to play an official game, the manager must first contact the player agent (with a copy to the Division Commissioner) to determine the availability of a pool player, subject to the pool player rules set forth herein.

If no pool player is available, the Executive Committee will determine whether the game will be rescheduled to another date, or whether the team without the requisite number of players will forfeit the game. In determining whether to reschedule the game or declare a forfeit, the Executive Committee shall consider the following factors: (1) the efforts of the manager to notify the player agent of the need for a pool player, including how far in advance of game such notice was made; (2) the availability of fields for a rescheduled game; (3) the potential impact of a rescheduled game on end of season tournaments or other regularly scheduled games; and (4) whether the game to be rescheduled would impact the standings in a material manner. Any game that is forfeit due to lack of players (and no pool players will be able to fill the roster (3)) will remove the team from TOC contention pending a board review.

The results of any game that is rescheduled will count in the standings as if played when originally scheduled, i.e. if a first half game is rescheduled and not played until the end of the second half, it will still be considered a first half game for purposes of standings. Any game that is rescheduled shall occur as soon as possible after the missed game so as to not adversely impact the standings or league gameplay.

Failure to field a team 10 minutes past the appointed game time, not before; may result in a forfeit recommendation from the Division Commissioner. The Board of Directors must approve all forfeitures and rescheduling.

Travel baseball will not be considered in regard to any rescheduling request*

C. Single-A, Rookie, Coach Pitch, and Tee Ball Divisions

Any games that can't be played due to weather will NOT be rescheduled.

IX. SEASON STRUCTURE AND TOURNAMENT OF CHAMPIONS PARTICIPATION

In the event of divisional play, each league within each division is treated separately. This applies to every division as referenced below. For purposes of example only, the American league is separate and distinct from the National league.

A. Big League Division

The Big League division has no TOC.

B. Seniors Division

The Seniors division has no TOC.

C. Juniors Division

The Juniors division season structure and participation in TOC is largely decided at the District 68 level. Based upon District 68 decisions, the Juniors season structure and participation in TOC will be announced.

D. 50/70 Division

The 50/70 division shall play a minimum of 12 games scheduled on Sundays only. League-age 12 and 13-year olds who also are playing Majors or Juniors are eligible. Games shall be primarily intra-league with inter-league play a possibility if other leagues are available. Participation in TOC will be announced by District 68.

E. Majors and Triple A Divisions

The Majors and Triple A division's seasons shall be split into two halves. At the end of the season there shall be a Championship game between the winner of the first half and the winner of the second half to determine the League Champions. The runner-up of this playoff is the 2nd place team for the league. 1st and 2nd place trophies are awarded to the League Champions and 2nd place team respectively. The League Champion shall also be awarded a berth in TOC. The runner up is not awarded a berth in TOC.

All teams in Majors, AAA, AA and Single A divisions shall compete in an internal LRLL End of Season Tournament (EOS Tournament), as described below, to determine the second TOC participant. The EOS Tournament is a double-elimination tournament for each Division and League (AL, NL).

- a. Home team (Majors, AAA, AA) is higher seed throughout the playoffs except the Championship replay-if-needed game. The home team for the Championship replay-if-needed game is the team coming from the loser bracket.
- b. Single A Division has random seeding as defined by the Single A Commissioner. Home team for each game is decided by coin flip.
- c. Seedings for the tournament for Majors, AAA and AA are determined using the following process:

The 2nd place team is the team with the second best overall season record. In case of a standings tie, the tie-breaker procedures are as follows.

1. Two-Team Tie

- a. Results of head-to-head competition during the period of time contested (1st half or 2nd half if applicable).
- b. Results of head-to-head competition during the entire regular season.
- c. Each team's record vs. the team occupying the highest position in the final regular standings for their League (NL or AL), and then continuing down through the standings until one team gains an advantage. In the event both teams have not played "the team occupying the highest position" an equal number of times, move onto the next highest team that both teams have played an equal number of times.
- d. 1 game playoff to determine the Division Champion ONLY - all other tied teams skip this tie breaker and go directly to (e) to break a tie.
- e. Coin toss conducted by the Division Commissioner (or designee) and the 2 tied Managers.

2. Multiple-team tie (if at any point only 2 teams are left tied, immediately go to "Two-team tie" procedures above)

- a. Results of head-to-head competition during the period of time contested (1st half or 2nd half if applicable).
- b. Results of head-to-head competition during the regular season among the tied teams.

- c. If two or more teams are still tied, each of the tied team's record vs. the team occupying the highest position in the final regular season standings for their League (AL or NL), and then continuing down through the standings until one team gains an advantage. In the event both teams have not played "the team occupying the highest position" an equal number of times, move onto the next highest team that both teams have played an equal number of times. When arriving at another group of tied teams while comparing records, use each team's record against the collective tied teams as a group (prior to that group's own tie-breaking procedure), rather than the performance against individual tied teams.
- d. Coin toss conducted by the Division Commissioner (or designee) and the tied Managers – random draw will determine who goes against who in the Coin toss.

Tournament of Champions (TOC): Two teams from both the AL and NL of the Majors and Triple A divisions will represent LRLL in the District 68 TOC. The League Champions are guaranteed to be one of the TOC participants. If a team wins both halves in the regular season, they are awarded their choice of TOC seeds. All teams in each division shall play in an internal LRLL division playoff following the season to determine the second TOC participant for the division. Pitching during this division playoff is governed by the regular season "green book" rules as modified by these local rules. The League Champions are seeded in the playoff as the number 1 team and the 2nd place team as the number 2 teams. These teams will be given a first round by if available. The remaining teams are seeded based on overall season records. The winner of the playoff receives the choice of TOC berth (1 or 2) once the tournament brackets are released only so long as the League Champions did not win both halves of the regular season. The League Champions receive the other TOC berth if they do not win the playoff. If the League Champions win the playoff then the playoff runner-up receives the other TOC berth. Should a division(AL or NL) have less than 3 teams, said division will have only 1 TOC Berth guaranteed. This berth will be determined by a league championship game. Following the league championship game, a combined format EOS tournament will be played. The remaining 2 TOC spots will be awarded to the 1st and 2nd place teams. Should the first and second place teams be the same as the regular season champion, the TOC berth will be given to the 3rd place team of the EOS Tournament.

F. Double A Division

The Double A division season is split into Spring Training, followed by a regular season. Standings are kept only for the regular season games. The standings are used to determine placement into an internal LRLL division playoff at the end of the season. All teams are entered in the playoff. The playoff winner is the League Champion and the playoff runner-up is the 2nd place team. These teams are awarded 1st and 2nd place trophies. Pitching during the Double A tournament is governed by the regular season "green book" rules as modified by LRLL Local Rules.

G. Single-A Division

The emphasis during the Single A division season is skills development for all players in the division. During the regular season the 5-run limit per inning rule shall apply in ALL INNINGS INCLUDING the 6th and/or final inning. This is a non-competitive division and will

be treated as such by all managers, coaches and parents throughout the season. The score of each game is kept for the sole purpose of determining the 5-run limit max.

division. No game scores for this division will be posted anywhere on the League's website or otherwise. To the extent a scoreboard is available (i.e., games played at Cox Sports Park), it will not be utilized for any game played in this division. No standings are kept for the season.

At the end of the season there is a blind-draw playoff for all teams. During the Playoff Season the scoring rule/Run limit is changed for the 6th or final inning and any extra innings. More than 5 runs may be scored and the offensive team remains at bat until 3 defensive outs are recorded or the game is won. The winner of the playoff and the playoff runner-up receive awards. All teams receive participation trophies.

H. Rookie, Coach Pitch, and Tee Ball Divisions

No game scores or standings are kept for the Rookie, Coach Pitch and Tee Ball divisions. These divisions are completely instructional and developmental. There is no post season for these divisions and participation trophies are awarded to all teams.

X. ALL-STARs

In the event of divisional play, each league within each division is treated separately. This applies to every division as referenced below. For purposes of example only, the American league is separate and distinct from the National league.

