

Reno American Little League

General Rules

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RENO AMERICAN LITTLE LEAGUE

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RENO AMERICAN LITTLE LEAGUE

GENERAL RULES

Purpose

One of the primary purposes of Little League is to build character and teach children to be good winners and good losers. Overcoming bad calls, disappointments such as striking out, making errors and other problems which may arise, are the points that we as managers and coaches need to stress. In light of this, the following rules will govern decorum and play for Reno American Little League.

The purpose of the General Rules is threefold. First, they are intended to emphasize and clarify some of the rules in the Little League Official Regulations and Playing Rules, the “Green Book,” which are commonly misunderstood or not known by managers and coaches. Second, they cover numerous playing rules and guidelines that have been adopted by Reno American Little League over the years. Finally, they detail how the league takes care of certain logistical operations, such as the draft, post-season manager and player selections, etc.

By Little League rule, no league can make their local rules less stringent than the National rules as spelled out in the Green Book. Reno American Little League abides by this edict, so *if there are any rules in the RALL General Rules that appear to conflict with the Green Book, the Green Book takes precedence.*

Except as noted, the rules apply to all levels of play.

Conduct/Decorum

- 1) Any abusive or erratic conduct by a manager, coach, player, or fan will not be tolerated. Such an infraction will be grounds for removal from the ballpark area. This will be ordered by the umpire of the game and result in a one (1) game suspension. The board of directors may impose further sanctions as deemed necessary.
- 2) Fighting, violent conduct of any nature, heckling of any of the participants of a game (players, coaches, umpires) or obstruction of an umpire in any manner by any manager, coach, player, or fan will be grounds for immediate ejection from the ballpark area without warning. Any manager or coach in an inebriated state during games or practices will be subject to immediate ejection from the ballpark area and further appropriate action will be taken by the board of directors.
- 3) Balls and strikes, base calls, infield flies, etc., are judgment calls and are not to be debated by managers, coaches, players or fans. Questions of rules may be discussed with the umpire. This discussion shall be conducted by the team manager only, or, in the absence of the team manager, one coach from the team involved.

Note: Appeals shall be made only to the umpire who made the protested decision. If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making the call.

- 4) The team manager is responsible for all persons in their respective dugout area. They are also responsible for the conduct of their fans. If a fan becomes abusive towards any person, the manager is responsible to get the fan under control. If the fan remains abusive, the fan shall be escorted from the ballpark area.
- 5) *Managers and coaches are expected to be role models.* Any unsportsmanlike conduct by managers or coaches will be dealt with by the executive board of directors on a case-by-case basis. Penalties may include, but are not limited to, the following:
 - a. Warning by the umpire with written notice to the board of directors.
 - b. Ejection from the ballpark area with an additional one (1) game suspension.
 - c. Ejection from the league subject to appeal to the full board of directors.

Note: The umpire must report all unsportsmanlike conduct in a timely manner. Such incidents will be communicated to the league president within twenty-four (24) hours after the end of a game in which all violations of rules and other incidents worthy of comment occurred, including ejection of any manager, coach, or player. The original communication must be followed, in a timely manner, with a written report to the league president.

Note: After receiving the umpire's report that a manager, coach, or player has been ejected, the league president shall require such manager, coach, or player to appear before at least three members of the executive board of directors to explain the conduct. In the case of an ejected player, the manager of the team on which the player plays shall appear with the player in an advisory capacity. The members of the executive board of directors present at the meeting shall impose such penalties as they feel are justified.

Note: Any manager, coach, or player who receives an ejection from a game shall be ineligible to manage, coach, or play in their team's next scheduled game following final resolution of the incident.

- 6) The manager, coaches, and players of the participating teams are required to stay in the dugout or bullpen during the game. Players in particular are *not* allowed to be sitting in the stands, running to the snack bar (except to use the restroom), or playing with friends.

Note: Exceptions apply to T-ball, Farm and Minor AA divisions. Managers and coaches in the T-ball and Farm divisions are allowed on the field (Minor AA division also allows one coach in the field, but only for coach pitch). When coaches are on the field, they may not address the umpire. Umpires may only be addressed by the manager of the team as outlined above.

- 7) Managers, coaches, or players throwing bats, helmets or other equipment in anger will be subject to ejection from the game.
- 8) The only persons allowed in the dugout during a game are: the players on the team, the team manager, and two (2) team coaches.
- 9) No tobacco or liquor products are allowed within the Little League ballpark area. Managers or coaches who use any tobacco and/or liquor products(s) shall refrain from such use until the game and/or practice is completed or he/she shall leave the ballpark area (no less than 30 feet). Any violator will be subject to ejection from the ballpark area.
- 10) No food or candy is allowed on the field or in the dugout during a game. Gum and sunflower seeds are acceptable. Drinks, such as water, sports drinks, or soda are allowed in the dugout so long as the container is not hard sided, i.e.: glass bottle, metal can, etc.
- 11) Managers and coaches are strongly recommended not to allow themselves to be in a situation where they are alone one-on-one with any of the children. Managers and coaches should be with at least one (1) other adult when working with the players. Managers and coaches should not give rides to any of the players unless his/her own children are present. After practices and games, managers may not leave the ballpark area until all of the players on the team have left.

Responsibilities

- 1) The team manager and/or one coach from each team is required to attend a coach's meeting for explanation of the rules.
- 2) The team manager shall schedule a meeting with the parents of the players on his/her team within the first two weeks of the practice season. The purpose of this meeting is to outline the goals and values which are held by the manager and coaches and also to let the parents know what is expected of the parents and their child(ren) as players.
 - a. Parents should be encouraged to be involved with their child(ren).
 - b. Urge the parents to ensure that players are on time for scheduled practices and they arrive at the prescribed time prior to games as dictated by batting cage scheduling and/or pre-game warm-ups.
 - c. Inform the parents of the functions of the division representative.
 - d. It is suggested that specific problematic issues such as playing time be addressed with the parents.
- 3) All managers are responsible for their equipment, team uniforms, and other assigned items entrusted to their care throughout the season. Team photos and trophies will not be provided to the manager until all equipment and team uniforms have been returned to the league. For All-Star managers, a check in the amount of \$250 must be provided to the league before All-Star equipment and team uniforms are provided to the All-Star manager, and such check will be returned to the All-Star manager once the All-Star equipment and team uniforms are returned to the league.
- 4) All managers and coaches are responsible to clean the field(s) and dugout(s) at the completion of play.
- 5) Managers and coaches are required to attend field work days whenever scheduled throughout the year. Parent participation is also encouraged on these days.
- 6) All managers and coaches are responsible to know the rules and regulations, which govern play in Little League baseball, as well as the General Rules of Reno American Little League.
- 7) All managers and coaches should support the league's fundraising efforts. Managers and coaches are also expected to encourage players and parents to attend and support the league's cap day activities. Records will be kept as to which teams contribute to these efforts and those with either minimal or no support. Failure by managers and coaches to support the league's fundraising efforts will be discussed by the board of directors and be grounds for not being allowed to manage or coach in future years.

