

**SEAVIEW LITTLE LEAGUE
(A CALIFORNIA CORPORATION)
LOCAL RULES
Spring 2024**

SECTION I – PLAYER ELIGIBILITY

- A. Each player must provide proof that his/her parent or legal guardian resides within Seaview Little League boundaries or that the physical location of the school where they attended classes at the start of the school year is within the boundaries.
- B. Documents used as Valid Proof of Residency must be originals (no photocopies or online printed forms) and must be verified in one of the in-person document checks during the open registration period.
- C. Refunds will be processed in full (except for a transaction fee) within 30 days, if requested on or before 12:00am of the first day of tryouts. There will be no refund requests processed after 12:00am of the first day of tryouts.
- D. Any player found to be registered in two Little Leagues for the same season will not be granted a refund if requested.

SECTION II – PARENT/LEGAL GUARDIAN REQUESTS

- A. All player requests must be submitted in writing to the respective division player agent (Upper Division Player Agent-Majors, Minor A, Minor B and Minor C or the Lower Division Player Agent-Coach Pitch and T-Ball), one week before tryouts begin. It is at the sole discretion of the President and/or Player Agent to honor the parent/legal guardian requests.
- B. The following are the only requests that will be considered by the President and/or Player Agent. ***Please note that there are no guarantees that the request can or will be accommodated.***
 - 1. Lower division player placement (T-ball/Coach Pitch) with a specific manager, coach or player (carpool, classmate, neighbor, etc.).
 - 2. Sibling Separation
 - a. Unless specifically requested by the parent/legal guardian, all siblings of the same league age will be placed (TB/CP divisions) or drafted (M/MA/MB/MC divisions) onto the same team in consecutive rounds if the draft applies.
 - b. Unless specifically requested by the parent/legal guardian, any younger sibling “drafted up” into a division of an older sibling will have both siblings drafted on the same team in consecutive rounds. (Example-A league age 9-year-old player is drafted onto a Minor A team and he/she has a brother that is league age 10. The league age 10-year-old sibling would have to be selected to the same team as the 9-year-old player in the next round.) The only exception to this rule is if the parent/legal guardian request for the players to not be drafted to the same team.
 - c. Unless specifically requested by the parent/legal guardian for siblings not to be required to play on the same team, any siblings of the same league age or eligible to play in the same division must be drafted in consecutive rounds. (Example-A set of twins is league age 10 years old. One twin is drafted in round 6 of the Minor A draft, the second twin must be drafted to the same team in round 7).
 - d. Minor C, Minor B, Minor A and Majors Divisions Only-A parent/legal guardians request to not require siblings to be drafted together does not guarantee that the siblings will not be drafted onto the same team. It will be at the manager’s discretion if he/she wants to draft a sibling of a player that has already been drafted.
 - 3. No Draft Request. A parent/legal guardian may request that their son/daughter not be drafted by a particular manager under the following conditions.
 - a. The parent/legal guardian must produce a legal and binding document that requires the parties not be together (restraining order) and submit it to the player agent a minimum of two weeks prior to the draft.
 - b. A maximum of one no draft request per season will be allowed.
 - c. The player will not be eligible for All-Star play in the event that the same manager is selected as the All-Star manager of the same league age team.

Note: A parent/legal guardian that does not wish to have their child play with a manager may contact that manager in writing and make the request not to be drafted. If this request is made, both the player agent and president must be copied in writing on the request. Seaview Little League and its Board of Directors are not responsible to ensure this request is honored and the following conditions still apply.

SECTION III - DRAFTS

- A. Yearly drafts shall be conducted under the rules of play as set forth in the Little League Operating Manual, under “The Draft System.” An alternate method will be utilized for the Minor, Major and Senior Divisions with no reverse order pick. The returning Major Division players will not return to a particular team and will be placed in a draft pool with all eligible players. All returning Major Division players must be drafted into the Majors Division. All Little League Minor and Junior Division players will be returned to the player pool at the end of each season.
- B. The President, with approval of the Board of Directors, shall establish the number of players on each team at least 24 hours prior to the scheduled drafts.
- C. Registration shall be suspended for the duration of the draft once the draft has begun.
- D. Sons and/or Daughters of Managers in the draft must be selected in the following rounds:

Draft Round	Minors	Majors	50-70 (if offered)	Juniors	Seniors
6	7-8				
5	9-10	10			
4	11	11		13	15
3	12	12	13	14	16

- E. All trades, if deemed necessary by the Player Agent due to safety or legal issues, etc. must be made by the within forty-eight (48) hours after the draft. Player Agent trades must be for a player that was drafted in the same round or higher. Trading of players by managers must be completed by the end of the draft.
- F. Players shall be notified of their selection by the team Manager or Coach within 24 hours of the conclusion of the final player draft for that division or at the “Meet Your Manager Event” if scheduled. If player does not attend the event, then the family must be contacted within 24 hours after the event.

PENALTY: Failure to make such notification without just cause may result in disciplinary action if deemed appropriate by the Board of Directors.

- G. Attendance at the draft shall be restricted to:
 - 1. The Team Manager or ONE League Approved representative from each team.
 - 2. The President of Seaview Little League
 - 3. The respective Vice President of that League
 - 4. The Player Agents
 - 5. Clerical help as designated by the President.
- H. Should a roster vacancy occur during the course of the current season, prior to the date of the final two weeks of the regular season for the involved team:
 - 1. The Manager shall notify the Player Agent as soon as he/she is aware that a vacancy, for any reason MAY occur.
 - 2. The Manager shall notify the Player Agent within 24 hours of the time that the Manager becomes aware that there is a vacancy.
 - 3. In the event of an injury, the vacancy shall occur when the player’s doctor confirms the player will not return to play for more than 10 games (or over half the season). Doctor’s reports MUST be submitted to the Player Agent within 14 days confirming an intent and date to return or a vacancy will be declared.
 - 4. The Manager must select a replacement player within three (3) days of the confirmed vacancy. All replacement players shall be selected as follows:
 - a. MINOR division vacancies shall be filled from the player waiting list, if there is one, prior to the season starting.
 - (1) Replacements will be assigned by the Player Agent in order of sign-up and first available age for that division to be played in.
 - (2) If there are no eligible players on the waiting list, the Manager will select a player from the next lower division rosters, following b. 1-5 below.
 - b. MAJOR division vacancies will be filled with a 12-year-old on the waiting list. If there is no 12-year-old on the waiting list, then an 11-year-old replacement player will be selected from the Minor A availability list. A 12-year-old (or an 11-year-old that played majors the previous year) must join the waiting list before March 1st. A 10-

year-old replacement player may be selected only if that player requested and completed a majors tryout during the preseason. All other division vacancies shall be filled from the waitlist, if possible.

- (1) The Manager shall notify ONLY the Player Agent of his/her replacement selection.
 - (2) Under NO circumstances shall a Manager contact any player(s) under consideration or selected player in any way.
 - (3) Under NO circumstances shall a Manager contact a parent, manager, or coach of any player(s) under consideration or selected player in any way. **Violation will result in one game suspension of the Manager and/or Coach at the discretion of the Board of Directors.**
 - (4) ONLY the PLAYER AGENT or his/her designated representative is to make notification of the selection.
 - (5) Said notification shall be given to:
 - A. The selected player and parents of such.
 - B. The selected player's current Manager, ONCE THE SELECTION HAS BEEN CONFIRMED, so that he/she can begin to select a replacement player.
- c. All replacement players must be either on a team's roster or on the Player Agent's waiting list.
- d. Note: A league age 10-year-old player cannot be moved to the Majors division to fill a vacancy if they did not try out for Majors prior to the draft.
5. All teams shall carry a full roster of players into the double elimination tournament. Any absences must be reported to the player agent immediately AND prior to the start of the next tournament game. Managers are responsible to inform parents of this ruling. Absences will be verified and deliberate attempts to tamper with playoff rosters are subject to disciplinary action by the board disciplinary committee.