A. All-Stars Objective

The objective of All-Stars is to promote LRLL by placing elected and/or selected players within their respective age division on an All-Stars team, focusing on competition, sportsmanship, and teamwork. LRLL expects good judgment and proper conduct at tournament time from all concerned.

The common goal for all LRLL All-Stars teams is to advance in tournament play as far as the players' collective abilities allow. A secondary goal for the 9-10 All-Stars Team and the 9-Year-Old All-Stars Team is to provide nine and ten-year-old players the opportunity to participate in an All-Stars tournament at the conclusion of the regular season. Therefore, LRLL encourages the maximum number of players (14) on the 9- 10 All-Stars Team and the 9-Year-Old All-Stars Team, thereby giving more children the opportunity to participate. LRLL supports its managers in determining all game management decisions including, but not limited to, number of players on the All-Stars roster, playing time and/or preferred positions, subject to applicable Little League rules and LRLL local rules.

LRLL will form All-Stars teams from the regular season's players to compete in All-Stars tournaments based on selection criteria outlined below and applicable Little League rules.

Seniors All-Stars Team	Juniors All-Stars Team	50/70 All-Stars Team	Majors
All-Stars Team 10-11	All-Stars Team	9-10 All-Stars Team	9-Year-Old All-Stars Team

No player shall play for two concurrent All-Stars teams.

B. All-Stars Manager and Coach Selections

For each division, any manager or official coach shall be eligible for consideration as an All-Stars Manager. An All-Stars Committee shall be formed to consider and recommend All-Stars Managers. The Committee shall consist of the President or any LRLL board member appointed by the President, the UIC or an umpire selected by the UIC, the Vice President or any LRLL board member appointed by the Vice President, and the respective Division Commissioner.

The Committee shall consider the nominated manager's:

1. Win/loss record of current season and post-season performance (if applicable at date of decision);
2. Any coach suspended by Ladera Ranch LL will not be eligible for All Star Manager/Coach selection.
3. Knowledge of and adherence to Little League Rules and LRLL Local Rules;
4. Respect for the umpires and opposing managers/coaches;
5. Fulfillment of regular season team umpiring obligations - 40 points in first half of season and 40 points in second half of season for Triple A and Majors, 20 points in first half of season and 20 points in second half of season for Double A;
6. Commitment to be present at 100% of games and practices over the tournament time period;
7. History with LRLL and commitment to the league.

The Committee members, along with a combined vote by the respective division managers, will vote to select the All-Stars manager. Each Committee member's vote will count as one vote. The highest vote getter from the manager's vote will also count as one committee vote.

For the purposes of the managers' collective committee vote, each manager's vote will count for (1) one vote. Managers may vote for themselves. The nominee with the highest number of votes will be considered the managers' committee vote. The Majors managers will vote for the 10-11 year-old All-Stars manager and 12yr old Majors manager. The Triple A managers will vote for the 9-10 year-old All-Stars manager. The Double A managers will vote for the 9 year old AllStars Manager.*Play up managers will vote in their current division and in their appropriated age division. The manager with the greatest number of committee votes will be presented to the President for approval. The President shall either approve the All-Stars manager based on the Committee's recommendation or select another individual to serve as an All-Stars Manager if he/she determines that the Committee has not nominated a viable candidate. The President's selection of any All-Star Manager is subject to Board Approval (simple

majority vote). In the event the All-Star Manager is not a regular season manager or coach, the President shall submit a waiver to District 68 to allow that person to manage or coach an All-Star team.

Once the managers of each team have been selected and have agreed to perform the duty of All-Stars manager, they shall submit their coach selections to the President for approval. Each manager shall select two All-Stars coaches. The coaches would also fit into the same consideration as a manager (see items 1-7 listed above). The All-Stars coaches shall be selected from the remaining managers and official coaches within the Senior, Junior, Majors and Minors divisions, respectively.

The coaches for the Senior All-Stars team must be selected from the regular season team managers and official coaches from the Junior or Senior league. The coaches for the Junior All-Stars team must be selected from the regular season team managers and official coaches from the Junior or Senior league.

The coaches for the Majors All-Stars team must be selected from the regular season team managers and official coaches from the Majors division. The 10-11 All-Stars team and 9-10 All-Stars team coaches can be any regular season team manager or official coach from the Majors Division or Minor League Divisions.

C. All-Stars Player Selections

Each league within each division is treated separately. This applies to every division as referenced below. For purposes of example only, the American League within the Triple A Division is treated separately and distinct from the National League within the Triple A Division.

1. For Seniors All-Stars Team through 8-9 All-Star Team

The selected All-Stars Manager, will submit the final number of players for their league and division's All-Stars roster to the President, Player Agent, and Division Commissioner. It is recommended that the All-Star Manager choose 13 players for their team roster.

To be considered for selection to the All-Stars Team, all players must be eligible. In order to be eligible for selection to the All-Stars team, a player must have played in at least eight (8) regular season games and their team must have fulfilled their Team Umpire and Volunteer Point Requirements. In addition, in order to be eligible for selection to the All-Stars Team, a player must fill out, sign and submit a form indicating their availability and affirming their commitment to the All-Stars season. The form must clearly identify any actual or potential time conflicts that might result in a player being unable to fulfill 100% of the time commitment required. All players submitting an eligibility form shall be placed on a ballot for a voting process.

All division players from each team shall vote for 4 players on the ballot. In Majors players will vote according to their age appropriate all star team Ex. 11s vote for 11s, 12s vote for 12. After the Players selection is counted, the managers and coaches will select minimum of 7, maximum of 11 from the remaining players on the ballot.

The Players, Managers, and coaches may vote for any players on the ballot including the ones from their own teams. All votes will be tallied by committee, which shall consist of at least the Player Agent, President, and appropriate division commissioner. The top four (4) players with the highest number of player votes will be added to the All-Star Team roster. The top seven (7) manager/coach player votes will be added to the All Star Team, totaling eleven (11) on the roster. For the calculation of these seven (7) players, the manager votes will count as two (2) votes and the coach as one (1). The final players (12/13) will be chosen by the All-Stars manager but must be from the All Star Ballot. In the event a selected player has a time commitment conflict, the All-Stars Manager has the option to bring any time commitment concern to the President, Player Agent, Vice President, Division Commissioner, and UIC. The purpose of this 5-person committee is to review and ensure league consistency to any decision suggested by the All-Stars Manager. League Age 12 year olds are not eligible for the 50/70 All-Stars team.

2. Majors All-Stars Team

Eligible league age 12 year old players shall have first priority for this All-Star team. League Age 11 year olds will only be eligible for this team if there are no other 12 year olds remaining.

3. 50/70 All-Star Team

League age 12-year-olds that play 50/70 will not be eligible for the 50/70 All Star Team. The team will consist of Eligible league age 13-year-olds that played 50/70 and/or Juniors.

4. 9-11 All-Stars Team

Eligible League Age 11 year olds shall have first priority for this All-Star team. League age 9 & 10 year olds will only be eligible for this team if there are no other eligible league age 11 year olds remaining.

5. 8-10 All-Stars Team

Eligible League Age 10 year old players shall have first priority for this All-Star team. League Age 8 & 9 year olds will only be eligible for this team if there are no other eligible league age 10 year olds remaining.

6. 8-9 Year-Old All-Stars Team

The 8-9 Year-Old All Stars Team shall be comprised of players from the Triple A & Double A divisions. League age 8 players are not eligible for the 9 year old All-Star team unless there are not enough league age 9 year old players to field a full team of 13 or 14 players.

D. Failure to Fulfill All-Stars Commitment Pursuant to the All-Stars Availability and Commitment Form:

Any player that did not fulfill his or her All-Star commitment in the previous year may be excluded from the current year All-Star selection. In each individual situation, the LRL Board will determine eligibility by majority vote.