Note: Failure to adhere to these requirements could affect the All-Star status of the manager.

- 8) Little League rules specify that all uniforms conform to certain specifications. Those purchased by the league should meet or exceed these requirements. The only sewn-on item that may be affixed to a jersey is a Little League patch. Privately purchased

uniform shirts will not have any names, special designations or other items affixed.

Rules of Play and On-Field Guidelines

Note: The following is a summary of the time rules applicable to the various divisions in the league. It is not intended to be a substitute of the other rules contained in these general rules.

Majors: No new inning is allowed after 1:45; 1 additional inning is played to break a tie after the last inning is played within the time allowed

Minor AAA: No new inning is allowed after 1:30 (subject to exception below); a regulation game may end in a tie

Minor AA: No new inning is allowed after 1:30; a regulation game may end in a tie

Farm: No new inning is allowed after 1:30; a regulation game may end in a tie

T-ball: 1:00 maximum

- 1) Games will be of regulation six (6) innings. A game is considered complete if four (4) innings are played. No new inning may start after one hour thirty minutes (1:30) minutes in the Farm and Minor AA and Minor AAA divisions.
- 2) If the designated home team is ahead, a regulation game will consist of 3 1/2 innings.
- 3) No new inning may start for Major level games after one hour forty-five minutes (1:45).
- 4) T-ball level games shall have a one-hour (1:00) time limit.
- 5) The team designated the “home team” shall occupy the first base dugout.
- 6) Each designated “home team” shall provide an adult scorekeeper/announcer for the game.
- 7) The gate to the dugout area is to be kept closed at all times.
- 8) At the Major and Minor AAA level, every player present for a game shall play a minimum of two innings (six defensive outs) and bat at least one time each game. At the Minor AA level, each player present for a game shall play a minimum of two innings (six defensive outs) consecutively each game. All Minor AA players will bat in a continuous order determined by the manager at the beginning of each game, even when the player is not playing in the field.

Note: If the game ends before each requirement is fulfilled, the affected player(s) shall start the next game. Failure of the manager to follow these guidelines will result in a written warning with the first offense. Two (2) violations of this rule will result in the manager’s suspension for the next scheduled game. Three (3) violations, without a time limit, will result in the manager’s suspension for the balance of the season.

- 9) At the Major, Minor AAA, and Minor AA levels, batting order listings must be prepared and copies given to the opposing manager and/or coaches, the plate umpire

and the official scorekeeper before the commencement of the game. Player's last names and uniform numbers shall be included in this listing. Any changes in the batting order and/or substitutions shall be immediately conveyed to each person noted above.

Note: All players assigned to the team shall be listed on the batting order listing for each game. If a player is not present, the manager must list the reason for the absence i.e.: school function, illness, etc.

- 10) At the Major and Minor AAA levels, only those players listed in the starting line-up may re-enter a game after being removed. This can be to any position in the batting order, provided:
 - a. The starting player's replacement has completed at least one (1) time at bat, and
 - b. The starting player's replacement has played a minimum of six (6) consecutive outs on defense.

Note: All managers and/or coaches are encouraged to play individual players more than the league minimum. If the game ends before each requirement is fulfilled, the affected player shall start the next game.

- 11) There is no "on deck" position. All "on deck" circles, cages, and other designated warm-up areas are prohibited due to safety concerns. The batter will be required to go from the dugout to assume the batter's position in the batter's box.
- 12) After hitting the ball, any batter who throws the bat in such a manner as to be considered a danger in the opinion of the umpire, shall be given a warning by the umpire. If, after this warning, the player throws the bat again, the umpire will eject the player. The play will stand. The player will not be suspended for the subsequent game as in other ejections.
- 13) All catchers must use a catcher's glove and full protective catching equipment including a protective cup for boys. For Farm level, this rule highly recommended, but not mandatory. In T-ball, a protective cup and use of a catcher's glove are not required.
- 14) The next batter to bat shall clear the bat from the home plate area left by the previous batter following a hit or walk.
- 15) Any runner is out when the runner slides headfirst while moving forward. This rule applies only when advancing to a base. It does not apply when returning to a base from a run-down or pick-off situation. The key words are *moving forward*. Any time a runner is advancing, the runner cannot slide headfirst
- 16) Games which are canceled because of weather or other unpredictable events are subject to normal rules when they are made up.
- 17) If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off.

- 18) At the Major level, for any game which is tied after the completion of the last inning allowed under these general rules, one (1) more inning shall be played in an effort to break the tie. If, after the extra inning the game is still tied, the game will end in a tie. If the game impacts regular season standings, the game shall be completed at a later date.
- 19) All make-up games will be scheduled at the discretion of the league.

Note: Normal pitching rules and regulations apply in make-up games.

- 20) Any formal protest from a team concerning a rule violation shall go to the umpire-in-chief for a recommendation before going to the protest committee for a ruling.

Note: Members of the protest committee may be polled by telephone and are not required to meet in person to make a ruling.

- 21) No inning of any game will start after 10:00 PM.
- 22) Players are to hustle on and off the field at all times.
- 23) Players are allowed to “chatter” while on defense. Yelling or “chatter” is allowed when a team is on offense as long as it is directed to the offensive team, but does not “rib” the opposing team.

Note: No defensive player shall yell anything directed at the batter while the batter is in the batter’s box. The catcher is not allowed to talk at all while there is a batter in the batter’s box. Example: No player(s) shall yell “swing”.