PENTALY: Violations of this section will result in one game suspension of the Manager and/or Coach at the discretion of the Board of Directors.

6. Player vacancies may be filled in the following manner at the President and Player Agent's discretion:
- a. The player agent will generate a list of "available" players at the tryouts. The list is created by each player's parents agreeing to have their player be available to be moved up in the event of a roster vacancy in the next highest division.
 - b. The player agent will provide the manager with the roster vacancy a list of available players and the manager will make their selection from the next lowest division of available players.
 - c. If a player agrees to try out for a higher age group, or requests to be a draftable player for a higher division (shall be decided by parents at tryouts), the player MUST accept a midseason pull-up if not originally drafted up. Parents may deny any midseason pull-ups.

NOTE: A Manager's son/daughter who refuses to be drafted up or transferred may remain on his parent's team.

7. All players who are eligible to be drafted into Minors through lower divisions must tryout with the other players. If a player cannot be present at any of the scheduled times, the Player Agent may schedule a special tryout prior to the Draft.

NOTE: There are NO tryouts for Tee Ball or Coach Pitch. Seven (7) year olds may request and tryout for placement into Minor C, but are not eligible to be drafted into Minor B. A tryout does not guarantee placement up. If a parent chooses to have their child considered to be drafted into an older division, they must agree to a midseason pull-up if a vacancy arises in that said division.

8. Any player age 8 through 12, who does not attend tryouts shall be placed on a waiting list. The Player Agent will assign players in accordance with Little League Rules.

NOTE: JUNIOR - SENIOR DIVISION: Any player, who is eligible by age for the junior or senior divisions and is participating in a high school program during tryouts, shall be eligible to be drafted to the junior or senior divisions, even though player is forbidden from participating in tryouts by the high school or high school athletic association.

9. A player on the waiting list who was on a Seaview roster the previous Spring season, and is still eligible for that division, will be assigned to a team in that division, if possible. If a player is new to the League, he/she shall be assigned to team using as guidelines, at the Board's discretion, the following League Ages:

4-6	Tee Ball
6-7	Coach Pitch
8-9	Minor C
9-10	Minor B
10-11	Minor A
12	Majors

SECTION IV - FIELD DECORUM - MANAGERS AND COACHES

- A. **Good sportsmanship**, safety and leadership must be reflected at all times.
- B. No Manager can call a game off due to field conditions, only a Board Member can. If no word from a Board Member, the Manager must have his team report to the field for further instructions.
- C. The lack of an umpire shall not be cause to call a game. If an umpire cannot be moved from another field, the Managers must try to solicit the help of parents. If no parent will assist, the Managers must agree on coaches doing the umpiring, rotating every other inning bases and calling balls and strikes.
- D. Managers are responsible for instructing their team in Field Decorum in accordance with Section V stated below.
- E. The use of profanity is strictly forbidden and may be cause for immediate ejection.
- F. No disciplinary action is permitted for a player's committal of a playing error.
- G. Negative, non-constructive reprimanding of players is prohibited.
- H. Player disciplinary action in the form of benching is permitted for behavioral disobedience, in line with the Manager's instructions as to how a player is to conduct him/herself.
 - 1. During a game: notification of benching must be submitted to the Umpire-in-Chief, Official Scorekeeper and Opposing Manager. Player may not re-enter the game. **Player Agent must be notified of benching within 24 hours.**
 - 2. Prior to a game: If a manager benches a player on game day, but prior to line-up cards being exchanged, an attempt shall be made to notify the parents and Player Agent. The line-up card shall indicate the player has been benched and will not be allowed to enter the game. **Player Agent must be notified of benching within 24 hours.**
 - 3. Prior to game day: **Players parents and Player Agent must be notified of Managers intent as soon as possible.**
- I. Team Manager is responsible for the conduct of the assistant coaches and his or her team's parents, including any poor behavior conducted by player parents and directed towards the umpires, other players or coaches, other parents etc.
- J. Team Manager is responsible for the conduct of the assistant coaches and his or her team's parents, including any poor conduct parents direct at the umpires.
- K. Any Manager or Coach ejected from a game by an Umpire or League Official:
 - 1. Shall be suspended from the team's next game.
 - 2. Shall not participate in that team's games until having met with the Disciplinary Committee.
 - 3. Shall leave the playing field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. A manager or coach ejected from a game must not be present at the game site and/or Seaview property for the remainder of that game and the subsequent game.
 - 4. Shall not participate in any coaching strategies for the remainder of the game he/she has been ejected from **and the subsequent game suspension.**

Note: Team practices are not affected by suspension unless the Board deems necessary.
- L. Eating in the dugout area or on the playing field during the course of the game is prohibited. This includes, but is not limited to: Sunflower Seeds, Candy & Gum
- M. For Minor C through Majors, each team shall have no more than (3) coaches on the field or within the dugout at any time. No parents will be allowed onto the field or within the dugout unless approved by the lead umpire (in between innings only). Photographers are allowed on the field of play with manager's approval for a limited time, and at the lead umpire's discretion.

PENALTY: Violations of this section will result in penalties as deemed appropriate by the Board of Directors, including suspension and loss of managing/coaching status for future seasons.

SECTION V - FIELD DECORUM - PLAYERS

- A. Good sportsmanship must be displayed at all times.
- B. All players must remain within the confines of the dugout area (but out of the dugout opening) or field unless otherwise instructed by the Team Manager or Coach.
- C. Horseplay or scuffling of any kind is strictly prohibited.
- D. Climbing fences is strictly prohibited.
- E. Eating in the dugout area or on the playing field during the course of the game is prohibited. This includes, but is not limited to: sunflower seeds, candy and gum.
- F. Verbal abuse of any kind such as choral chanting, continuous razzing, and the use of given names against opposing team members is prohibited.

Note: Positive chanting is encouraged as long as it is not disruptive to the game.

- G. Display of temper such as, but not limited to, the following, is strictly prohibited:
 - 1. Bat Throwing
 - 2. Helmet throwing
 - 3. Use of profanity
 - 4. Use of any obscene gesture
- H. Any player ejected from a game by an umpire must meet with the Disciplinary Committee before participating in another game, for any possible further action.
- I. If a player unintentionally throws a bat, the umpire will notify the manager and the scorekeeper. If it happens a second time, the umpire has the option to call the batter out for that at bat only.
- J. ***Violation of any of the above rules may result in benching, removal from the game, or further action if deemed appropriate by the Board of Directors.***

SECTION VI - ALL-STAR TOURNAMENT TEAM AND MANAGER SELECTION

- A. Unless otherwise approved by the Board of Directors, the All-Star teams shall consist of a maximum of fourteen (14) eligible players.
- B. The Board shall appoint a three-member All-Star manager selection committee to make recommendations on All-Star managers to the President and Board. However, each All-Star Team Manager shall then be selected by the League President and approved by the board. The manager selection committee shall be comprised of three board members who are not applying to be All-Star managers.
- C. A player may be selected to one Tournament Team at a time, based upon age eligibility. Once the team is eliminated from Tournament Play, that player may be selected to another Tournament Team subject to all of the following requirements:
 - 1. The player meets all eligibility requirements for the second team;
 - 2. There is space available on the second team;
 - 3. The player is not replacing another eligible player already on the team's roster;
 - 4. The player has been previously named to a team in an older division of play;
 - 5. The player must be approved by the second team's manager and the League President.
 - 6. The player must be certified by the District Administrator prior to playing with the second team.

