



LEAGUE CITY LITTLE LEAGUE LOCAL OPTION RULES

December 1, 2017

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SECTION 1 - GENERAL LEAGUE RULES: The following shall apply to all divisions within LCLL unless otherwise stated

1. REGISTRATION DEADLINE: All potential players must fill out and have on file a league registration form signed by parents/guardians. No registration will be automatically accepted after the last registration date unless one or more teams have fewer players on their roster than other teams in the same division. In this case, all registrations after the final registration date must be referred to the League President for placement. There will be NO late registration of 12 year-olds. The League President will maintain a waiting list for any players who register, but cannot be placed on teams due to the Division being full.

- a. There will be a \$ 35 late registration fee for any registration that occurs after the last scheduled Spring registration date.
- b. There will be a \$ 25 late registration fee for any registration that occurs after the last scheduled Fall registration date.
- c. Registration fees will only be refunded by approval of the Executive Board and only on a case by case basis.

2. ELIGIBILITY: In this document, where the player's age is referenced, it is to be understood that the document is discussing the player's "League Age". The determination date for League Age is August 31st for those born 2006 and later and April 30th for those born 2005 and earlier.

- a. Players may apply to "Play-up" 1 division. The application is accepted at the will of the Executive Board
- b. **Major League Baseball** will be composed of eligible players registered by the end of try-outs and will be selected from a pool of eligible players of League Age 11 and 12. All League Age 12 year-olds registered before draft will be placed on a Major League team unless the player has a District approved waiver. There will be no late registrations allowed for 12 year-olds.
 - i. Players of League Age 11 may request a **MAJOR LEAGUE WAIVER** to restrict them to Minor League participation only with special permission from the Executive Committee. The waiver form shall be completed by the player's parents and submitted to the Player Agent prior to the Major League try-out. The player **MUST** participate in the major league try-out for a waiver to be approved. All waivers require Executive Committee approval and are not guaranteed. Waivers may be revoked/rescinded under certain circumstances.
- c. **Texas League Baseball** will be composed of eligible players age 10, 11 year-olds not selected in the Major league draft, and 12 year-olds possessing a District approved waiver. 11 year old players who register after the last registration date will be placed on a waiting list for the Texas league in order of registration to fill roster positions if necessary to complete team rosters.
 - i. All 11 year old players participating in the Texas League are eligible to be called-up to fill a Major League team vacancy regardless of try-out status.
- d. **AAA** league baseball teams will be composed of eligible players of League Age 9 years old. 9 year-olds who register after the last registration date will be placed on a waiting list and may not be guaranteed a position on a league team. Players on the waiting list will be placed in order of registration to fill roster positions, if necessary, to complete team rosters.
- e. **Dixie** league baseball teams will be composed of eligible players of League Age 7 and 8. League Age 7 year-olds **must** participate in try-outs for both Rookie and Dixie to be considered eligible and must be ranked above the cutoff point for the league. Eight (8) year-olds who register after the last registration date will be placed on the waiting list and may not be guaranteed a position on a league team. Players from the waiting list will be placed in order of registration to fill roster positions if necessary to complete team rosters.
- f. **Rookie** league baseball teams will be composed of eligible players of League Age 6 and 7 year-old players with approved waivers who have requested and been approved by the League VP to play down or were not ranked above the cutoff point for Dixie. 7 year-olds seeking a league approved waiver must participate in both the Dixie and the Rookie division try-outs. League Age 6 year-olds may participate if they have played one year of Little League Tee Ball. 6 & 7 year-olds who register after the last registration date will be placed on the Rookie waiting list and may not be guaranteed a position on a league team.
- g. **Tee Ball** league Players will be composed of eligible players of League Age 5 and 6. Players who register after teams are drafted will be placed in order of registration to fill roster positions if necessary to complete team rosters.
- h. **Challenger** league players will be composed of any special needs child age 5 to age 22, if they are still enrolled in school, who cannot meld into other divisions comfortably.
- i. **Softball and Jr./Sr./Big League Baseball** leagues may be formed with sufficient registration numbers. If viable, the Board Executive Committee will formulate Division rules and local options for Board approval.

3. TRY-OUTS: All players League Age 7-12 and 6-year-olds attempting to acquire a draft position in Rookie will attend the try-out session scheduled for the league they are assigned.

- a. **Tee Ball.** Managers will select teams from the player roster. All registered players will be placed on a team. No try-outs for Tee-Ball.

- b. Players may submit an excuse to the League Vice-President to miss the primary league try-out and, if approved, will be allowed to attend a make-up try-out immediately prior to the manager's ranking meeting.