- 24) At the Major and Minor AAA levels, an intentional walk may only be issued prior to the first pitch to the batter. The pitcher must inform the umpire of his/her intention before delivery of any pitch.
- 25) The team at bat will be allowed no more the one (1) time out per inning for the purpose of a visit or conference with a player. A manager or coach may come out twice in an inning to visit with a pitcher, but the third time out, the player must be removed as a pitcher.
- 26) All batters will use a protective batting helmet when batting in games as well as in practice.
- 27) A minimum of nine (9) players per team is required to start and complete a game. This rule will be governed in both the Minor AAA and Major divisions. Failing to provide nine (9) players at game time will result in an automatic forfeit. If a team is unable to provide nine (9) players after the game has begun (due to injury, illness, etc.) the game will be suspended pending a board review. For the Farm and Minor AA divisions, 8 players is the minimum. No minimums apply to the T-Ball division.

Rules for Major and Minor Divisions

Note: Minor AAA will follow Major rules unless otherwise noted.

- 1) The pitcher must start the pitching motion while in contact with the pitching rubber, not simply within the general area of the pitching mound and rubber.
- 2) In the Major division, if, after four (4) innings have been played (3 ½ innings if the home team is ahead), if one team is ahead by ten (10) or more runs, further play will be terminated and the team with the lead will be declared the winner (The Ten Run Rule).
- 3) A base runner is out if the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag. Note: There is no rule that says a player has to slide. The intent is to avoid a collision, so the runner's option when the fielder has the ball is to slide or avoid a tag.

Note: If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if the runner had reached the base safely. If there is continual action involving a subsequent runner, the *base plate* becomes the actual base for rendering of the umpire's decision.

- 4) If a player is not present at the beginning of the second inning, it is up to the manager's discretion whether or not the player will participate in the game.
- 5) The umpire's scorecard will serve as the official pitch count. Each manager shall meet with the umpire-in-chief in between every inning to insure pitch count tallies remain accurate. The managers of the teams participating in the game should initial the umpire's pitching tallies at the end of the game, documenting their validity.

Note 1: Any manager who violates the pitch count rules (located in the official Green Book) will be disciplined in the following order: 1st offense: Manager of said team suspended for one (1) game. 2nd Offense: Manager of said team suspended for one (1) week and will not be allowed to coach any postseason tournament teams (All-Stars). 3rd Offense: Manager of said team will be expelled from his team and will not be able to apply reinstatement to the league for one year.

Note 2: Pitching regulations are listed in the Green Book. All managers are responsible for knowing these rules.

Note 3: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

- 6) Two (2) adult coaches are allowed to coach the bases while their team is on offense, and one of them may have a player with a helmet with him or her in the coach's box. Base coaches are to remain within the confines of the base coach's box adjacent to the base. Note: There must be an adult bench coach at all times.

- 7) Base stealing is allowed in both the Major and Minor AAA divisions. The base runner must stay in contact with the base until the pitch has reached the batter.
- 8) Teams may play one (1) double-header per week.

Differences in the Rules for Major and Other Divisions

- 1) 12 year-old players are not allowed to pitch in any division other than Major. 11 year-old players are not allowed to pitch in the Minor AA division.
- 2) In the Minor AA division, a three run limit is in effect for the first two innings and a five run limit is in effect for the rest of the game. If the limit of runs per inning is scored before the team in the field records three outs, the half inning is over. In Minor AAA, a five run limit is in effect for all innings except the open inning.

Note: There will not be an open inning in Minor AA.

Note: In Minor AAA, the open inning, which shall be the last inning of the game, must be declared by the umpire before such inning begins and will be the first inning started after 1:15, but only if at least 3 innings have already been played. If 3 innings have not been completed within 1:30, there will be no open inning and the five run limit will be in place for the entire game.

Note: In Minor AAA, there shall be no new inning after 1:30, subject to the following exception -- If an inning is completed between 1:30 and 1:40, less than 6 innings have been played, no open inning has been declared, and the lead is 5 runs or less, then one additional inning shall be played. The five run limit will be in place for this additional inning. However, if an inning is completed between 1:30 and 1:40, less than 6 innings have been played, no open inning has been declared, and the lead is more than 5 runs, then the game shall be over.

- 3) Minor AA and AAA division games will not be extended in order to break a tie.
- 4) Minor AA: There will be no walks. After the pitcher has thrown ball 4, the coach from the team at bat shall throw 3 consecutive pitches, the batter shall either put the ball in play or be declared out. The coach may only throw 3 pitches, even if the last pitch is not a strike, unless the last pitch is fouled. A pitching machine shall not be used at any point during the game. Stealing is allowed in Minor AA, but not during coach pitch, and stealing home is not allowed under any circumstances in Minor AA.
- 5) Developmental or “skills” games may be scheduled by the league. These games are intended as a learning experience and will not count in the standings. Coaches are encouraged to play players at positions that they would not normally play.

Rules for Farm and T-Ball Divisions

- 1) Umpires will be used at the Farm level. At least one umpire will be assigned to each Farm game. The umpire will be in charge of feeding balls into the pitching machine.

League standings will be kept for the Farm division and posted with the Major, Minor AAA, and Minor AA division standings.

- 2) All players in the Farm division shall be league age 6-9 years old.

Note: A player may play Farm for two (2) years. A 9 year old must play Farm if he/she has never played organized baseball before. A 9 year old may play Farm at the parents' request if he/she has only one year of experience in Farm. All 9 year olds with two years of experience in Farm must try out.

- 3) All players in T-ball shall be league age 5-6 years old.

Note: A player may play T-ball for two (2) years. A 7 year old must play T-ball if he has never played before. A 7 year old may play T-ball at the parents' request if he/she has only one year of experience.

- 4) All players on a team shall wear t-shirts and hats identical in color, trim and style. Approved protective equipment for catchers shall be worn.

- 5) In Farm only, ten (10) defensive players may be used on the field. Six (6) infield players and four (4) outfield players shall be utilized. A "rover" position is not authorized. In T-ball all players play defensively, six (6) infield players and the remaining players in the outfield.

- 6) No umpires will be used at T-ball level.

- 7) A pitching machine shall be used for all innings of all games at the Farm level.

- 8) For the Farm division, each "home team" manager is responsible for the pitching machine to be in place and operational no later than ten (10) minutes prior to the scheduled start of the game. The "home team" manager is also responsible for removal and proper storage of the pitching machine, cord and bases at the conclusion of the final game to be played that night or day.