Majors Team

- A. The annual Major All-Star team members shall be selected as follows:

1. All rostered players in the Majors division shall cast (10) votes for all 12-year-old and 11-year-old players in the division.
2. Round 1: The top (6) players receiving the most votes shall be All-Star members.
 - a. In the case of a tie between (2) or more players, the Player Agent in a meeting with the Managers of that division will vote on the final selection(s) to fill a six-player roster.
 - b. Each manager will cast (1) vote and a simple majority will elect the final player(s) to the six-player roster.
 - c. In no case shall the player votes fill more than a six-player roster.
3. In the Majors division only: The top six (6) players receiving the most votes may include both 12 and 11-year-old players. Any 11-year-old player that is one of the top six vote getters, must be voted on the Majors All-Star team by a simple majority of the Majors managers. If the 11-year-old player is not voted on to the Majors All-Star team by a majority vote, he/she will automatically be placed on the 11-year-old All-Star team. The next highest 12-year-old vote getter from the player votes will be placed on the Majors All-Star team.
4. The balance of the Majors All-Star team members shall be selected in the following manner.
 - a. Each manager will nominate up to (13) 11 or 12-year-old players, utilizing the All-Star nomination ballot.
 - b. Nomination ballots will be submitted to the upper division player agent by the time and date requested and a master list of the nominated players will be created for the final vote at the managers meeting.
 - (1) The master list that is created by the player agent will be reviewed and certified by the president.
 - (2) The master list created by the upper division player agent will not include the number of times each player was nominated.
 - (3) The master list created by the upper division player agent will be in alphabetical order-per team.
 - (4) The positions the players were nominated in will not be included in the master list.
 - c. The managers will utilize the master nomination list to vote for the balance of the players for the team.
 - d. Round 2: Every manager shall vote for five (5) players from the pool of remaining candidates.
 - e. In the event of a tie for players representing the last available roster spot(s) for the round, the managers will keep re-voting on the players at issue until the tie is broken.
 - f. Managers shall continue voting until all but one (1) spot remains to be filled.
 - g. Round 3: The All-Star Team Manager shall select the final player from the pool of remaining candidates.
 - h. Round 4: Alternates: Alternates shall be voted on by all managers from the pool of remaining candidates. In the event of a tie, the All-Star Team Manager shall select the candidate(s)
 - i. The players listed on the master nomination list will be available for all rounds of the voting.

11-Year-Old Team

- A. The selection process for the 11-year-old All-Star team will follow the same process as the Majors All-Star team with the following revisions:
 1. The top (6) 11- or 10-year-old players receiving the most votes shall be All-Star team members.
 2. There is no requirement that each Majors or Minor A team be represented before multiple players from the same team can be placed on the team.

10-Year-Old Team

- A. The selection process for the 10-year-old All-Star team will follow the same process as the Majors All-Star team with the following revisions:
 1. All rostered players in the Minor A division shall cast ten (10) votes for all 10-year-old players in the division.
 2. Round 1: The top five (5) 10-year-old players receiving the most votes shall be All-Star team members.
 - a. In the case of a tie between two (2) or more players, the Player Agent in a meeting with the Managers of that division will vote on the final selection(s) to fill a five-player roster.
 - b. In the case of a tie between two (2) or more players, the Player Agent in a meeting with the Managers of that division will vote on the final selection(s) to fill a six-player roster.
 - c. Each manager will cast one (1) vote and a simple majority will elect the final player(s) to the five-player roster.

- d. In no case shall the player votes fill more than a six-player roster.
3. Any 10-year-old playing in the Majors division will be placed on the 10-year-old All-Star team by a super majority vote of the Majors and Minor A managers. A Super Majority vote shall be considered a 2/3 majority. This vote will take place prior to the manager voting from the Minor A division. All remaining openings for the 10-year-old All-Star team that have not been filled by 10-year-old players from the Majors division, will be selected from the Minor A division by the process outlined by these above.
4. In the event there are 12 or more 10-year-old players in the Majors division, a simple majority vote of the Majors managers will be conducted for the 10-year-old All-Star team selection. If all player spots on the 10-year-old All-Star team are not filled by this vote, the final roster slots will be filled by the process outlined above.

Superstars Team (9/8-Year-Old)

- A. The selection process for the Superstar Team will be done by the Minor B managers and will be as follows:
 1. Round 1: Every manager will nominate the top ten (10) players within the age group. The manager nominations shall comprise the pool of eligible players.
 - a. Every team within Minor B shall have at least one (1) player represented within this group of ten (10). The top voter get from every Minor B team shall be placed on the team.
 - b. If there is a nine-year-old who started and/or finished the season in Minor A, and the player receives a majority of votes from the managers, the player will also be placed on the team.
 2. Round 2: Of the remaining pool of eligible players, the managers shall vote for seven (7) players. The top vote getters, up to the last remaining roster spot, will be placed on the team.
 - a. In the event of a tie for players representing the last available roster spot(s) for the round, the managers will keep re-voting on the players at issue until the tie is broken.
 - b. In the case of a tie, the All-Star Manager shall select the player(s) to place on the team.
 3. Round 3: If the team is not already comprised, the All-Star Manager shall select up to the final two (2) players from the pool of remaining candidates.
 4. Round 4: Alternates: Alternates shall be voted on by all managers from the pool of remaining candidates. In the event of a tie, the All-Star Manager shall select the candidate(s)
- B. If vacancies occur after the selection of the team, the All-Star Manager shall select the replacements from the list of alternates determined at the All-Star meeting.
- C. After the All-Star teams have been selected and all families have been notified, the President will hold a Mandatory team parent meeting. The following conditions must be met for the player to remain on the All-Star team.
 1. A minimum of one parent MUST attend the team parent meeting.
 2. Each family must commit in writing to make the All-Star team their priority.
 3. Players must attend ALL mandatory team practices.
 4. Players must attend ALL games.
 5. Players must arrive on time and stay for the entire practice / game unless prearranged with the All-Star manager.
 6. Players will be allowed excused absences for the following reasons:
 - a. Illness / Injury
 - a. Family emergency
 - b. Religious event
 - c. Extenuating circumstances such as transportation problems, parent work conflict, etc. (each situation will be evaluated by the SVLL Board of Directors as to the legitimacy of the absence)
 7. Absence from practice or games without prior approval from the Board of Directors will be treated as a disciplinary violation and the player will be subject to benching or suspension from the team.
 8. All Star Manager must report any absences to the Player Agent within 24 hours of the absence.

- D. All players participating in T-Ball, Coach Pitch or Minor C for the current season are ineligible for All-Star selection.