E. Voting Ties

Voting ties will result in the inclusion of the “tied” players on the All-Stars team unless that number causes the elimination of the manager’s selections. Under no circumstances will ties in voting limit the All-Star manager’s ability to choose at least one “at-large” player from the Top 25 vote getters, or depending on division, a player of the manager’s choice.

In the case of a tie, depending upon where the tie takes place (Top 6 or Next 5), the tie will be broken by taking into account the players votes only or the managers/ coaches votes only. For example, if a tie exists between the sixth and seventh player overall (or more), the tie will be broken by tabulating the managers/coaches votes only. If there is a tie between the eleventh and twelfth players (or more), the tie will be broken by tabulating the player’s votes only. Whoever has the most votes based on the tiebreaker tabulation, that player will automatically be on the All-Star’s team. The other “tied” player(s) will be eligible as an All-Stars manager’s selection. If a tie still exists, the President, Player Agent, and Division Commissioner shall break any remaining ties by majority vote.

F. Recusal of LRL Board Members

Any LRL board member, who has a child eligible for All-Stars selection, shall recuse him/herself from participating in any selection meeting, committee, or process, which may be considered an appearance of impropriety. In the event the President determines that an appearance of impropriety may exist, the President shall appoint a board member to replace the recused member for this limited purpose. This rule does not apply to board members who are acting in his/her capacity as a manager or coach in the division for which he/she has an All-Stars eligible child.

XI. DISCIPLINARY ACTION

1. LRL, through the Board’s Executive Committee, in its discretion, may commence and enforce disciplinary action against any member, volunteer, player, or spectator who:

- a. Violates any rule in the Official Regulations and Playing Rules or these Local Rules;
- b. Willfully or recklessly endangers the health or safety of any player, manager, coach, umpire, volunteer, or spectator; or
- c. Violates the League Code of Conduct.

d. Uses social media to disparage, demean and/or otherwise take exception/issue with the actions and/or inactions of another member, including but not limited to an umpire, manager, coach or player.

2. Upon evidence of any misconduct of any child, parent, volunteer, spectator, or member, the Executive Committee will meet and discuss potential recourse; The President (or his designee) will then notify the individual or individuals within one calendar week of said act, and at the discretion of the Executive Committee, the individual may be placed on suspension pending any investigation. The individual may be asked to appear before the Board and/or provide written statements detailing the incident. If the individual is a minor, the parent or guardian shall accompany the minor at all appearances and be engaged in any statement preparation. Any witness or other individual with pertinent information of the incident may also be asked to appear and/or provide written statements.

3. The Executive Committee may elect to act in the following manner after determining that a person was in fact in violation of the Little League Rules, Regulations, Policies, the Local Rules, or the League Code of Conduct:

a. **Warning.** The offending party shall be notified by the Board in writing that he/she is in violation and that repetition of the violation shall require more severe penalties.

b. **Suspension.** The offending party shall be notified by the Board in writing that he/she is suspended from League activities to an appropriate extent for a determinate number of days or games.

c. **Dismissal.** The offending party shall be notified by the Board in writing that he/she is prohibited from participation in League activities to an appropriate extent for the remainder of the current season.

d. **Barred.** The offending party shall be notified by the Board in writing that he/she is prohibited from participation in League activities to an appropriate extent for any length of time that the Board deems appropriate.

4. The aforementioned guidelines for League action shall not prohibit the Executive Committee from taking severe action in the event of the first violation if the violation is serious in nature, especially in the case of endangerment of any player.

5. Any player, coach or manager ejected from a game by an umpire will:

a. Automatically be suspended for the next scheduled game for the first offense of the season pending board review.

b. Automatically be suspended for a minimum of the next two scheduled games for the second offense in a season.

c. Automatically be suspended for an indefinite time period for a third offense or the gravity of the offense warrants it.

6. Any spectator asked to leave and/or removed from a game site by an umpire

and/or Board representative (or his/her designee) will:

- a. Automatically be suspended for the next scheduled game for the first offense of the season.
- b. Automatically be suspended for a minimum of the next two scheduled games for the second offense in a season.
- c. Automatically be suspended for an indefinite time period for a third offense or the gravity of the offense warrants it.

7. Chronic, Unexcused Absences

If a player in the Double A, Triple A, Major, Junior or Senior Division misses (a) two or more consecutive practices, or (b) one practice and a game, (c) or any four events in a month, the manager may discipline such player by suspending the player one full game. The game for which the player is suspended shall be the game immediately after the unexcused event, which invokes the disciplinary action.

The aforementioned policy is only applicable to unexcused absences. Whether an absence is excused or unexcused shall be left to the sole discretion of the manager. However, the manager may not suspend a player without prior consultation with the respective Division Commissioner and Player Agent.

XII. GENERAL FIELD RULES

A. Preparing and Care of the Field

The home team shall be responsible for preparing the field and setting up the pitching machine if applicable. **The home team will be responsible for marking the batter's boxes and foul lines.** The visiting team is responsible for taking down and putting away the pitching machine, if applicable, after the game. At the Cox Sports Park fields #3 & #4 the mound must be covered with the tarp that is provided after the last game or practice of the day, the HOME TEAM is responsible for covering the mound.

For Seniors and Juniors Division play, it will be the HOME TEAM'S responsibility to make sure the portable mound is in place for the first game of the day. The VISITING TEAM will be responsible for removing the portable mound from the field and putting it in the designated area beyond the field of play after the LAST GAME or practice of the day. If it is an inter-league game, the home team will be responsible for both the pre-game prep and the post-game field care. All equipment needs to be locked up in the storage room after the last game of the day. Each and every team is responsible for the cleanliness and care of our fields. Every team is responsible for picking up any trash from the dugouts, stands, and surrounding field area by putting it into the trashcan.

B. Pre-game Warm-up

Both teams shall be allowed practice on the game field for a period not to exceed 10

minutes. The visiting team has the rights to the field starting 25 minutes before game time until 15 minutes before the game. The home team has the rights to the field for a 10-minute period following the visiting team. Pre-game warm-up times and limitations are in the discretion of the umpire. No pitching from the mound will be allowed during this warm-up time. A shared bullpen or designated pitching practice area shall be used for warming up pitchers before and during a game. Each team shall have the rights to the bullpen before the game during the time the opposing team has the rights to the field for warm-up.

- Only 3 live scanned coaches are allowed on the field for pregame warmup.
- All coaches or anyone on the playing field during games or practices must be LiveScanned approved by LRLL. LiveScan for other clubs or organizations are not valid for LRLL.
- Each team may have 4 coaches identified and Live-Scanned.

C. Game Balls

The home team shall supply a minimum of three game balls to the umpire.

D. Uniforms

At no time shall a player, parent, or team alter the uniform in any way. Names are allowed on the back of jerseys(optional). Managers are NOT allowed to force teams to apply names on jerseys. ~~Players~~ must wear the full uniform (hat, socks, pants and jersey) made available to them by the league at all games and specially designated functions. Players may wear necklaces, however, only 1 necklace may be worn during play for safety reasons. Players can wear sleeves under their uniform shirt. Players that play the position of pitcher during the course of the game shall not wear sleeves under their uniform shirt that are white in color. Any player in the catcher position must wear a protective cup. It is recommended that all players wear a protective cup and wear baseball cleats. In the Major, Triple A and Double A Divisions, players out of uniform on the field shall be deemed an "ineligible player" for that game for as long as he/she is out of uniform. With the approval of the President, a temporary substitution can be used when size or availability is a problem. The Little League patches, which are worn by players in all divisions, must be worn on the left shoulder.

E. Umpires

No games shall be rescheduled because of a lack of an umpire. If an umpire fails to appear, the managers shall resolve the problem by using a person who is an approved volunteer in the league and is willing to serve as the umpire.

Once this is established, the game shall be declared a legal game. The league's Chief Umpire shall be advised of the absence of any scheduled umpire by the manager of the

home team. The Umpire-In-Chief may have the game suspended/postponed if players and/or fans abuse the umpire.