- 9) The pitching machine will be set between 45 and 55 M.P.H. as determined by the umpire and team managers involved in the game.

Note: The intent of the pitching machine is to encourage hitting.

- 10) The pitching machine is to be set up on the pitcher's mound where the umpire shall feed balls into it. The player who occupies the defensive position of pitcher shall remain within the circle around the pitcher's mound until the ball is hit by the batter.

- 11) There are no walks in Farm or T-ball. Batters may strike out at the Farm level. If a batter is hit by the pitched ball from the pitching machine, the ball will be declared "dead" and ruled a "no pitch." The umpire may declare "no pitch", if the pitch is judged to be outside the strike zone, provided the batter did not swing. *There will be no warning pitch.*

Note: During each at bat in the Farm division, the batter will be called out on three (3) strikes or five (5) pitches, whichever comes first.

- 12) A batted ball striking the pitching machine will be called “dead” with the batter being awarded a one-base hit. All base runners shall advance one base only.
- 13) Bunting is not allowed at the Farm or T-ball level.
- 14) The batting tee shall be used for all innings of all games at the T-ball level.
- 15) No strikeouts will be called at the T-ball level.
- 16) Foul balls will be called as in conventional baseball, except the ball that travels less than three (3) feet in fair territory from home plate, which is also called a foul ball.

Note: In T-ball, the batter is out if a foul tip travels twelve (12) inches or more above the batting tee and is caught by the catcher.

- 17) There is no base stealing at the Farm and T-ball levels.
- 18) The batting order for both the Farm and T-ball levels shall be determined by uniform number (ie: #1, #2, #3, #4, etc.). Every player on the team will bat even if they are not playing in the field when they come up in the batting order.

Note: If the #9 batter in the order makes the last out of a game, the next batter in the order (#10) shall start the batting order for the next game.

- 19) The five run rule is in effect in all innings at the T-ball and Farm levels.

Note: When the five run rule is in effect, the half inning is complete when the fifth (5th) run crosses the plate even though the team in the field has recorded fewer than three (3) outs.

Note: At the T-ball level, managers and coaches are encouraged to de-emphasize scores and no league records will be kept with regard to team standings.

- 20) At the Farm level, the home team will keep the official score.
- 21) At the Farm level, each player will play a minimum of two (2) innings at one of the following positions: pitcher, 1st base, 2nd base, 3rd base or shortstop, and a minimum of two innings at one of the following positions: catcher, left field, left center field, right center field or right field. Each player will sit the bench for at least one inning and no more than two innings, unless there are eleven (11) or fewer players present for the game.

Note: No player shall play any position more than two (2) innings.

Note: No player shall play in the infield more than two (2) innings consecutively.

Note: At the Farm level, each manager will exchange defensive lineups prior to the start of each

game, listing the players' names and numbers.

Note: Managers are encouraged to play each player at every position during the course of the season.

- 22) Base runners must stay in contact with the base until the ball is hit by the batter.
- 23) At the Farm level, all base runners may advance one (1) base on an overthrow at the runner's own risk on the first throw of any play originating in the infield. No additional advancement may be made on any additional overthrows.
- 24) At the Farm level, in cases where the overthrown ball goes out of the field of play, runners will not advance beyond the base they were attempting at the time of the overthrow.
- 25) There is no advancement on an overthrow at the T-ball level.
- 26) At the Farm level, all further advancement by any base runners will stop when the ball is returned to the infield by the team in the field, whether or not the ball is controlled by an infielder. At that time, the umpire shall call time and the ball shall be thrown to the pitcher, who will give it to the umpire.

Note: At the point when the ball being returned to the infield and crosses the plane of the infield, any base runner(s) having advanced beyond ten (10) feet of the base last passed, may advance to the next base at his/her peril. When the base runner(s) is (are) within ten (10) feet of the base last passed, he/she shall return to that base.

Note: The only exception to this rule will be if an outfielder throws the ball to first base. On any play where an outfielder throws the ball to first base, the throw will be treated the same as a first throw on the infield. Advancement of one base at the base runners own risk will be allowed. No advancement will be allowed as a result of a second overthrow.

- 27) Two (2) adult base coaches may coach the bases and may have one (1) player coaching the bases with one of the adult coaches.

Note: All player base coaches shall wear protective helmets while on the field.

- 28) Players must play in their designated positions.

Note: All players assigned to play the outfield will play a minimum of five (5) feet from the dirt and into the grass portion of the outfield. The positions will be played so as not to create a "rover" position.

- 29) At the T-ball and Farm levels, any approved coach is allowed in the field of play while his/her team is in the field. The adult coach shall be in such a position in the outfield as to give instruction to the defensive players. The manager or coach shall not interfere with play in any manner and, for the Farm level, coaches shall not address the umpire from their position in the field.

- 30) The infield fly rule does not apply at the Farm or T-ball levels.
- 31) The ten run rule does not apply at the Farm or T-ball levels.
- 32) Managers having concerns or complaints with regard to other managers or coaches at his/her level should communicate those concerns or complaints to the league representative at the appropriate level. When two (2) complaints have been filed against a given manager or coach, the division representative will bring those complaints to the board of directors for discussion and appropriate action.
- 33) At the T-ball level, if a ball is hit beyond the infield, runners may advance up to 2 bases at their own risk. If a ball is not hit beyond the infield, runners may only advance one base at their own risk.

Draft Procedures

Note: Players at all levels shall be drafted onto league teams. The following are guidelines for the draft to be conducted upon the completion of preseason tryouts. T-Ball and Farm players will not participate in a tryout.

Major Level

- 1) Eligible players who were on a Major level team the previous season will remain on that team.

Note: All Major division teams must have a minimum of four league age twelve year-olds on their roster at the conclusion of the draft.

Note: If circumstances exist where a player wishes to re-enter the draft, the parent of the player must notify the president of the league in writing of the player's intentions, at the time the player signs up, prior to tryouts. The board of directors will determine if the circumstances warrant allowing the player to re-enter the draft. The board of directors *strongly discourages* players from re-entering the draft. In the event the majority of the board of directors finds there is sufficient reason for the player to re-enter the draft, the player must attend the appropriate try-out and will become a hat pick. The round of this hat pick will be determined by a majority of Major managers. This player is only eligible to be drafted in the round determined by the Major managers or any round thereafter, if said player is still available.