SECTION VII - GENERAL PLAYING RULES - LITTLE LEAGUE

A. Practice & Game Schedule Guidelines:

1. All teams shall participate in practices and/or games a minimum and maximum number of times each week.
 - a. Major teams shall participate a minimum of three (3) and a maximum of four (4) times per week.
 - b. Minor A, Minor B, Minor C and Coach Pitch and Rookie Ball shall participate a minimum of two (2) and a maximum of four (4) times each week.
 - c. Batting practice, whether at the SVLL batting cages or elsewhere, is considered a practice for this purpose.
 - d. Tee Ball shall participate in a minimum of two (2) and a maximum of three (3) times each week.
2. In Minor divisions, a team is allowed to start the game and play with eight players. However, prior to playing with eight players, a manager knowing more than one hour before game time the team will have less than nine players must notify the player agent to request a pool player. If a pool player is unavailable, or there is not enough time for a team to field nine players, that team may play with eight players.
 - a. The vacant spot in the lineup must be placed in the last spot, with no penalty.
 - b. Any abuse of this rule may subject the offending manager to disciplinary action by the Board.
3. If a regularly scheduled game cannot be played because of the inability of either team to place players on the field before the game begins, the outcome of the game shall be forwarded to the Board of Directors. The Board shall evaluate the reason the team was unable to field nine players.
 - a. If the Board determines that there was not good cause, the Board shall declare the game forfeited by the team unable to field nine players.
 - b. If the Board determines cause was just, the President will reschedule the game, on the next available date, without regard to pitching eligibility.
 - (1) Justifiable cause will be limited to a multi-day school event that requires the players to be out of town. For example, the Hawes 5th grade science camp would be a justifiable cause.
 - (2) The rescheduling of games will be limited to the preseason and regular season. No rescheduling of games will take place during the Seaview end of season tournament, TOC and All-Stars.
 - c. If both teams were unable to field nine players, the Board shall evaluate both teams' reasons. If the Board determines that one team had just cause and the other did not, the Board shall declare the team with just cause the winner by forfeit. If it is determined that neither team had just cause, both teams shall be declared to have suffered a loss by forfeit. If it is determined that both teams had just cause, the President will reschedule the game, on the next available date as determined by President, (the next date excludes Sundays & Holidays unless agreed to by both managers) without regard to pitching eligibility.
 - d. The decision of the Board shall be final.
 - e. A team will not be awarded the win unless they field a full uniformed team by game time.
 - f. Suspended or rained out games during the Regular season may or may not be rescheduled, at the discretion of the President.
 - g. For a request to be considered, the affected manager must notify the board in writing (1) week prior to the impacted game.
4. Makeup games can be scheduled on Sunday with SVLL President or VP approval. However, games scheduled on Sundays may not begin prior to noon.
5. In the case of a suspended, rained out or tie game in Majors, Minor A or Minor B, the game will be completed the next available day. Pitching eligibility shall not be considered with regard to scheduling.
 - a. It is the responsibility of both Managers of the suspended game to notify the President immediately anytime there is a need for the game to be scheduled for completion.
6. In the event a game is tied after six (6) completed innings The 7th inning will be played as normal. Starting in the top of the 8th inning and each half inning thereafter, the offensive team shall begin it's turn at bat with the player who is

scheduled to bat last being placed on 2nd base.

B. Pre-Game Guidelines (Minor C through Majors Only):

1. The time between the completion of the previous game and the scheduled starting time for the next game will be split evenly between each team for infield practice. **NOTE 1: If both managers can agree to safely share the infield and outfield, they may do so. If they cannot, each team will have access to the entire infield and outfield for their share of the warmup period. NOTE 2: The game shall not be delayed due to lack of time for infield practice.**
2. Managers shall submit lineups in triplicate prior to the start of each game. One copy each shall be furnished to:
 - a. The Official scorekeeper
 - b. The Home Plate Umpire
 - c. The Opposing Manager
3. Any player arriving after this time will be considered late. Any late Minor division player shall be added to the end of the batting roster, and still must meet minimum play requirements, if possible.
4. The umpire will determine the official start time of the game and announce the official sunset time, which will both be recorded by the official scorekeeper.
5. Umpires will provide game balls.
6. 30 minutes prior to game all bats, helmets, catcher's mask in front of dugout for inspection.
7. 15 minutes prior to game all players and coaches in the dugout
8. Plate meeting with Managers, umpires and game coordinator.

C. Scorekeepers (Minor C through Majors Only):

1. The home team shall supply the official scorekeeper for each game.
2. The visiting team shall supply an official pitch count recorder and can also have an additional scorekeeper located in the score booth during the game.
3. One announcer shall be allowed in the score booth during the game. All announcing must be limited to announcing the players name and number only and shall not contain any additional "commentary" on the play in the field. The announcer may be removed at the discretion of the home plate umpire.
4. **Scorekeepers, pitch counters and announcers shall not cheer, coach or speak with any manager, player, coach or spectator during the official game time.** A manager may request time out during an inning or between innings to retrieve the official pitch count, however the scorekeeper or official pitch counter may not leave the score booth to deliver this information to the manager or coaches.
5. Spectators may not enter the score booth once the game has officially been started by the home plate umpire until the game has been officially concluded by the home plate umpire.
6. A scorekeeper, pitch counter or announcer shall not comment to the umpire on the outcome of any play or call in the field, unless the umpire requests specific information from the scorekeeper. For example, the official scorekeeper may not comment regarding batters batting out of order.

D. Gameplay Rules

1. No new inning shall start with less than 15 minutes prior to official sunset time.
2. An inning officially starts immediately after the third out is made regardless of the time it takes the defensive team to leave the field. Umpires shall determine if conditions require a game to be stopped due to darkness or weather. The final results of any games shall revert back to the previous completed inning.
3. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed.
 - a. Failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, **does not relieve the manager of his/her responsibility** to remove a pitcher when that pitcher is no longer eligible.
4. Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.
 - a. Violations of the pitch count rules are subject to disciplinary action, including suspension, by the board of directors even in the event the game was not protested.
5. Managers MUST track all pitches thrown during bullpen sessions, practices, and scrimmages and ensure that they

obey all Little League pitch count rules.

6. Courtesy Runners for the Catcher with two outs (Minor B and Minor C are mandatory, and are optional in Minor A and Majors):
 - a. Courtesy runners are required to be used in Minor B and Minor C and are the manager's discretion in Minor A and Majors on a case-by-case basis.
 - b. When there are two outs and the catcher is on base as a runner, that player must be replaced by a "courtesy runner" to allow for him/her to get ready for the next inning. This player shall not be removed from the game or have any other penalty.
 - c. The courtesy runner shall be the player in the lineup who made the last batted out.
 - d. If a team does not use a courtesy runner for a player who is on base who played catcher the previous inning, that player may not return to catcher until after the completion of one subsequent inning. If a courtesy runner is used for a player who will be playing catcher the following inning, then that player must play the position of catcher to start the next inning.

E. Player Pool:

1. Minor B through Majors (and may be extended to Minor C if deemed necessary by the President and Player agent): The upper and lower division player agents shall be charged with managing the pool of eligible players for the player pool.
2. In the event a team is unable to field a roster for a game, they are eligible to apply for relief from the player pool.
 - a. Notice to the player agents must be made as soon as practicable. Upon notice to the player agents, the player agents shall work together to locate a pool player who is able and willing to play in the game. If so, the player may not play the positions of pitcher or catcher on defense.
 - b. On offense, the player may not bat until all original team members have batted.
3. The player agents shall be the only individuals with access to and management of the player pool process.

SECTION VIII - MAJORS

- A. Each player on the team, provided the player is present and is not being kept from playing because of disciplinary reasons, must play at least nine (9) defensive outs and bat through the order. ***No player shall sit out consecutive defensive innings.***
 1. Managers shall notify the scorekeeper of the players sitting out for each inning.
 2. The Board of Directors will review violations of this rule and disciplinary action will be taken if deemed necessary by the Board.
- B. **Free Substitution shall be allowed to the extent that no limit is placed upon the number of times any player can re-enter the game at the start of any half-inning.**
- C. Ten (10) year olds may try out and be considered for the Major Division. A 10-year-old will only be considered at the parents' request to the player agent prior to tryouts. **A 10-year-old that requests and attends the majors try out does not guarantee that player will be drafted to a majors team.**
- D. **The mercy rule will be in effect for Majors - a team that is ahead by 15 or more runs after 3 innings, or 10 or more runs after four innings shall be declared the winner.**
- E. After a batter enters the batter's box, the batter must remain in the box with at least one foot throughout their at bat. After one warning on the batter for stepping out of the box, the umpire shall call a strike.
- F. There is no time limit in Majors division games.