F. Scorekeepers

For the Double A division and above, as well as in the Single A division post season playoff, the home team shall provide the official scorekeeper who will keep the official scorebook and official pitch count log (Double A and above only). The official scorekeeper must sign the official scorebook or send official Gamechanger PDF to Scorebook@lader-aranchLL.com at the end of the game. Gamechanger PDF email must contain the time of the game, date, division and teams that played. The official pitch count log at the conclusion of a game also must be completed. The official scorekeeper is not to alert anyone if a team is about to bat out of order. The scorekeeper's job is to document the proceedings of the game and keep the official pitch count. Managers and Coaches are not to speak directly to the official scorekeeper unless given permission to do so by the Umpire-In-Chief. Scorekeeper may pro-actively inform Plate Umpire of pitch count and approaching pitch limits in order to avoid potential protest, and injury to pitcher.

G. Batting Lineups

Immediately preceding the established time to begin a game, each manager is responsible to provide the Umpire-In-Chief with his or her batting order in 4 duplicate copies. Starting pitchers and catchers will be marked along with any ineligible pitchers. The Umpire-In-Chief shall make certain that the original and the copies are the same, and then provide a copy of each batting order to the opposing manager. The original copy retained by the umpire shall be the official batting order. No copy of the official batting order shall be provided to a scorekeeper prior to the batting order being handed to the Umpire-In-Chief.

H. Little League Pledge

At game time, players and coaches shall line up at the base lines in front of their respective dugouts. Each manager shall select one or more players from his/her team to lead the recitation of the Little League Pledge at the pitcher's mound.

I. Pre-Inning Pitcher Warm-up

Managers and coaches may warm up a pitcher in regular season play/EOS Tournament.

J. Managers/Coaches on Field

Unless in the coaching box, all managers and coaches must remain in the dugout during the game unless specifically permitted to leave the dugout by the umpire.

A manager may request time out and only AFTER timeout has been granted by the umpire may proceed on the field to visit his pitcher, players or the umpire.

K. Dugout Discipline

All players must be in the dugout and on the bench when not playing or base coaching. Managers, coaches, and players are not to talk with anyone outside the dugout during the game. No food is allowed in the dugout during a game except for drinks. Pulling or climbing on the fences is prohibited. Players are prohibited from holding bats in the dugout.

L. Parents

Parents, siblings, and friends are not allowed to be in or near the dugout or interfere with the manager, coach, umpire, or players in any way, including yelling, badgering, and excessive coaching.

XIII. Ladera Ranch Little League Umpire and Volunteer Program

A. Manager and Team Accountability

Each manager and team from Rookie through Juniors is responsible for having a minimum of two (2) approved and certified (i.e. Live Scanned and attended Rules Clinic and Mechanics Clinic unless exempted from attendance as below) volunteer umpires. The volunteer umpires, plus the Manager and two (2) Assistant Coaches must attend a Mandatory Rules Clinic and Mandatory Umpire Mechanics Clinic unless exempt from attendance by the LRLU Umpire-in-Chief or Asst. Umpire-in-Chief upon request.

The home team manager is responsible to ensure plate coverage for any game. The visiting team manager is responsible to ensure base coverage for any game.

Failure to have two approved and certified volunteer umpires before the beginning of the season may result in the Manager's suspension for the first game of the season. Failure to have two approved and certified volunteer umpires before the beginning of the season's second half may also result in the manager's suspension for the first game of the second half of the season. Additionally, any team not meeting this requirement may be ineligible from participating in postseason activities.

B. Team Umpire and Volunteer Guidelines

If a team does not meet the below umpire and volunteer requirements, and/or it is projected that the team will not meet the requirements, the team's manager may be asked to attend a Board Meeting to have the team's failure to meet the requirements reviewed by the Board of Directors. The Board of Directors in its discretion will then determine the proper course of action to take which may include, but is not to be limited to, suspending the team manager until the team complies and removing the team from their EOS Tournament and/or TOC Eligibility. **Also, any team that does not meet the required minimum umpire and volunteer points will not be eligible to manage, coach or play on an All-Star team.**

- 1. Registered with the Little League umpire Registry**
- 2. Complete annual training with Little League University**
- 3. Complete background check**
- 4. Attend mandatory rules and mechanics clinics**

The Team Umpire and Volunteer Point Requirements are as follows:

1. Tee Ball and Coach Pitch

The teams in these divisions shall have no Team Umpire Point Requirements. However, it is highly recommended and encouraged that parents and coaches on these teams attend a Rules Clinic and Umpire Mechanics Clinic in order to familiarize themselves with the process and rules. Each team in these divisions may be required to have at least 15 Snack Bar Volunteer points by the end of the season.

2. Rookie

A. Each team is responsible for having one (1) or more volunteer umpires, two (2) coaches, and manager attend a Mandatory Rules Clinic and Mandatory Umpire Mechanics.

- a. Managers are required to attend rules and umpire classes
- b. 1st Half – Each Team must have at least 6 Umpire Points from Single A or higher games and may be required to have at least 30 snack bar points.
- c. 2nd Half – Each Team must have at least 6 Umpire Points from Single A or higher games and may be required to have at least 30 snack bar points.

Teams that fail to comply may be asked to have the Manager attend a Board Meeting to have their team's lack of support reviewed in front of the Board of Directors, and may be subject to other disciplinary action including forfeiture of team participation trophies at the end of the season.

3. Single A

Each team is responsible for having two (2) or more umpires, two (2) coaches, and a manager attend the Mandatory Rules Clinic and Mandatory Umpire Mechanics Clinic

- a. Managers are required to PLATE UMPIRE 1 Double A Game.
- b. 1st Half – Each Team must have at least 12 Umpire Points from Double A games or higher and may be required to have at least 30 snack bar points.
- c. 2nd Half – Each Team must have at least 12 Umpire Points from Double A games or higher and may be required to have at least 30 snack bar points.
- d. LRLI Playoffs – The team managers and coaches will arrange umpire coverage for their post- season playoff games.
- e. Managers, coaches or parents cannot umpire their own playoff games.

- f. Junior Umpires, shall earn Umpire Points from Single A games and can apply those points to Double A and above teams..

Teams that fail to comply may be asked to have the Manager attend a Board Meeting to have their team's lack of support reviewed in front of the Board of Directors and may be subject to other disciplinary action, including forfeiture of team participation trophies at the end of the season and/or removal from the EOS Tournament.

4. Double A

Each team is responsible for having two (2) or more umpires, two (2) coaches, and manager attend a Mandatory Rules Clinic and Mandatory Umpire Mechanics Clinic.

- a. Managers are required to PLATE UMPIRE 2 Double A Games per half.
- b. 1st Half – Each Team must have at least 20 Umpire Points from any game (Double A or higher) and may be required to have at least 30 Snack Bar Volunteer Points.
- c. 2nd Half – Each Team must have at least 20 Umpire Points from a game other than their teams (Double A or higher) and may be required to have at least 30 Snack Bar Volunteer Points.
- d. 2nd Half - Managers, coaches, and parents cannot umpire within their division.
- e. LRLL Playoffs -- Each Team must have at least 6 Umpire Points from playoff games.
- f. LRLL Playoffs – Managers, coaches and parents cannot umpire within their division unless already eliminated from the playoffs.

Teams that fail to comply may be asked to have the Manager attend a Board Meeting to have their team's lack of support reviewed in front of the Board of Directors and may be subject to other disciplinary action, including removal from the EOS Tournament, forfeiture of EOS championship trophies, and/or ineligibility from playing on an All-Stars Team.

5. Triple A and Majors

Each team is responsible for having their two (2) or more volunteer umpires, two (2) coaches, and a manager attend a Mandatory Rules Clinic and Mandatory Umpire Mechanics Clinic.

- a. Managers are required to PLATE UMPIRE two Double A, AAA or Major game per half.
- b. Triple A / Majors managers and coaches must umpire in divisions other than their own.