Note: Major managers must be a board member in "Good Standing".

Note: Major managers will be selected in the following manner: The president will nominate all returning managers, these managers will (individually and in draft order) verbalize reasons they should be elected to manage a Major team. The nominated individual will then leave the room to allow for discussion by the board of directors. Once all returning managers have had a chance to address the board of directors and the board of directors has had a chance to discuss each returning manager, an election will take place (secret ballot vote) as to whether or not each returning manager shall be awarded his/her team

from the previous year. Those returning managers receiving a majority vote will continue as a Major manager for the team from the prior year. Nominations will then open for all remaining available teams. Any individual can nominate themselves or others. In alphabetical order, those individuals wishing to manage a remaining available Major team will verbalize the reasons they should be elected to manage a Major team. The nominated individual will then leave the room to allow for discussion by the board of directors. Once all interested individuals have had a chance to address the board of directors and the board of directors has had a chance to discuss each nominee, a vote will be taken by the board of directors, by secret ballot, to rank order each nominee. The highest ranked nominee will be awarded the Major team of his/her choice; the second highest ranked nominee will then be awarded the Major team of his/her choice, and so on until all Major manager positions are filled.

Note: Board members will have priority over non-board members when manager appointments are being made.

- 2) Draft order for the Major teams is determined by the final regular season standings of the previous year. The last place team will have the first draft choice in each round, followed by the second-to-last place team, followed by the third-to-last place team, etc. Ties shall be resolved first by head-to-head record, and then by coin flip on draft day.

Note: For the 2010 draft, the final regular season standings in 2009 for the West League and the East League shall be combined, and the draft order shall be determined by the win/loss record of each team. In case of a tie on win/loss record, draft order shall be determined by coin flip on draft day.

- 3) Manager's options. Unless otherwise provided below, each manager is entitled to two "options". These two options must be (1) the manager's son, daughter or legal dependent who is eligible to play on the team, and (2) the assistant coach's son, daughter or legal dependent who is eligible to play on the team. All managers must declare their assistant coach prior to one week before the draft. Once a child becomes an option, that child remains an option and counts against the two options described above for as long as that child is on that team, regardless of whether there are new managers or coaches for that team in later years. New managers to teams with option positions that are already filled are not allowed to exercise options until option positions become available.

Note: If a manager chooses not to declare an assistant coach, or if a manager/assistant coach does not have a son, daughter or legal dependent who is eligible to play on the team, then the manager will not be allowed to exercise one or both of his option selections to select a child who is not the manager or assistant coach's son, daughter or legal dependent. The purpose of the option is to assure that the son, daughter or legal dependent of the manager and his/her assistant coach are on the team, and not for selecting other players.

Note: If the son, daughter or legal dependent of a manager or assistant coach is already on the team, then that son, daughter or legal dependent shall automatically become an option upon the availability of an option position.

- 4) The placement of the manager's options on the manager's team will result in the loss of one (1) draft choice as described below. If the manager/assistant coach was also the manager/assistant coach of the team in the previous season and had a son, daughter or legal dependent on that team, there will be no loss of draft choice and instead the son, daughter or legal dependent will be placed in the latest round position available on the team.

Note: If the child is a 12-year-old loss of draft choice #3
If the child is a 11-year-old loss of draft choice #4
If the child is a 10-year-old loss of draft choice #5
If the child is a 9-year-old loss of draft choice #5

Note: When siblings are placed on a team as the manager's sons, daughters or legal dependents, the age of the oldest sibling will be used in determining what draft round is forfeited.

- 5) Nine (9) year old players may be drafted to the Major level only when the player's parent is a coach or manager and when that nine year-old has an older sibling on the team. Ten year old players must sign up with open status, but may be limited to Minor AAA level only at the parent's request or as the son, daughter or legal dependent of a manager. Eleven year-old players will be eligible for Major or Minor AAA levels unless they are the manager's son, daughter or legal dependent. Extenuating circumstances will be reviewed and decided by board members during sign-ups.

- 6) Each team must begin the draft with four (4) players which will include all new and existing sons, daughters or legal dependents of the manager. Should one or more teams have fewer than four (4) players at the beginning of the draft, the affected team(s) shall select a player or players from the tryout pool until the affected team(s) reach the minimum level of four (4) players. Supplemental player choices are placed in the latest draft round position(s) the respective team(s) has/have available.

Note: If more than one team is selecting supplemental players (described above) prior to the draft, the affected teams shall select players in the order in which they are to draft players during the regular draft. If two (2) or more teams need an unequal number of players to reach the minimum of four (4) players to start the draft, the team(s) needing more players will make a selection or selections until all teams making supplemental selections reach an equal need level. The regular draft order will dictate the order in which the supplemental selections are taken at each need level.

- 7) Any team which begins the draft with four (4) players will receive one (1) supplemental selection following round four (4) and prior to round five (5) of the draft.

Note: This additional supplemental selection will be taken in regular draft order, if more than one (1) team is affected. The selection will be placed in the latest draft round position the team making the supplemental selection has available.

- 8) In the year a player is drafted, eligible siblings automatically follow and will be placed in the latest round position available on the team making the selection.

- 9) Newly eligible siblings of eligible players already established on a team will automatically follow and will be placed in the latest round position available on the team making the selection.
- 10) Only players participating in the tryout will be eligible for the Major draft (except 12 year-olds as described below). Only circumstances involving injury, sickness, a death in the family or vacation will be considered extenuating. Extenuating circumstances will only be considered by the board of directors following written notification of the president of the league and the parent(s), guardian(s) or family representative(s) must appear before the board of directors explaining the circumstances.
- 11) In order to assure that all eligible 12 year olds are drafted to the Major level, the draft will proceed as follows: The first round will be open. The second round will restart with the first team again, and all 12 year olds will be drafted until all 12 year olds are drafted. Each successive round will follow the order of the original round. Twelve year olds who did not try out will be hat picks. Once all 12 year olds are drafted, the draft will then again be open, with the next team in the draft order selecting next until all Major rosters are full.

Note: Once a team has 8 12 year olds on its roster, it will be skipped during the 12 year old portion of the draft.