SECTION IX - MINOR A

- A. ***No player shall sit out consecutive defensive innings.*** No player shall sit out a third inning until all players have sat out a second inning.
 1. Managers shall notify the scorekeeper of the players sitting out for each inning.

2. The Board of Directors will review violations of this rule and disciplinary action will be taken if deemed by the Board.
- B. The team batting order shall consist of all eligible players present. Players shall bat through the entire roster, regardless of which players constitute the defensive team at that time. The side is retired when three offensive players have been put out, 5 runs have scored or when all the players on the batting roster have batted one time in the half-inning. Exception- last declared inning.
 - C. **Free substitution shall be allowed to the extent that no limit is placed upon the number of times any player can re-enter the game at the start of any half-inning.**
 - D. There shall be no league age eight (8) year olds allowed to play in Minor A.
 - E. No new inning is to start after two (2) hours of playing time unless the score is tied after four (4) or more completed innings. No new inning is to start if considered unsafe by the umpire. The 2-hour rule will be suspended during the end of season tournament.
 - F. All participating eleven (11) year olds, unless agreed upon by the Player Agent and parent, must play in the Minor A Division, unless drafted to Majors.
 - G. **The mercy rule will be in effect for Minor A - a team that is ahead by 15 or more runs after 3 innings, or 10 or more runs after four innings shall be declared the winner.**
 - H. There will no infield fly rule in Minor A for the entire season.
 - I. After a batter enters the batter's box, the batter must remain in the box with at least one foot throughout the at bat. After one warning on the batter for stepping out of the box, the umpire shall call a strike.
 - J. The "Last Declared" inning is an inning starting after one (1) hour and forty (40) minutes and before two (2) hours. The umpire shall inform both managers when the Last Declared Inning is declared. (If an inning has not been declared prior to the 6th inning, the 6th inning is the Last Declared Inning)
 1. In the Last Declared Inning the 5-run rule is NOT in enforced, and the offenses shall be retired when one of the following is met:
 - a. there are three (3) outs.
 - b. the offense has batted through the order once.
 2. If time is available due to a fast inning, the game may continue with additional innings having the 5-run rule reinstated.

SECTION X - MINOR B

- A. No player shall sit out defensively for a second inning until all players have sat out one inning. No player shall sit out a third inning until all players have sat out a second inning. No player shall sit out consecutive innings.
 1. Managers shall notify the scorekeeper of the players sitting out for each inning.
 2. **Violations of this rule will result in penalties as deemed appropriate by the Board of Directors, including suspension and loss of managing/coaching status for future seasons.**
- B. The team batting order shall consist of all eligible players present. Players shall bat through the entire roster, regardless of which players constitute the defensive team at that time.
- C. **Free substitution shall be allowed to the extent that no limit is placed upon the number of times any player can re-enter the game at the start of any half-inning.**
- D. All participating ten (10) year old players that have not been drafted into Minor A or Majors, must play in the Minor B division.
- E. There shall be no league age seven (7) year olds allowed to play in the Minor B division.
- F. The offense will be retired when; a) there are three (3) outs; or b) they score five (5) runs: or c) they bat through the order.
- G. The "Last Declared" inning is an inning starting after one (1) hour and forty (40) minutes and before two (2) hours. The umpire shall inform both managers when the Last Declared Inning is declared. (If an inning has not been declared prior to the 6th inning, the 6th inning is the Last Declared Inning)
 1. In the Last Declared Inning the 5-run rule is NOT in enforced, and the offenses shall be retired when one of the

following is meet:

- a. there are three (3) outs.
- b. the offense has batted through the order once.

2. If time is available due to a fast inning, the game may continue with additional innings having the 5-run rule reinstated.

H. **The mercy rule will be in effect for Minor B - a team that is ahead by 15 or more runs after 3 innings, or 10 or more runs after four innings shall be declared the winner.**

I. Managers shall notify the scorekeeper of the players sitting out for each inning.

J. The mercy rule in Minor B, will be enforced and will be when one team is ahead by 10 or more runs after the completion of 4 innings.

K. There will be NO Stealing Home on a wild pitch or pass ball during the pre-season.

L. There will be no infield fly rule during the entire season.

M. After a batter enters the batter's box, the batter must remain in the box with at least one foot throughout their at bat. After one warning on the batter for stepping out of the box, the umpire shall call a strike.

N. No new inning is to start after two (2) hours of playing time unless the score is tied after four (4) or more completed innings. No new inning is to start if considered unsafe by the umpire. The 2-hour rule will be suspended during the end of season tournament.

SECTION XI – MINOR C

General Playing Rules

A. No league age seven (7) year olds shall be eligible to play in Minor C, unless specifically approved by the upper and lower division player agents.

B. Every player must play two (2) innings in the infield per game.

NOTE: Catcher position is considered an infield position for the purposes of this rule.

1. No player shall sit out two (2) innings before all players have sat at least one inning. No player shall sit a third inning until all players have sat out a second inning.

2. No player shall sit out consecutive innings.

C. The team batting order shall consist of all players present.

D. Five (5) runs or three (3) outs or batting through the order, whichever comes first, shall retire the offensive side in all innings.

E. The game will terminate at the completion of 6 innings, or as follows, whichever comes first. No new inning is to start after one hour and forty-five minutes.

F. Free substitutions shall be allowed to the extent that no limit is placed upon the number of times any player can re-enter the game at the start of any half-inning. A player cannot be substituted with a player from the bench once an inning has started unless due to an injury. In the event of an injury, the manager must abide by item B in this section.

G. Each team shall play nine (9) defensive players.

1. When play is finished, the umpire shall call time out.

2. The play is finished when the ball is in control of an infielder with the intent to throw to the pitcher.

3. All base runners must go to the nearest base, i.e., back if less than halfway, ahead if more than halfway - this is at the discretion of the umpire as to the position of the base runner.

4. The ball shall be thrown to the team pitcher.

5. The umpire's judgment is final and no appeal of the play will be allowed at all. Period.

H. There is no infield fly rule in Minor C.

I. Minor C shall have two (2) adult base coaches on the field on offense.

J. A batter runner or base runner may continue to run on an overthrow until the umpire has indicated the play is dead. The

umpire shall declare the play dead after the 2nd overthrow. The base runners shall be awarded the base to which they were running to.

- K. During playoffs, no new inning is to start after 2 hours. Unless the game is tied. In the event the game is tied after (6) completed innings The 7th inning will be played as normal. Starting in the top of the 8th inning and each half inning thereafter, the offensive team shall begin it's turn at bat with the player who is scheduled to bat last being placed on 2nd base.

Preseason Game Rules:

A. Batting.

1. The Batter will receive up to six (6) pitches from the pitcher. (Not including foul balls on the third strike)
2. If one of the six pitches from the pitcher hits the batter, the batter is awarded first base.
3. If the batter hits the ball into fair territory, then play is in progress.
4. If the batter receives three strikes, the batter is out.
5. If the batter receives four balls or has received six pitches from the pitcher without receiving three strikes, the batter shall receive a minimum of one pitch and a maximum of three pitches from the Manager or a Coach. The batter shall carry all strikes credited to the kid pitcher while receiving pitches from the manager/coach.
6. If the batter hits one of these pitched balls into fair territory, then play is in progress. If the batter obtains a third strike from the Manager or Coach, the batter is out.
7. If the coach hits the batter with a pitch the pitch shall not count.
8. Should the batter foul a third strike they shall continue to receive pitches until they are put out on strikes or put the ball in play. (The pitch does not count against the 3-pitch maximum in rule 5.)
9. The Manager or Coach shall deliver the pitched balls to the batter from the pitching rubber of the pitcher's mound from a standing position only. At this time, the designated child pitcher, must remain in the vicinity of the pitching area with at least one foot within the pitching dirt.