- c. 1st Half – Each Team must have at least 40 Umpire Points (Double A or higher) and may be required to have at least 30 Snack Bar Volunteer Points.
- d. 2nd Half – Each Team must have at least 40 Umpire Points (Double A or higher) and may be required to have at least 30 Snack Bar Volunteer Points.
- e. LRLL Playoffs -- Each Team must have at least 8 Umpire Points (Double A or higher) from playoff games.

Teams that fail to comply may be asked to have the Manager attend a Board Meeting to have their team's lack of support reviewed in front of the Board of Directors and may be subject to other disciplinary action, including removal from EOS Tournament, forfeiture of EOS Championship trophies, ineligibility from TOC, and/or ineligibility from playing on an All-Star Team.

6. 50/70, Juniors, and Seniors

These divisions shall have no umpire requirements, nor shall points be awarded for umpiring 50/70 games. Managers in this division shall arrange for plate coverage from a pool of qualified umpire volunteers as determined by the UIC and commissioner.

C. Umpire Point System

- 1. Seniors/Juniors Plate (6 points); Seniors/Juniors Base (5)
- 2. Majors Plate (7 points); Majors Base (4 points);
- 3. Triple A Plate (6 points); Triple A Base (3 points);
- 4. Double A Plate (4 points) or Double A Base (3 points);
- 5. Single A Plate (2 points for Junior Umpires only) or Single A Base (2 points for Juunior Umpires only)
 - a. ADULTS UMPIRES FROM ROOKIE TEAMS UMPIRING IN THE SINGLE A DIVISION SHALL RECEIVE ONLY 1 POINT (PLATE OR BASE).
- 6. A minimum of 50% of a team's Umpire Points (1st Half and 2nd Half tracked separately) must originate from a team's volunteer umpires as opposed to the manager and coaches.
- 7. Double A volunteer umpires must cover a minimum of 1 game per half.
- 8. Triple A & Majors volunteer umpires must cover a minimum of 2 games per half.

D. Snack Bar Volunteer Point System

- 1. Each Snack Bar Volunteer that completes a three (3) hour shift will be awarded 5 Snack Bar Volunteer Points. The earned Snack Bar Volunteer Points may only be credited to one team.
- 2. Teams will sign up for shifts to operate the Snack Bar on a first-come, first-serve basis. Each shift requires 3 Snack Bar Volunteers to operate the Snack Bar.
- 3. At least 2 of the 3 Snack Bar Volunteers must be adults. No children under the age of 13

will be allowed to operate the Snack Bar. Snack Bar Volunteers 13 years old and older must be accompanied by at least 2 Adult Snack Bar Volunteers while working in the Snack Bar. If any team shall fail to acquire the allotted number of snack bar points determined by the board of directors at the beginning of each season, consequences will be enforced. Lower divisions will be denied trophies at the end of the season, Upper divisions will not be allowed to participate in EOS and players will not be allowed to participate in All Stars

E. Umpire CGI Self-Scheduling

LRLU UIC and/or AUIC require 72 hours (3 days') notice if an umpire, personally scheduled for a game, cannot, for any reason, cover said game.

If a volunteer umpire determines, after the 72-hour cutoff, they cannot umpire their assigned game, said umpire and/or team managers/coaches for that game are responsible for finding a qualified and approved replacement umpire.

F. Umpire Uniform

Like the LRLU players, umpires have a mandatory uniform.

1. LRLU Umpires are required to wear gray or charcoal pants, black or blue Ladera Ranch issued umpire shirt, black belt, black socks, black shoes, black hat and black undershirt.
2. For safety and distraction purposes, metal watches are strongly discouraged.
3. If sunglasses are worn, both frames and lenses must be black: no multi-color reflective lenses.
4. Face mask with throat guard, shin guards, cup and chest protector must be worn by all plate umpires.
5. Electronic devices like cell phones are allowed on the field for emergency situations only.

If there is any major deviation from the mandatory uniform, like short pants, the UIC or AUIC reserve the right to negate the points from the umpire's game.

XIV. PLAYING RULES

A. Seniors Division

The Seniors playing rules will be determined based on the format and schedule proposed by District 68. Where there is discretion for local rules, a rules addendum will be drafted and approved by the Board of Directors prior to regular season play. Any rules addendum will be distributed to the Chief Umpire and Seniors Commissioner and will also be posted on the League website.

B. Juniors Division

The Juniors playing rules will be determined based on the format and

proposed by District 68. Where there is discretion for local rules, a rules addendum will be drafted and approved by the Board of Directors prior to regular season play. Any rules addendum will be distributed to the Chief Umpire and Juniors Commissioner and will also be posted on the League website.

C. 50/70 Division

The 50/70 playing rules shall be the same as the Juniors Division with the following modifications:

Pitching League-age 12-year olds who are eligible to pitch may not exceed 35 pitches (non-hard stop).

Batting Order Continuous batting order (CBO) Rule 4.04 shall be used for the entire season. During this period, all players present at the start of the game shall be placed in the batting order for the duration of the game. Any player arriving after the start of the game shall be added at the end of the batting order. Any player who becomes injured or who must leave the game shall be skipped over in the batting order with no penalty taken once the manager informs the Umpire-in-Chief of this situation.

D. Majors Division

The playing rules for this division conform to the 2026 “Official Regulations and Playing Rules” for Little League Baseball (Majors division) with the following modifications/additions:

Time Limit: On weeknight games in which there is a scheduled game following, no new inning shall start after 2 hours of play. The Umpire-in-Chief shall declare the start time for the game and it will be recorded by the Official Scorekeeper in the Official Scorebook. There is no “hard stop” time limit for games.

Mercy Rule: The ten-run mercy rule, Rule 4.10(e), shall apply.

Pitching: The Official Scorekeeper or designee or the Official Scorekeeper shall be the official pitch count recorder. Any manager that violates the pitch count and rest regulation may be subject to disciplinary action.

Batting Order: Continuous batting order (CBO) Rule 4.04 shall be used for the entire season. During this period, all players present at the start of the game shall be placed in the batting order for the duration of the game. Any player arriving after the start of the game shall be added at the end of the batting order. Any player who becomes injured or who must leave the game shall be skipped over in the batting order with no penalty taken once the manager informs the Umpire-in-Chief of this situation.

Mandatory Play and Substitution: Free substitution is allowed. All players shall play a defensive position for at least 9 defensive outs. A player’s mandatory playing time may be reduced by the number of innings missed due to arriving late, leaving early, or because of a shortened game due to a time limit. The penalty for violation of this rule shall follow Regulation IV(i).

One Foot in the Box: After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat. (Refer to Playing Rule 6.02)

Substitute Runners: The player that was the last out replaces a runner forced to leave the game due injury or illness. Additionally, your last out may pinch run for your pitcher or catcher with 2 outs.

Intentional Walks: Intentional walks (free pass) are allowed 1 time in a game. After that, the pitcher must throw the 4 balls to walk a batter

Protests: Any protest shall follow the procedures set forth in Rule 4.19 of the Green Book.

E. Triple A Division

The playing rules for this division conform to the 2024 "Official Regulations and Playing Rules" for Minor League Baseball with the following modifications/additions:

Run Limit: The offensive team shall become the defensive team if the offensive team has gone through the entire line up or after either three outs have been recorded or five runs have been scored in that half of the inning. This run limit does not apply in the 6th or final inning and any extra innings that time permits. More than 5 runs may be scored and the offensive team remains at bat until 3 defensive outs are recorded or the game is won.

Time Limit: Any new inning beginning after 1 hour and 30 minutes from the start of the game shall be played as the 6th and/or final inning. The Umpire-in-Chief shall announce if this is the case to both managers and scorekeeper at the beginning of the inning. There is no "hard stop" time limit for games.

Mercy Rule: The ten-run mercy rule, Rule 4.10(e), shall not apply.