All Other Levels

- 1) All of the manager's sons, daughters or legal dependents who are eligible to play on said manager's team shall be placed on that team prior to the draft in the last round positions on that team. In addition, the assistant coach's sons, daughters or legal dependents who are eligible to play on the team shall be placed on that team prior to the draft in the last round positions on that team. All managers must declare their assistant coach prior to one week before the draft. The purpose of this rule is to assure that the sons, daughters, or legal dependents of the manager and his/her one declared assistant coach are on the team. All other players must be drafted as described below.
- 2) Managers shall draw numbers to determine the order of the draft.
- 3) The draft order will begin with #1, #2, #3, etc. and then continue in reverse order (#10, #9, #8 etc.) for the second round. The rounds will alternate forward and backward until complete.
- 4) When drafting sibling combinations, the player selected will be placed in the appropriate round position where he/she is taken. The sibling(s) of the player drafted will be placed in the latest draft round position available.
- 5) Players on a team at all levels other than Major shall not continue on the team unless they are the manager/assistant coach's son, daughter or legal dependent.

- 6) No division may begin its draft prior to the completion of the division preceding with the exception of the T-ball draft which may be conducted concurrently with the Farm draft. The order will be Major, Minor AAA, Minor AA, Farm, T-ball.
- 7) At the Minor AAA level, after two open rounds, all available eleven year-olds who had tried out will be selected until all 11 year-olds are drafted. Eleven (11) year-olds who did not try out will be hat picks. Following the selection of the eleven (11) year-olds, open rounds will continue until all teams have twelve (12) players. At the Minor AA level, after two (2) open rounds, all available ten (10) year-olds will be selected. Ten (10) year-olds who did not try out will be hat picks. Following the selection of the ten (10) year-olds, open rounds will then continue until all teams have twelve (12) players.
- 8) At the Farm level, after two open rounds, players will be drafted from oldest to youngest, i.e., nine year-olds followed by eight year-olds, etc.

Player Replacement Procedures

- 1) The player agent will act as the mediator between players and/or parents with the league or a specific manager. The player agent will handle the situation or report the problem to the board of directors for discussion, investigation and resolution.
- 2) If a team loses a player during the regular season and the team total falls below twelve (12) players, the manager must select a player from the division below which his/her team is in to select a player to move up; Major picks from Minor AAA, Minor AAA picks from Minor AA, Minor AA from Farm, Farm from T-ball. Note: A manager in the Major or Minor AAA cannot select a child who did not attend the tryouts. Those children who declared to be “Minor Only” will only be eligible for a Minor AAA call-up. *Note: Players that chose to be “Minor Only” will not be allowed to be pulled up into the Major division.*
- 3) The manager must try to replace the player with a league age 12 year old. If the manager does replace the departing player with a 12 year old, the team retains the rights to the departing player if the departing player returns to the league the next season. If the manager does not choose a 12 year old replacement, he must try to replace the player with one of a similar age. No 10 year olds are to be brought up unless the team loses a 10 year old. The departing player is then placed into the open draft if he/she returns for the following season. The replacement player then remains on the team for the remainder of his time in the league.
- 4) The manager wishing to pick up a player must select the player and then communicate his choice to the player agent. The player agent will then go through the proper procedure to move the player up.

Note: The manager cannot discuss the move with the player, the player’s parents, or the player’s current manager until contact has been made with the player agent.

- 5) The player or the parent(s) of the player may refuse the move to a higher division. If

they refuse, the player may not go up to another team at a later date during the season.

- 6) A player brought up to the Major division during the season will remain with the team the following year if he/she is eligible to return.
- 7) Any time a player misses three consecutive games for any reason, the player's manager must immediately notify the player agent. The player agent will contact the player's family and determine if the player is going to return to the team during the present season or if the player is not going to return for any of the following reasons.
 - a. He/she moves to another city or state too distant to commute for practice and play.
 - b. He/she is injured and will not be able to return during the present season. (Any player missing two weeks from the time of an injury must receive a doctor's release stating he/she will be able to play before the end of the season.)
 - c. He/she has for personal reason decided to terminate his/her relation with the team.
 - d. Any other justifiable reason reviewed and approved by the board of directors.

Note: If the player agent does determine that the player is not going to return during the present season he will contact the league president. If the league president determines that the player is not going to return for any valid reason, the president will contact the manager of the affected team and said manager will have two weeks to select a player from the next lowest level. If, after the two-week period, a replacement has not been chosen, the player agent shall select a replacement player for the affected team.

Note: If a player misses two consecutive weeks of preseason practice the manager will contact the player agent and the player agent will determine the status of the player.

Note: If the player agent is unable to contact the player's family within seven (7) days the player will be assumed to have abandoned his/her roster spot.

Note: If a manager knows a player is going on an extended vacation or is in any way going to miss more than three games with an excused absence, it is that manager's responsibility to inform the parents to contact the player agent before leaving.

Penalty: Any manager who does not report a player who misses three consecutive games to the player agent will be suspended for one game for every game not reported over three.

Note: No player will be replaced in the last two weeks of the season or the post-season tournament.

Note: If after the player agent is convinced that a player will return to the team, and the player misses three additional games for any reason other than an injury, the manager must notify the player agent and the whole process will start over. If the manager does not notify the player agent after three additional missed games the above penalty will be

implemented.

- 8) The manager who loses a player because of personal dislike, team problems or the player's inability to meet the manager's expectations will be reviewed by the player agent and addressed by the board of directors for appropriate action.

Post Season League Tournament Rules

The Post Season League Tournament will be played under regular season rules.