B. The Minor C runner may not advance on a wild pitch, a passed ball or steal during the preseason.

C. The Coach Pitcher **MUST** pitch from the rubber, preferably in a standing position. The coach must not move closer to the plate than the pitching rubber.

D. No player may play the same position more than two innings in one game.

E. No player may pitch more than one (1) inning (3 outs) in one game.

F. Little League pitch count and mandatory rest rules as listed in the Green Book shall apply for all games.

G. No managers or coaches shall be allowed on the field except the base coaches while the ball is in play.

Regular Season Games:

A. Standard batting rules for strikes, walks and outs shall apply.

B. Coach pitching is not allowed.

C. Game scores and standings will be recorded.

D. No pitcher may pitch more than two (2) innings (6 outs) or maximum pitch count per Little League rules.

E. Little League pitch count and mandatory rest rules as listed in the Green Book shall apply for all games.

F. Stealing of second and third base only will be allowed. Stealing of home is not allowed. The only way to score is if the ball is put in play, a bases loaded walk or HBP.

G. A runner may steal only **one base** per pitch.

H. No player may play the same position more than two innings in one game.

I. At the end of the regular season a double elimination tournament will be held.

SECTION XII – COACH PITCH

A. General Coach Pitch Division Rules:

1. **No league age nine (9) year olds shall play in coach pitch.**
2. Wins and losses are not recorded for standing purposes, therefore, there shall be no championship declared for this division.
3. Under no circumstances will an "All-Star" team or any other form of post-season play be permitted.
4. Only Level five (5) safety balls are to be used for **practice** and for games.
 - a. Each team will provide one (1) game ball to the bucket at the start of the game.
5. Each team can take one game ball out of the bucket at the end of the game to award as a game ball.
6. Coaches should ensure that the bucket has the same number of balls at the start of the game as the end.

B. Batting Order and Minimum Play Requirements:

1. Each team shall play ten (10) defensive players, using four (4) outfielders.
 - a. All four (4) outfielders must be positioned on the Outfield grass.
 - b. Outfielders are not to be used intentionally as extra infield players.
2. Every player must play one (1) inning in the infield per game.
3. No player shall sit out two (2) consecutive innings.
4. No player shall sit out two (2) innings before all players have sat at least one inning. No player shall sit out a 3^d inning until all players have sat out a second inning.
5. No player shall play a second inning of infield until all players have played one. No player shall play a third inning of infield until all players have played two.

NOTE: Catcher position is not considered an infield position for the purposes of this rule

6. The team batting order shall consist of all eligible players present. All players shall bat through the entire roster.
7. Free substitution shall be allowed to the extent that no limit is placed upon the number of times any player can re-enter the game at the start of any half-inning.
8. The game will terminate at the completion of six (6) innings, or at the one (1) hour forty-five (45) minute mark, (regardless if the inning is completed or not), whichever comes first.
9. The Board of Directors will review violations of these rules and disciplinary action will be taken if deemed by the Board.

C. Coach Pitch Playing rules:

1. The player that is batting will receive a maximum of five (5) pitches. The manager/coach/designee may pitch up to, and no more than three (3) pitches. If the player does not get a hit from one of these three (3) pitches, the player may receive up to two (2) pitches from the "Blue Flame" pitching machine.
 - a. Every pitch is counted as one of the 5 pitches. There will be no added pitches thrown for bad pitches.
 - b. There will be no batting Tees used in Coach Pitch.
2. The Coach Pitch Pitcher:
 - a. Will be an adult from the hitting team who will operate the machine and serve as umpire for that half inning. The Coach Pitcher **must pitch from the pitcher's plate from the standing or kneeling position.**
 - b. Any batted ball that directly and inadvertently hits the "coach pitcher" will be declared a dead ball, and the batter runner will advance one base. All other runners will not advance unless forced to do so.
 - c. If hit by a thrown ball, the ball becomes dead.
 - d. Shall coach and encourage the batter but may NOT coach the base runners.
3. The Coach Pitch Defensive Pitcher must have one foot inside the pitching mound area standing parallel to or behind the extension of the pitching rubber at the time of the pitch and wear a batting helmet at all times.
4. The Coach Pitch Batter shall be out when:

- a. He/she misses the ball on the Fifth pitch. A foul ball will give the batter an additional pitch.
 - b. He/she hits a foul ball above the helmet that is caught by a defensive player.
 - c. He/she intentionally bunts the ball, as adjudged by the umpire.
5. While the ball is in play, the batter/runner and other base runners may advance up to 2 bases on balls hit into the outfield. It should be understood by Managers and Coaches that difficulty in making defensive plays is not reason to allow base runners to run "unrestricted."
 - a. All Batted balls in fair territory are live balls. There is no minimum distance that live ball must travel.
 - b. The play is finished when the ball is in the control of an infielder with the intent to throw to the pitcher. All base runners must go to the nearest base, i.e., back if less than halfway, ahead if more than halfway.
 - c. The ball shall be thrown to the team pitcher.
 - d. Runners may not advance on an overthrow.
 6. There is no infield fly rule, base on balls or hit by pitch in Coach Pitch
 7. The Coach Pitch Runner may not advance on a wild pitch or passed ball.
 8. The umpire's judgment is final.
 9. Four (4) runs or three (3) outs, or batting through the entire batting order, whichever comes first, shall retire the offensive side in all innings.

D. Coach Pitch Coaches Participation

1. Offensive team- The batting team will provide the coaches for the coaches' boxes at first and third base. Players will not occupy these positions at any time.
2. Defensive team - Only two (2) members of the defensive team coaching staff will be positioned at defense to assist the fielders. They shall help in guiding the defensive play but may not interfere with the play. At no time, unless the umpire has called time out, may either coach touch the ball.

E. It is encouraged to have coaches ump the bases to get them accustomed to umpiring for the future.

SECTION XIII – ROOKIE BALL

A. General Rookie Ball Division Rules:

1. No league age eight (8) year olds shall play in Rookie Ball.
2. Wins and losses are not recorded for standing purposes, therefore, there shall be no championship declared for this division.
3. Only Level 5 safety balls are to be used for practice and for games.
 - a. Each team will provide one (1) game ball to the bucket at the start of the game.
 - b. Each team can take one game ball out of the bucket at the end of the game to award as a game ball.
 - c. Coaches should ensure that the bucket has the same number of balls at the start of the game as the end.

B. Batting Order and Minimum Play Requirements:

1. Each team shall play ten (10) defensive players, using four (4) outfielders.
 - a. All four (4) outfielders must be positioned on the Outfield grass.
 - b. Outfielders are not to be used intentionally as extra infield players.
2. Every player must play two (2) innings in the infield per game.
3. No player shall sit out two (2) consecutive innings.
4. No player shall sit out two (2) innings before all players have sat at least one inning. No player shall sit out a third inning until all players have sat out a second inning.
5. No player shall play a second inning of infield until all players have played one. No player shall play a third inning of infield until all players have played two.

NOTE: Catcher position is not considered an infield position for the purposes of this rule

6. The team batting order shall consist of all eligible players present. All players shall bat through the entire roster.
7. Free substitution shall be allowed to the extent that no limit is placed upon the number of times any player can re-enter the game at the start of any half-inning.
8. The game will terminate at the completion of six (6) innings, or at the one (1) hour and 15 minute - hour mark, (regardless if the inning is completed or not), whichever comes first.
9. The Board of Directors will review violations of these rules and disciplinary action will be taken if deemed by the Board.