Pitching: The Official Scorekeeper or the Official Scorekeeper shall be the official pitch count recorder. Any manager that violates the pitch count and rest regulation may be subject to disciplinary action.

Batting Order: The continuous batting order option of Rule 4.04 shall be used. All players present at the start of the game shall be placed in the batting order for the duration of the game. Any player arriving after the start of the game shall be added at the end of the batting order. Any player who becomes injured or who must leave the game shall be skipped over in the batting order with no penalty taken once the manager informs the Umpire-in-Chief of this situation.

Intentional Walks: Intentional walks (free pass) are allowed 1 time in a game. After that, the pitcher must throw the 4 balls to walk a batter.

Mandatory Play and Substitution: Free substitution is allowed. All players shall play a defensive position for at least 9 defensive outs, with at least one complete inning at an infield position. In the case of a safety concern for a player playing an infield position, a waiver must be obtained from the Triple A Commissioner with the approval of the Player Agent, the VP of the League, and the Triple A Division Commissioner. A player's mandatory playing time may be reduced by the number of innings missed due to arriving late, leaving early, or because of a shortened game due to a time limit. The penalty for

violation of this rule shall follow Regulation IV(i).

Substitute Runners: The player that was the last out replaces a runner forced to leave the game due injury or illness. No Special Pinch Runner may be used.

Protests: Any protest shall follow the procedures set forth in Rule 4.19 of the Green Book.

Drop 3rd strike: The drop 3rd strike shall apply to the 2nd half and EOS Tournament.

F. Double A Division

The playing rules for this division conform to the 2024 “Official Regulation and Playing Rules” for Minor League Baseball with the following modifications/additions:

Umpires: The home team shall furnish an adult or League approved Jr. Umpire to act as Umpire-in-Chief. The visiting team shall furnish an adult or League approved Jr. Umpire to act as Base or Plate Umpire. The umpires shall not coach the players while the game is being played. If there are neutral, assigned league umpires scheduled for a game, they will supersede a home or away adult or Jr. Umpire to umpire the game.

Run Limit: The offensive team shall become the defensive team if the offensive team has gone through the entire line up or after either three outs have been recorded or five runs have been scored in that half of the inning. This run limit does not apply in the 6th or final inning and any extra innings that time permits. More than 5 runs may be scored and the offensive team remains at bat until 3 defensive outs are recorded or the game is won.

Time Limit: Any new inning beginning after 1 hour and 30 minutes from the start of the game shall be played as the 6th and/or final inning. The Umpire-in-Chief shall announce if this is the case to both managers and scorekeeper at the beginning of the inning. There is no “hard stop” time limit for games.

Mercy Rule: The ten-run mercy rule, Rule 4.10(e), shall not apply.

Pitching: The pitch limit shall be 65 pitches per day for all players age 9 and 10 in the Double-A division. A League Age 8 player drafted into Double-A shall not exceed 50 pitches per game. Once a League Age 8 player in the Double-A division reaches 50 pitches in a game, he will not be permitted to throw another pitch in that game and may not “finish the batter”, regardless of the count on said batter at the time the 50th pitch is thrown. The Official Scorekeeper or designee shall be the official pitch count recorder.

Batting Order: The continuous batting order option of Rule 4.04 shall be used. All players present at the start of the game shall be placed in the batting order for the duration of the game. Any player arriving after the start of the game shall be added at the end of the batting order. Any player who becomes injured or who must leave the game shall be skipped over in the batting order with no penalty taken once the manager informs the Umpire-in-Chief of this situation.

Mandatory Play and Substitutions: Free substitution is allowed. All players shall play a defensive position for at least 9 defensive outs. In addition, all players shall play at least one complete inning at an infield position prior to the conclusion of the fourth inning.

Player's mandatory playing time may be reduced by the number of innings missed due to arriving late, leaving early, or because of the time limit. No player shall sit out two consecutive innings. If a player arrives late or leaves early, the innings missed are not considered sitting out. The penalty for violation of this rule shall follow Regulation IV(i).

Infield Fly: The infield fly rule shall not apply.

Intentional Walks: Intentional walks (free pass) are not allowed. The pitcher must throw the ball. (applies to regular season play only).

Substitute Runners: The player that was the last out replaces a runner forced to leave the game due injury or illness. Additionally, your last out may pinch run for your pitcher or catcher with 2 outs.

Base Stealing and Passed Balls: Runners may advance in any manner not in violation of any other rule; however, when any runner attempts to advance on a pitch that is not contacted by the batter all runners shall be limited to advancing a maximum of one base per pitched ball regardless of an overthrow or subsequent throws to bases. Stealing home and advancing home on a passed ball is not permitted. A runner occupying third base when the ball is pitched can only score when the ball is put in play by the batter, when forced in by a walk or forced in by any other manner pursuant to the Green Book rules (i.e., batter hit by pitched ball).

If a runner advances from third base on a non-batted ball, for any reason, he is at risk and can be tagged out. However, if he manages to reach home plate before being tagged out, he is sent back to third base with no out recorded. Home plate in this scenario is treated as sanctuary.

Advancing After a Walk: When a batter is walked the ball is live and in play. The walked runner can continue to second **at his own peril** as long as the Pitcher is not **on the mound (Dirt)with ball**. If the pitcher is **on the mound with the ball** by the time the walked batter reaches 1st base then the runner **cannot** continue to 2nd base.

Protests: Any protest shall follow the procedures set forth in Rule 4.19 of the Green Book. The result of any protest during the regular season shall not overturn the outcome of the protested game but instead shall only be used to clarify the correct ruling of the play in question. The protest committee shall issue a written explanation of the proper ruling and send it to the both managers and all umpires of the protested game.

G. Single A Division

The Single A Division is instructional baseball and should be viewed as such by managers, coaches, parents, and fans. The emphasis should be on skill development for all players. While "friendly" competitive play is encouraged in the context of teaching the game, winning and losing should be de-emphasized. This should not; however, be interpreted to mean that the playing rules should be "bent" and not be strictly adhered to. The playing rules for this division conform to the 2024 "Official Regulation and Playing Rules" for Minor League Baseball with the following modifications/additions:

Managers/Coaches: Managers and Coaches- this division will include a manager, two coaches and one dugout parent. The dugout parent will be in the dugout to supervise the players for the entire game. For safety and supervision, the dugout shall always have at

least one adult at all times.

Umpires: The home team shall furnish an adult or a League approved Jr. Umpire to act as Umpire-in-Chief. The visiting team shall furnish an adult or a League approved Jr. Umpire to act as Base Umpire.

The Umpire-in-Chief should stand to the back of the batter in order to judge the height of the pitch but safe from being hit by a foul ball. If there are neutral, assigned league Jr. Umpires scheduled for a game, they will supersede a home or away umpire to umpire the game.

Defensive Coach: For the first four (4) weeks of the season, one (1) defensive coach shall be allowed on the field but should be positioned in the outfield where they do not obstruct play.

Pitching Machine: A pitching machine shall be used to pitch to the batters. The pitching machine shall be placed over the pitcher's plate at a distance of 46 feet from home plate. Should the pitching machine fail or become unavailable, the offensive team shall provide an adult to pitch to its batters from the pitcher's plate. The Umpire(s) shall verify the speed of the pitches delivered by the pitching machine before each game to be set nominally at 38 mph. Adjustments to the pitching machine may be made by the coach pitcher, but only adjusting the height of the pitch, not the speed. If these adjustments are made, there will be no "test" pitches.

The next ball fed into the machine counts as the next pitch to that player.

Pitching Machine Operator: The person operating the pitching machine or pitching shall not coach the base runners.

Run Limit: The offensive team shall become the defensive team if the offensive team has gone through the entire line up or after either three outs have been recorded or five runs have been scored in that half of the inning, INCLUDING the 6th and/or Final inning.

Time Limit: Any new inning beginning after 1 hour and 30 minutes from the start of the game shall be played as if it were the 6th inning. The Umpire-in-Chief shall announce if this is the case to both managers and scorekeeper at the beginning of the inning. There is no "hard stop" time limit for games.