Tournament Team Manager and Coach Selection

- 1) **Timing:**
Up to two weeks before the end of the regular season – Player agent prepares and distributes ballots to Major players and managers for voting on 11 and 12 year old players and to Minor AAA managers for voting on Minor AAA 9 and 10 year olds. The league vice president(s) tallies the results of all ballots and prepares the Combined List, the Minor AAA List, and the 9/10 Player Pool.
June 14 – All-star selection meeting. At the meeting, the teams and the 9/10 Player Pool are posted; the board elects the 11/12 and 11 managers; and the board ranks the 9/10 all-star manager nominees. The 9/10 all-star selection committee is also selected.
June 15 – Players and managers are announced for the 11/12 and 11 all-stars, and practices may begin for 11/12 and 11 all-stars. The 9/10 all-stars try-out is conducted; the 9/10 all-star committee votes; and the 9/10 all-stars are announced.
- 2) **Manager eligibility.** As described in greater detail below, all-star managers will not be selected until after the all-star players have been selected. In order to be eligible to be an 11/12 or 11 all-star manager, one must have been a regular season Major manager or coach and also be a board member in good standing. In order to be eligible to be a 9/10 all-star manager, one must have been a regular season Major or Minor AAA manager or coach and also be a board member in good standing.
- 3) The all-star team manager shall select his/her coaches. There are no eligibility restrictions on all-star assistant coaches.
- 4) The all-star team manager may, if he/she chooses, increase the number of players on the team roster from 12 to either 13 or 14. However, the manager may only pick the next player(s) in rank order from the ranked player lists. In the event that player is unable or unwilling to play on the team as determined by the league president, then the manager may pick the next player in rank order from the list, etc. In the event there are not any players on the list who are willing or able to play on the team in order to increase the team roster to 13 or 14, then there shall be 12 players on the team (or fewer than 12 players on the team in the event a 12-player roster cannot be established from the list). In no event shall a player who is not on the ranked player list be placed on an all-star team.

Tournament Team Selection

11/12 Year Old All-Stars

Summary: Major players and Major managers vote, and the team is chosen by combining the player and manager lists. All-star managers can be nominated if they are a Major manager or coach and also a board member in good standing, and then the nominees are voted on by the entire board of directors who are present at the all-star selection meeting.

Player vote. Up to two weeks before the end of the regular season, the player agent prepares a ballot listing the eleven and twelve year olds in Majors, and all players in Majors vote on the top 20 eleven and twelve year olds, ranking them 1 through 20. The ballots must be filled out in the presence of the player agent and collected immediately. No player can vote for himself or another player on his team. The ballots are delivered to the league vice president(s) and the votes are tallied on each ballot by assigning 20 points to the #1 player, 19 points to the #2 player, etc. The points from all ballots are then added together, and the players are rank ordered, with the #1 player being the one receiving the most points ("Player List").

Manager vote. Up to two weeks before the end of the regular season, the player agent prepares a ballot listing the eleven and twelve year olds in Majors, and all managers in Majors (with the help of their assistant coaches, if they choose) vote on the top 20 eleven and twelve year olds, ranking them 1 through 20. The ballots must be filled out in the presence of the player agent and collected immediately. No manager can vote for a player on his team. The ballots are delivered to the league vice president(s) and the votes are tallied on each ballot by assigning 20 points to the #1 player, 19 points to the #2 player, etc. The points from all ballots are then added together, and the players are rank ordered, with the #1 player being the one receiving the most points ("Manager List").

Note: In the event of ties on either the Player List or the Manager List, the tied players will be assigned the same numerical position, and the next player in order will skip the appropriate number of positions (e.g., #1, #2, #2, #4, #5, etc.).

Combined List. The league vice president(s) then combines the Player List and the Manager List by assigning 50 points to the #1 player from each list, 49 points to the #2 player from each list, etc. and adding the points for each player. The players are rank ordered, with the #1 player being the one receiving the most points ("Combined List").

The top 12 players on the Combined List make the 11/12 all-star team. In the event of a tie for the twelfth roster position, the elected all-star manager will have the discretion whether to choose one or more of the players who are tied in that roster position.

Manager selection. At the all-star selection meeting, and only after the Combined List for the 11/12 all-star team is posted, the league president shall accept nominations for 11/12 all-star manager. Any Major manager or coach who is also a board member in good standing can be nominated to be the 11/12 all-star manager (eligible managers or coaches can nominate themselves). After nominations are closed, the entire board of directors present at the all-star selection meeting votes on the slate of nominees, with the nominee receiving the most votes being named the 11/12 all-star manager.

11 Year Old All-Stars

Summary: The 11 all-star team is chosen based on the rankings from the Combined List. All-star managers can be nominated if they are a Major manager or coach and also a board member in good standing, and then the nominees are voted on by the entire board of directors who are present at the all-star selection meeting.

Player selection. After the 11/12 all-star team is selected as described above, the next 12 eleven year olds on the Combined List make the 11 all-star team. In the event of a tie for the twelfth roster position, the elected all-star manager will have the discretion whether to choose one or more of the players who are tied in that roster position.

Manager selection. At the all-star selection meeting, and only after the Combined List for the 11 all-star team is posted, the league president shall accept nominations for 11 all-star manager. Any Major manager or coach who is also a board member in good standing can be nominated to be the 11 all-star manager (eligible managers or coaches can nominate themselves). After nominations are closed, the entire board of directors present at the all-star selection meeting votes on the slate of nominees, with the nominee receiving the most votes being named the 11 all-star manager.

Note: The entire board of directors present at the all-star selection meeting may vote not to field an 11 all-star team.

9/10 Year Old All-Stars

Summary: All nine and ten year old players in the Major division, along with nine and ten year old players in the Minor AAA division who are selected by Minor AAA managers, attend and participate in a one-day try-out on June 15. The try-out is run by an all-star selection committee, comprised of board members who do not have nine or ten year olds in the league. After the try-out, each member of the all-star selection committee votes, and the team is selected based on the outcome of these votes. All-star managers can be nominated if they are a Major or Minor AAA manager or coach and also a board member in good standing. At the all-star manager selection meeting, and after the pool of players who will be attending the try-out is posted, manager nominations shall be accepted and the nominees are then rank ordered based on a vote on by the entire board of directors who are present at the all-star selection meeting. After the try-out and the team is selected, the manager position shall be offered to the highest ranked nominee.

Major nine and ten year olds. All nine and ten year olds in Majors are invited to the June 15 try-out.

Minor AAA nine and ten year olds. Up to two weeks before the end of the regular season, the player agent distributes a ballot listing all Minor AAA nine and ten year olds to all Minor AAA managers. All managers in Minor AAA vote on the top 10 players, ranking them 1 through 10. The ballots must be filled out in the presence of the player agent and collected immediately. No manager can vote for a player on his team or for a child of his. The ballots are delivered to the league vice president(s) to tally the votes on each ballot by assigning 10 points to

the #1 player, 9 points to the #2 player, etc. The points from all ballots are then added together, and the players are rank ordered, with the #1 player being the one receiving the most points ("Minor AAA List").

Note: In the event of ties on the Minor AAA List, the tied players will be assigned the same numerical position, and the next player in order will skip the appropriate number of positions (e.g., #1, #2, #2, #4, #5, etc.).