C. Rookie Ball Playing rules:

1. The team that is batting will receive a maximum of four (4) pitches from the "Blue Flame" pitching machine.
 - a. Every pitch is counted as one of the four (4) pitches. There will be no added pitches for bad pitches.
 - b. If the ball is not put into play from machine pitches, a tee will be used to put the ball into play.
2. The Rookie Ball Pitcher:
 - a. Will be an adult from the hitting team who will operate the machine and serve as umpire for that half inning.
 - b. Shall operate the machine from the pitcher's plate either from a standing or kneeling position.
 - c. Any batted ball that directly and inadvertently hits the "coach pitcher" will be declared a dead ball, and the batter runner will advance 1 base. All other runners will not advance unless forced to do so.
 - d. If hit by a thrown ball, the ball becomes dead.
 - e. Shall coach and encourage the batter but may NOT coach the base runners.
3. The Rookie Ball Defensive Pitcher must have one foot inside the pitching mound area standing parallel to or behind the extension of the pitching rubber at the time of the pitch and wear a batting helmet at all times.
4. The Rookie Ball Batter shall be out when:
 - a. He/she misses the ball on the fourth pitch. A foul ball will give the batter an additional pitch.
 - b. He/she hits a foul ball above the helmet that is caught by a defensive player.
 - c. He/she intentionally bunts the ball, as adjudged by the umpire.
5. First five (5) games: While the ball is in play, the batter/runner may advance one base at a time (station to station.)
6. After five (5) games: While the ball is in play, the batter/runner and other base runners may advance up to 2 bases on balls hit into the outfield. It should be understood by Managers and Coaches that difficulty in making defensive plays is not reason to allow base runners to run "unrestricted."
 - a. All Batted balls in fair territory are live balls. There is no minimum distance that live ball must travel.
 - b. The play is finished when the ball is in the control of an infielder with the intent to throw to the pitcher. All base runners must go to the nearest base, i.e., back if less than halfway, ahead if more than halfway.
 - c. The ball shall be thrown to the team pitcher.
7. If a defensive player tags a runner or executes a "force out" the runner will be called out and must return to the dugout.
8. There is no infield fly rule, base on balls or hit by pitch in Coach Pitch
9. The Coach Pitch Runner may not advance on a wild pitch or passed ball.
10. The umpire's judgment is final.
11. Four (4) runs or three (3) outs, whichever comes first, shall retire the offensive side in all innings.

D. Rookie Ball Coaches Participation

1. Offensive team- The batting team will provide the coaches for the coaches' boxes at first and third base. Players will not occupy these positions at any time.
2. Defensive team- Only two (2) members of the defensive team coaching staff will be positioned at defense to assist the fielders. They shall help in guiding the defensive play but may not interfere with the play. At no time, unless the umpire has called time out, may either coach touch the ball.

A. General Tee Ball Division Rules:

1. All league age four (4) year olds will be assigned to the Tee Ball division.
 - a. There will no tryout or draft for Tee Ball.
 - b. Returning Tee Ball players shall be distributed as evenly as possible within the teams.
2. Wins and losses are not recorded for standing purposes, therefore, there shall be no championship declared for this division.
3. Under no circumstances will an "All-Star" team or any other form of post-season play be permitted.
4. Only Level 1 safety balls are to be used for **practice** and for games.
 - a. Each team will provide one (1) game ball to be used during the game.

B. Batting Order and Minimum Play Requirements:

1. The Batting order will consist of all players present. Each player shall bat in each inning.
2. The defensive lineup shall consist of all the players present. The players will be positioned as follows:
 - a. Pitcher, wearing a helmet at all times.
 - b. Catcher, with equipment
 - c. Four (4) infielders
 - d. Four (4) outfielders
 - e. Any additional players on the team must be positioned in the outfield.
3. All outfielders must be positioned on the Outfield grass.
4. Every player must play one (1) inning in the infield per game.

NOTE: Catcher position is not considered an infield position for the purposes of this rule

5. The team batting order shall consist of all eligible players present. All players shall bat through the entire roster.
6. Free substitution shall be allowed to the extent that no limit is placed upon the number of times any player can re-enter the game at the start of any half-inning.
7. The game will terminate at the completion of three (3) innings, or at the 1-hour mark, (regardless if the inning is completed or not), whichever comes first.
8. The Board of Directors will review violations of these rules and disciplinary action will be taken if deemed by the Board.

C. Tee Ball Playing rules:

1. Batting: No record will be made of hits, runs, outs, etc.
 - a. The batting tee shall be used at all times throughout the season.
 - b. ABSOLUTELY NO PITCHING TO PLAYERS BY ADULTS OR OTHER PLAYERS**
 - c. The batter should be given a reasonable attempt to put the ball in play before being put out by strikeout. Normally, seven (7) swings will be considered reasonable. The game umpire and offensive Manager shall agree to additional swings if necessary.
 - d. Bunting is not allowed.
 - e. All Batted balls in fair territory are live balls. There is no minimum distance that live ball must travel.
 - f. In T-Ball, the batter shall **not** be declared "out" and returned to the bench. If the batter gets thrown out at first base (or another base) by the defense, or strikes out, the batter is awarded the base and is allowed to run the bases as usual. However, if a runner who was already on base is out via a force play or tag, then that runner shall be declared out and return to the bench.
2. Base Running:
 - a. While the ball is in play, the batter/runner may advance one base at a time (station to station).
 - b. There is no infield fly rule Tee Ball
3. The Runner may not advance on an overthrow.

4. The umpire's judgment is final.

D. Tee Ball Coaches Participation

1. Every effort shall be made by Managers and Coaches of both teams to maintain control of the game. Each play and situation for offensive and defensive play must be treated as a learning experience for the players.
2. Offensive team - The batting team will provide the coaches for the coaches' boxes at first and third base. Players will not occupy these positions at any time.
3. The Manager, coach or umpire will assist the batter on positioning the ball on the tee. They should agree on who will do this before the game starts.
4. Defensive team - Only four (4) members of the defensive team coaching staff will be positioned at defense to assist the fielders. One between first and second base and the other at shortstop, both in the outfield side of the baselines. They shall help in guiding the defensive play but may not interfere with the play. At no time, unless the umpire has called time out, may either coach touch the ball.

SECTION XV - JUNIOR LEAGUE (and 50-70 if offered)

- A. The playing and substitution of all players in the Junior League (and 50-70) shall be in accordance with the Junior League Official Regulations and Playing Rules, except that each player on the roster, provided player is present and not kept from playing for disciplinary reasons, must play at least nine (9) defensive outs and one at bat. Inter league play district rules shall supersede these local rules regarding minimum play if in conflict, however, the League desires that managers make every effort to play every player at least nine (9) defensive outs.
- B. The team batting order shall consist of all eligible players present. Inter league play district rules shall supersede these local rules regarding batting order if in conflict. Players shall bat in order through their entire roster, regardless of which players constitute the defensive team at the time."