Mercy Rule: The ten-run mercy rule, Rule 4.10(e), shall not apply.

Fielders: A defensive team shall field a maximum of ten players with four players in the outfield at least 25 feet behind the base paths or behind the outfield arc if marked. An outfielder shall not make a defensive out that should be made by an infielder such as tagging a base or tagging a runner. If this happens the runner shall be ruled safe.

Batting Order: The continuous batting order option of Rule 4.04 shall be used. All players present at the start of the game shall be placed in the batting order for the duration of the game. Any player arriving after the start of the game shall be added at the end of the batting order. Any player who becomes injured or who must leave the game shall be

skipped over in the batting order with no penalty taken once the manager informs the Umpire-in-Chief of this situation.

Mandatory Play and Substitutions: Free substitution is allowed; however, there shall be no defensive substitution during an inning unless due to an injury or illness. Each player shall play at least two innings at an infield position, excluding catcher. Player's mandatory playing time may be reduced by the number of innings missed due to arriving late, leaving early, or because of the time limit. No player shall sit out more than one inning until all players have sat out one inning, and no player shall sit out more than two innings until all players have sat out two innings. No player shall sit out two consecutive innings. If a player arrives late or leaves early, the innings missed are not considered sitting out.

Scorekeeper: The home team shall provide a scorekeeper who will keep the official score for the game for the sole purpose of determining the maximum runs that can be scored per half-inning. It is not the responsibility of the scorekeeper to alert anyone if a team is about to bat out of order.

Lineup and Position Sheet: Managers are responsible for turning in a Lineup and Position Sheet to the Umpire-in-Chief at the start of the game. This shall show the batting order and each player's fielding positions for at least 6 innings. Copies shall also be provided for the Official Scorekeeper and the opposing manager. Any changes shall be reported to the Umpire-in-Chief.

Pitcher: The defensive pitcher shall be positioned in front of the protective screen and must place at least one foot in the dirt area or pitching circle surrounding the pitcher's plate until the pitched ball is contacted by the batter. Violation of this rule shall be ruled defensive interference, thereby awarding the batter first base. All base runners will advance one base only.

Batting: Each batter shall be allowed a maximum of six pitches. The batter may swing at all of the pitches regardless of the number of "strikes". If a batter on the sixth pitch hits a foul ball that is not caught, he or she is still at bat as if to receive the sixth pitch again. The batter may not walk or be awarded first base by being hit by a pitch. The batter shall be out after he/she receives his/her sixth pitch if it is not hit.

Substitute Runners: The player that was the last out in the previous inning shall replace a runner forced to leave the game.

Infield Fly: The infield fly rule shall not apply.

Bunting: Bunting is not allowed. At no time shall a batter intentionally attempt to contact the ball with less than a full swing of the bat. An intentionally bunted ball shall be ruled dead and shall be counted as a strike.

Batted Ball Hits Machine, Screen, or Accessories or Operator: If a batted ball contacts the pitching machine or its accessories or comes to rest near the pitching machine or accessory where it could be dangerous to make a play, the ball shall be ruled an immediate dead ball and the batter shall be awarded first base. All base runners shall be allowed to advance one base.

Batted Ball Hits Machine Operator: If the batted ball contacts the person feeding the pitching machine or the coach pitcher, the ball shall be ruled in play and runners may advance at their own peril.

Thrown Ball Hits Machine, Screen, Accessories or Operator If a thrown ball contacts the pitching machine, its accessories or contacts the person feeding the pitching machine or the coach pitcher or comes to rest near the pitching machine or accessory where it could be dangerous to make a play, the ball shall be ruled an immediate dead ball. The runners shall be awarded the base they were running to when a defensive player last threw the ball.

When Play Stops: A play shall end when an infielder that is within the infield “controls” the ball and doesn’t attempt to make any further play on any runners. When the ball is thrown to an infielder in the infield area, a play shall end when the ball is controlled by the infielder and a fielder doesn’t attempt to make any further play on any runners. A liberal interpretation of control should be used. The umpire(s) should make a nonverbal indication such as raising a hand when the play shall end. Runners in motion may continue to advance to the base they are running to at the time play ended but at the risk of being put out. If a runner stops or reverses his motion after this point, the runner shall return to the last base he/she touched if unoccupied. Unless there is a dead ball the runners are always at risk of being out.

Overthrows: During the first half of the season, runners may not advance on any overthrow. After the first half of the season, runners may advance a maximum of one base on an overthrow regardless of subsequent throws, but at their own peril. With an overthrow that goes into the dugout or out of play beyond the backstop fence, the runners would automatically get the next base (one base more than what was occupied at the time of the throw) without the possibility of being thrown out.

Runners: Runners shall not leave the base they occupy on a pitch until the ball is contacted by the batter. If a runner leaves the base before the ball is hit by the batter, that runner shall be warned about leaving early. If the same runner leaves the base early again in the same game, he or she shall be removed from the bases but no out shall be recorded. If a runner scores on a play in which they left early, their run shall not count.

Base Stealing: Base stealing is not allowed. A runner shall not advance unless forced ahead (i.e., defensive interference or like circumstance) or advancing at his/her own peril upon a batter putting a ball in play.

Protests: Protests shall not be allowed. Any ruling question shall be settled by the umpires on the field using any resources available and necessary to determine the correct ruling. The ruling decided on by the umpire(s) is final.

H. Rookie Division

The Rookie Division is instructional baseball and should be viewed as such by managers, coaches, parents, and fans. The emphasis should be on having fun and skill development for all players. Score and standings are not kept and there are no playoffs. This Division is comprised mainly of children that are league age seven. There will be

some league age six playing up and some league age eight playing down. Exceptions will be approved by the Division Commissioner and the Player Agent. The playing rules for this division conform to the 2024 “Official Regulation and Playing Rules” for Minor League Baseball with the following modifications/additions:

Manager/Coaches: Each team in this division will include a manager, two coaches and one dugout parent. The dugout parent will be in the dugout to supervise the players for the entire game. For safety and supervision, the dugout shall always have at least one adult at all times.

Umpires: The home team shall furnish an adult or League approved Jr. Umpire to act as Umpire-in-Chief. The visiting team shall furnish an adult or League approved Jr. Umpire to act as Base Umpire. The Umpire-in-Chief should stand in a safe place in the home plate area.

Coach Pitcher: For the first half of the season, an adult coach of the offensive team shall be used to pitch to the batters. The coach will pitch over-hand from an appropriate position between home plate and the pitcher’s plate. The coach pitcher shall not coach the base runners.

Pitching Machine: For the second half of the season, a pitching machine shall be used to pitch to the batters. The pitching machine shall be placed over the pitcher’s plate at a distance of 46 feet from home plate. Should the pitching machine fail or become unavailable, the offensive team shall provide an adult to pitch to its batters from the pitcher’s plate. The Umpire(s) shall verify the speed of the pitches delivered by the pitching machine before each game to be set nominally at 34 mph. Adjustments to the pitching machine may be made by the coach pitcher, but only adjusting the height of the pitch, not the speed. If these adjustments are made, there will be no “test” pitches. The next ball fed into the machine counts as the next pitch to that player.

Pitching Machine Operator: The person operating the pitching machine or pitching shall not coach the base runners.

Baseballs: Baseballs used for games and practice shall be the softer, RIF baseballs.

Defensive Coaches: Two (2) defensive coaches shall be allowed on the field but should be positioned in the outfield where they do not obstruct play.

Batter Limit: The offensive team shall become the defensive team after either three outs have been recorded or 8 batters have batted in the inning. It is the Umpire-in- Chief’s responsibility to keep track of the number of batters in the inning.

Time Limit: Any new inning beginning after 1 hour and 15 minutes from the start of the game shall be the last inning. There is no “hard stop” time limit for games.