All-Star Selection Committee. At the all-star selection meeting on June 14, the league president will accept volunteers for the all-star selection committee. The committee must have at least 5 members. Any board member in good standing who does not have a nine or ten year old in the league is eligible to volunteer to be on the all-star selection committee.

Try-Out and Vote. A one-day try-out will be conducted by the all-star selection committee on June 15. The pool of players invited to the try-out will consist of all nine and ten year old players in the Major division, plus as many of the players from the Minor AAA List as are necessary such that the total number of players in attendance at the try-out is 40. In the event of a tie on the Minor AAA List for the last (i.e., 40th) position, an exception will be made to allow more than 40 players at the try-out ("9/10 Player Pool"). Only Major division nine and ten year old players and players listed on the Minor AAA List will be eligible to be invited to the try out. In no event shall players who are not either Major division nine and ten year old players or players listed on the Minor AAA List be invited to the try out in order to get the total number of participants at the try out to 40. In order to be eligible for 9/10 year-old all-stars, a player must attend and participate in the try-out. Immediately after the conclusion of the try-out, the player agent shall distribute to each member of the all-star selection committee a ballot listing every player in the 9/10 Player Pool, and each member of the all-star selection committee shall vote on the top 20 players in the 9/10 Player Pool, ranking them 1 through 20. The ballots must be filled out in the presence of the player agent and collected immediately. The ballots are delivered to the league vice president(s) to tally the votes on each ballot by assigning 20 points to the #1 player, 19 points to the #2 player, etc. The points from all ballots are then added together, and the players are rank ordered, with the #1 player being the one receiving the most points. The top 12 players on this list make the 9/10 all-star team. In the event of a tie for the final roster position, the elected all-star manager will have the discretion whether to choose one or more of the players who are tied in that roster position. In the event a player is selected in the top 12 but does not choose to play on the team, the next player (13th position) will be selected.

Manager selection. At the all-star selection meeting on June 14, and only after the 9/10 Player Pool is posted, the league president shall accept nominations for 9/10 all-star manager. Any Major or Minor AAA manager or coach who is also a board member in good standing can be nominated to be the 9/10 all-star manager (eligible managers or coaches can nominate themselves). After nominations are closed, the nominees are then rank ordered based on a vote by the entire board of directors who are present at the all-star selection meeting. After the try-out on June 15 and the team is selected, the manager position shall be offered to the highest ranked nominee. In the event the highest ranked nominee chooses not to be the manager after the team is selected, the next highest ranked nominee shall be offered the position, etc. until the position is filled.

Renegades and/or Hooligans

At the all-star selection meeting on June 14, the board of directors who are present at the all-star selection meeting shall vote on whether or not to field a renegade and/or hooligan team.

If the vote is to field a hooligan team, then the players shall be selected based on their rank order from the Combined List, after the 11/12 all-star and 11 all-star teams are selected. Any Major manager or coach who is also a board member in good standing can be nominated to be the hooligan manager (eligible managers or coaches can nominate themselves). After nominations are closed, the entire board of directors present at the all-star selection meeting votes on the slate of nominees, with the nominee receiving the most votes being named the manager.

If the vote is to field a renegade team, then the players shall be selected after the June 15 try-out based first on their rank order from the 9/10 Player Pool as voted on by the all-star selection committee (after the 9/10 all-star team is selected), and then based on their rank order from the Minor AAA List in order to fill out the roster. Nominees for renegade manager shall be accepted by the league president after the renegade team is posted. Any Major or Minor AAA manager or coach who is also a board member in good standing can be nominated to be the renegade manager (eligible managers or coaches can nominate themselves). After nominations are closed, the board of directors shall vote on the slate of nominees, with the nominee receiving the most votes being named the manager. Both the acceptance of renegade manager nominees and the voting on renegade manager nominees can be done via e-mail in the discretion of the league president.

Rules Governing Operation of Terrace Batting Cages

Practice Times

- 1) During officially scheduled practice time, the team(s) scheduled for the fields have the exclusive right to utilize the batting cages. Teams scheduled to practice on Field 1 should use the field one cage, teams scheduled for Field 2, the field two cage, and so on.
- 2) When no official practices are scheduled, the rule will be first come, first served. Should another team arrive to use a cage, those teams utilizing the cages will limit their practice to thirty (30) minutes from the time the team that is waiting arrives.
- 3) If a team is utilizing both batting cages during a time when no practice is scheduled, it will immediately relinquish one of the cages to any team that arrives to use the cage.

Prior to Scheduled Games

- 1) Teams scheduled for regular season or tournament games at Terrace shall have exclusive use of the batting cages prior to the beginning of the scheduled game. Those teams scheduled to play on Field 1 shall use the Field 1 batting cage. Those

teams scheduled for a game on Field 2 shall have the use of the Field 2 batting cage, and so on.

- 2) At Terrace, the scheduled time for the visiting team to use the designated batting cage will begin 75 minutes prior to the start of the scheduled game. The scheduled time for the home team to use the designated batting cage will begin 45 minutes prior to the start of the scheduled game.

Note: If a game is scheduled at 5:30 PM, the cage will be available to the visiting team at 4:15 PM; the home team at 4:45 PM. For 7:30 games the cages will be available to the visiting team at 6:15 PM; the home team at 6:45 PM.

Note: During times when scheduled teams are not utilizing the cages, they are open and available on a first come, first served basis.

- 3) It is the responsibility of the manager and coaches of the team using the cages to be sure they rotate through the players taking batting practice in such a manner as to have batting practice complete and have the cage vacated by the time the next team is scheduled to use the cage. Protocol would dictate that manager "A" would not ask manager "B" if manager "A" may cut into the practice time of manager "B" because manager "A" planned poorly.
- 4) When a team has completed pre-game warm-ups in the batting cages and no team is apparently following in the cage, it is the responsibility of the manager or coaches to be sure that the cage is locked before proceeding to the field.
- 5) The managers and coaches utilizing the batting cages are responsible for knowing the above listed rules governing use of the cages. Any manager or coach not adhering to these guidelines will be dealt with by the board of directors with possible penalties including, but not limited to, loss of cage privileges.
- 6) All batters must wear a protective batting helmet while using the batting cages.

Have a great year and exercise good sportsmanship!