SECTION XVII - SCOREKEEPING

- A. For Majors, Minor A, Minor B and Minor C: Each Manager is to supply the opposing Manager, the Home Plate Umpire and the Official Scorekeeper with:
 1. The team lineup, including the uniform number, full names and starting positions (1st inning positions only).
 2. Including a list of absentees and/or players who are being disciplined.
 3. Report all substitutions when they are made to the Official Scorekeeper and Home Plate Umpire.
 4. Pitching eligibility must be declared prior to the start of the game.
 5. ***Each Manager and the Home Plate Umpire shall sign the Official Scorebook at the end of each game.***
- B. Scorekeepers:
 1. The home team shall supply the official scorekeeper/pitch counter for each game.
 2. The visiting team shall have an additional scorekeeper located in the score booth during the game.
 3. One announcer shall be allowed in the score booth during the game. All announcing must be limited to announcing the players name and number only and shall not contain any additional "commentary" on the play in the field. The announcer may be removed at the discretion of the home plate umpire.
 4. Scorekeepers, pitch counters and announcers shall not cheer, coach or speak with any manager, player, coach or spectator during the official game time. A manager may request time out during an inning or between innings to retrieve the official pitch count, however the scorekeeper or official pitch counter may not leave the score booth to deliver this information to the manager or coaches.
 5. Spectators, team parents, and other minors **may not** enter the score booth once the game has officially been started by the home plate umpire until the game has been officially concluded by the home plate umpire.
 6. A scorekeeper, pitch counter or announcer **shall not** comment to the umpire on the outcome of any play or call in the field.

SECTION XVIII - DIVISION CHAMPIONSHIPS

- A. There will be neither won/lost record kept nor a Division Champion declared for divisions below Minor C.
- B. All other divisions:
 1. The season will consist of three parts. The first part will be the pre-season; the second will be a regular season.

The regular season schedule will ensure that each team plays every team an equal amount, when possible. This will determine seeding for a double elimination tournament (the third part). All teams will participate in the double elimination tournament, which will decide a division champion and runner-up.

Home team will be determined by: 1) team from the winner's bracket; and then 2) team with higher seed.

The first-place regular season team and the first-place tournament team will move on to the Tournament of Champions. If the same team wins both, then the tournament runner-up will advance to the Tournament of Champions as the second team. The team that wins the double elimination tournament will be the #1 seed for TOC.

2. The President will determine the number of exhibition and regular games played based on the number of teams per division and season length.
3. The President will schedule games.
 - a. A written scenario will be distributed to all managers 72 hours prior to the start double elimination tournament.
 - b. No regard will be given to pitching eligibility in tournament scheduling.
4. Any changes/amendments to the regular season rules for the double elimination tournament will be distributed at least one week prior to the tournament.
5. All teams shall carry a full roster of players into the double elimination tournament. Any absences must be reported to the player agent immediately AND prior to the start of the next tournament game. Managers are responsible to inform parents of this ruling. Absences will be verified and deliberate attempts to tamper with playoff rosters are subject to disciplinary action by the board disciplinary committee.
6. In the event of a multi-team tie at the regular season conclusion, the following will be the process for breaking the tie.
 - a. Win Percentage
 - b. Head-to-Head wins
 - c. Total Runs Allowed
 - d. Runs Allowed Head-to-Head
 - e. Coin Toss

SECTION XIX - SAFETY (GENERAL)

- A. It shall be the responsibility of all members of Seaview Little League to insure that no player is subjected to any hazardous conditions or situations.
- B. SVLL does not permit Alcohol, Drugs, or Tobacco use on its premises including practice facilities. Any use may result in an ejection and possible suspension; this includes managers, coaches, parents, and fans.
- C. The Manager, Coach, or an adult who accepts responsibility for the safety of the players must supervise all scheduled practices.
- D. Parent release forms (Medical info Cards, aka Green Cards) shall be in possession of the responsible person conducting the practice and/or game.
- E. All injuries must be reported to the League Safety Officer as soon as possible. It shall be the sole responsibility of the Manager to ensure the Safety Officer is informed of ANY injury, however slight.
- F. If there are any blood/body fluids on uniform of player or others, field or dugout, the situation must be handled immediately. A player cannot return to play until the situation is cleaned appropriately according to Official Little League guidelines. Provisions must be made to handle such situations.
- G. Proper instruction should be given to all players to avoid the possibility of serious injury. In particular:
 1. Proper bunting techniques, so to avoid being hit by a pitched ball.
 2. Proper sliding (hook) technique, to prevent base impacting.
 3. Instruct all catchers as to proper technique to ensure he/she does not endanger himself by lurching forward when reaching for balls or turning body and/or head sideways when attempting to catch a ball.
 4. Instruct all catchers to properly wear and use the protective equipment they have.

- H. Dogs are **NOT** allowed in any area that Seaview Little League holds usage permits. This includes but it not limited to the following locations.
 - 1. Lebard Park Fields, Spectator areas and parking lot.
 - 2. School practice sites.
- I. In games with two Junior umpires, a game coordinator **MUST** be present for the plate meeting and the duration of the game. Any harassment of the Junior umpires must be reported to the board as soon as possible. **VIOLATORS WILL BE SUBJECT TO IMMEDIATE SUSPENSION.**

SECTION XX - SAFETY RULES

- A. Please refer to Seaview Little League Safety Manual for further description and information not provided in these Local Rules.
- B. Only players in team uniforms are allowed in dugouts and on the playing field.
- C. There will be no On Deck Circle or On Deck Batter. **NO PLAYER IS TO HAVE A BAT IN THEIR HANDS UNTIL IT IS THEIR TURN TO BAT.**
- D. All offensive team members on the field must wear protective helmets. This includes:
 - 1. Batter
 - 2. Base runners
 - 3. Base coaches
- E. Any player warming up a pitcher must wear a facemask with a throat guard and protective cup. This includes:
 - 1. Pre-game, even on sidelines
 - 2. In the bull pen
 - 3. Behind the plate between innings
- F. Baseball shoes with metal cleats are not allowed except in the Junior and Senior League.
- G. Players are not to wear any jewelry (watches, rings, bracelets, earrings, necklaces, etc.) while participating in Little League Baseball to preclude the possibility of injury.
- H. Make sure that all bases (including home plate) are flush to the ground.
- I. Bats and balls are to be used only under strict organized adult supervision.
- J. No ball throwing or swinging of bats near spectator areas.
- K. There shall be no climbing of backstops and fences, standing on benches, nor sitting on bench backs.
- L. Watch for and remove children's fingers sticking through fences around the playing areas.
- M. All directives issued by the Safety Officer must be adhered to.
- N. Level 5 safety balls shall be used for Coach Pitch and Rookie Ball. Level 1-safety balls shall be used for Tee ball.
- O. Violations of any Safety rule, i.e., Pitching Counts, Throat guard usage, Pitcher to Catcher for same player in same game, may result in a minimum one game suspension pending Disciplinary Committee review.

SECTION XXI- FIRST AID

- A. All players requiring hospital or emergency treatment shall be taken to Hoag or hospital designated in Medical Release.
- B. Managers (or adult in charge) must have Medical Release Forms at all practices and games.
- C. Check the player immediately after an incident to determine extent of injury.
- D. Each team shall have in their equipment bag a First Aid kit, which must be brought to all practices and games. The Manager/Coaches shall familiarize themselves with the contents.
- E. In the event of serious injury, do not hesitate to dial 9-1-1. The adult in charge should have easy access to phone at all times.

- F. If an injury is deemed serious, ensure proper transportation is provided to the hospital Emergency Room for treatment by parent, coach, manager, or ambulance.
- G. The Manager should instruct parents of team members that Little League insurance is a supplemental insurance to any primary insurance that they may have.
- H. REPORT ALL INJURIES TO THE SAFETY OFFICER. If the Safety Officer cannot be reached, the President of the League shall be notified.
- I. Please refer to Seaview Little League Safety Manual for basic First Aid techniques.

This is to certify that I am the duly elected, qualified and acting officer of the Seaview Little League and that the above and foregoing By Laws were adopted as the By Laws of this Corporation.

In witness where of I have hereunto set my hand ____Day of January 2024, _____President, Seaview Little League