Fielders: A defensive team shall field a maximum of ten players with four players in the outfield at least 25 feet behind the base paths or behind the outfield arc if marked. An outfielder shall not make a defensive out that should be made by an infielder such as

tagging a base or tagging a runner. If this happens the runner shall be ruled safe.

Batting Order: The continuous batting order option of Rule 4.04 shall be used. All players present at the start of the game shall be placed in the batting order for the duration of the game. Any player arriving after the start of the game shall be added at the end of the batting order. Any player who becomes injured or who must leave the game shall be skipped over in the batting order.

Mandatory Play and Substitutions: Free substitution is allowed. Each player shall play at least two innings at an infield position, excluding catcher. No player shall sit out more than one inning until all players have sat out one inning, and no player shall sit out more than two innings until all players have sat out two innings. No player shall sit out two consecutive innings. If a player arrives late or leaves early, the innings missed are not considered sitting out.

Pitcher: The defensive pitcher shall place at least one foot in the dirt area or pitching circle surrounding the pitcher's plate until the pitched ball is contacted by the batter.

Batting: Each batter shall receive up to six pitches from the coach pitcher or pitching machine. The batter may swing at all or part of the six pitches. The batter may not walk or be awarded first base by being hit by a pitch. If the batter has not put the ball in play after the 6 pitches then a batting tee shall be used.

Infield Fly: The infield fly rule shall not apply.

Bunting: Bunting is not allowed. At no time shall a batter intentionally attempt to contact the ball with less than a full swing of the bat. An intentionally bunted ball shall be ruled dead and shall be counted as a pitch.

Batted Ball Hits Coach Pitcher: After the pitch, the coach pitcher shall make every attempt to not be part of the play. If the batted ball contacts the coach pitcher the ball shall be ruled an immediate dead ball. The batter shall be awarded first base and each runner on base would move up one base.

Batted Ball Hits Machine, Screen, or Accessories: If a batted ball contacts the pitching machine or its accessories or comes to rest near the pitching machine or accessory where it could be dangerous to make a play, the ball shall be ruled an immediate dead ball and the batter shall be awarded first base. All base runners shall be allowed to advance one base.

Batted Ball Hits Machine Operator: If the batted ball contacts the person feeding the pitching machine or the coach pitcher, the ball shall be ruled in play and runners may advance at their own peril.

Thrown Ball Hits Machine, Screen, Accessories, Operator or Coach Pitcher: If a thrown ball contacts the pitching machine, its accessories, or contacts the person feeding the pitching machine or the coach pitcher or comes to rest near the pitching machine or its accessory where it could be dangerous to make a play, the ball shall be ruled a dead ball. The runners shall be awarded the base they were running to when a defensive player last threw the ball.

When Play Stops: A play shall end once the ball is returned to the infield. Runners in motion may continue to advance to the next base they are running to at the time the ball reaches the infield but at the risk of being put out.

Overthrows: Runners may not advance on any overthrow.

Runners: Runners shall not leave the base they occupy on a pitch until the ball is contacted by the batter. If a runner leaves the base before the ball is hit by the batter, that runner shall be warned about leaving early. If the same runner leaves the base early again in the same game, he or she shall be removed from the bases but no out shall be recorded.

Base Stealing: Base stealing is not allowed. A runner shall not advance unless forced ahead (i.e., defensive interference or like circumstance) or advancing at his/her own peril upon a batter putting a ball in play.

I. Coach Pitch Division

The Coach Pitch Division is non-competitive, instructional baseball and should be viewed as such by managers, coaches, parents, and fans. The emphasis should be on having fun and skill development for all players. Score and standings are not kept and there are no playoffs. This Division is comprised mainly of children that are league age six. There will be some league age five playing up and some league age seven playing down. Exceptions will be approved by the Division Commissioner and the Player Agent.

Manager/Coaches: Each team in this division will include a manager, two coaches and one dugout parent. The dugout parent will be in the dugout to supervise the players for the entire game. For safety and supervision, the dugout shall always have at least one adult at all times.

Umpires: The offensive coaches on the field will serve as the umpires.

Coach Pitcher: For the entire season an adult coach of the offensive team shall be used to pitch to the batters. The coach will pitch over-hand from an appropriate position between home plate and the pitcher's plate. If the batted ball or thrown ball contacts the coach pitcher the ball shall be ruled an immediate dead ball. The batter shall be awarded first base and each runner on base would move up one base.

Baseballs: Baseballs used for games and practice shall be the softer, RIF baseballs.

Defensive Coaches: A maximum of three (3) adults total, including coaches, shall be allowed on the field during the game but should be positioned in the outfield where they do not obstruct play.

Time Limit: The game will be 4 innings but shall end after 1 hour and 30 minutes even if 4 innings haven't been completed.

Fielders: A defensive team shall field all players with six players in the normal infield positions and the remainder of the players in the outfield at least 20 feet behind the base

paths or behind the outfield arc if marked. The pitcher should have at least one foot in the dirt of the pitching circle. An outfielder shall not make a defensive out that should be made by an infielder such as tagging a base or tagging a runner. If this happens the runner shall be ruled safe.

Batting Order: Each team shall bat through its complete batting order each inning. The batting order shall be reversed every other inning.

Mandatory Play: Each player shall play at least one inning each game at an infield position excluding catcher. No player shall play three innings at an infield position until all players have played two innings at an infield position, excluding catcher.

Batting: There shall be no strikeouts. Each batter shall receive up to five pitches from the coach pitcher. The batter may swing at all or part of the five pitches. The batter may not walk or be awarded first base by being hit by a pitch. If the batter has not put the ball in play after 5 pitches then a batting tee shall be used.

Infield Fly: The infield fly rule shall not apply.

Outs: Runners forced or tagged out shall return to the dugout. An inning shall not end if 3 outs are recorded but when 3 outs are recorded in the same inning all base runners on base at the time the 3rd out is recorded, shall return to the dugout.

Overthrows: Runners may not advance on any overthrow.

Sliding: Sliding shall be discouraged for safety.

J. Tee Ball Division

The Tee Ball Division is non-competitive, instructional baseball and should be viewed as such by managers, coaches, parents, and fans. The emphasis should be on having fun and skill development for all players. Score and standings are not kept and there are no playoffs. This Division is comprised mainly of children that are league age five. There will be some league age six playing down. Exceptions will be approved by the Division Commissioner and the Player Agent.

Manager/Coaches: Managers and Coaches- this division will include a manager, two coaches and one dugout parent. The dugout parent will be in the dugout to supervise the players for the entire game. For safety and supervision, the dugout shall always have at least one adult at all times.

Umpires: The offensive coaches on the field will serve as the umpires.

Batting Tee: The batter shall hit off a tee, which shall be set on home plate. The batting team's manager or coach is responsible to remove the batting tee from the plate area should play involve a runner scoring.

Baseballs: Baseballs used for games and practice shall be the softer, RIF baseballs.

Defensive Coaches: A maximum of three (3) adults total, including coaches, shall be allowed on the field during the game but should be positioned in the outfield where they do not obstruct play.

Time Limit: The game will be 3 innings but will end after 1 hour and 30 minutes even if 3 innings haven't been completed.

Fielders: A defensive team shall field all players with six players in the normal infield positions and the remainder of the players in the outfield at least 20 feet behind the base paths or behind the outfield arc if marked. The pitcher should have at least one foot in the dirt of the pitching circle. An outfielder shall not make a defensive out that should be made by an infielder such as tagging a base or tagging a runner.

Batting Order: Each team shall bat through its complete batting order each inning. The batting order shall be reversed every other inning.

Mandatory Play: Each player shall play at least one inning each game at an infield position excluding catcher.

Batting: There shall be no strikeouts.

Infield Fly: The infield fly rule shall not apply.

Outs: There can be more than 3 outs in an inning. Runners forced or tagged out shall return to the dugout.

Overthrows: Runners may not advance on any overthrow.

Sliding: Sliding shall be discouraged for safety.