4. ESTABLISHING THE NUMBER OF TEAMS AND LEAGUE CUTOFF

- a. In Divisions where a league cutoff is prescribed, the following procedures will apply.
- b. It is the discretion of the BOD to establish the number of teams as it deems necessary, however the following guidelines will be used:
 - i. **Major League:**
 - 1. The total number of eligible 12 year-olds will be divided by 8 and the quotient will be rounded up to the nearest whole number. This is the required number of Major League teams. Returning Major League players and all eligible 12 year-olds must be drafted to a Major League team. No other players, regardless of age, are guaranteed a Major league position.
 - 2. Multiply the number of Major league teams by twelve and this number is the cutoff established for the league. Any players who are rated below the cutoff will not be eligible for the Major League Draft.
 - ii. **Texas:**
 - 1. There will be enough Texas teams established to ensure a roster position for all remaining eligible 10 and 11 year-old players and those 12 year-old players possessing a District approved waiver.
 - 2. It is the discretion of the BOD to establish additional Texas teams as desired.
 - iii. **AAA:**
 - 1. The total number of 9-year-olds will be divided by 12 and the product will be rounded up to the nearest whole number. This is the number of teams.
 - iv. **Dixie:**
 - 1. There will be enough Dixie teams established to ensure a roster position for all registered 8-year-olds, as well as any 7 year-old players who rank above the league cutoff.
 - v. **Rookie:**
 - 1. There will be enough Rookie teams established to ensure a roster position for all remaining registered 7 year-old players, qualified 6 year-old players, and 8 year-old players with league approved waivers. 6 year-olds who have not played Tee Ball must receive approval from the League President to play in the Rookie league.
 - vi. **Tee Ball:**
 - 1. There will be enough Tee Ball teams established to ensure a roster position for all 5 year-old players and those 6 year old players requesting to play Tee Ball or who have never played in a Little League Tee Ball season and who are registered before the league draft.
 - vii. **Challenger:**
 - 1. There will be enough Challenger teams established to accommodate all registered special needs players.
 - viii. **Softball and Jr./Sr./Big League Baseball:**
 - 1. Established only as necessary.

5. DRAFT

- a. The Draft Plan will be identical for all leagues except Tee Ball. **See LCLL Draft Plan for Procedures.**

6. MANAGERS/COACHES

- a. Each league division's Player Agent and Vice Presidents are responsible for acquiring an appropriate number of manager candidates.
- b. The Coaching Coordinator (Managers Selection Committee Chair) will compile a list of Managers from volunteers within the League membership. The Managers Selection Committee will review the list and recommend manager candidates. The League Board of Directors will approve manager appointments based on the President and Manager's committee recommendations. The League President has the authority to fill any manager openings as deemed necessary before and during the season.
- c. Each manager will select a Lock-in Coach. The Lock-in Coach is the Manager's main assistant coach.

7. ALL STAR TEAM MANAGERS

- a. Candidates for Tournament Team Managers and Coaches positions must be Managers or Coaches of record (a Manager or Coach of record is a volunteer brought before the Board no later than April 15th as provided in the Tournament Section of the Little League Baseball Rules and Regulations).
- b. Candidates for All Star Team Manager will self-nominate by submitting an email or written request to the Coaching Coordinator. The Coaching Coordinator will send out a notice when nominations will be accepted.
- c. Any manager who will not be available for Tournament Team practices and games will not be eligible for selection as the All-Star Manager. Violation of this rule is grounds for removal of the manager from his position and a suitable replacement will be appointed.
- d. Candidates must meet the criteria as described in the Little League Rule Book.
- e. The Managers Selection Committee will poll the Managers and Lock-in coaches in each division for their All-Star Team Manager recommendation. The Managers Selection Committee shall select Tournament Team Managers by taking the results of the poll into consideration.
- f. Candidates are not guaranteed a position. The Managers Committee may solicit alternative candidates at their discretion.
- g. Once approved, the All-Star Manager will select up to 2 (3 for 7 & 8 year-old teams) eligible Coaches of record to assist the All-Star Manager.

8. ALL-STAR ELIGIBILITY

- a. All-Star eligibility will be in accordance with Tournament Rules and Guidelines for Little League Baseball, **Eligibility** (page T4). All Minor League divisions will comply with 9-10 year-old rules.
- b. ALL-STAR teams shall be formed under the following guidelines:
 - i. No player may play for more than one (1) All-Star team.
 - ii. MAJORS Team – all players participating in the Major League are eligible. Twelve year-old players may only be selected to the MAJORS team (12U). Eleven year-olds will have the opportunity to declare their preference of team: 11 year-old team, 12 year-old team or both.
 - iii. 11 YEAR-OLD Team – all 11 year-old players are eligible.
 - iv. 10 YEAR-OLD Team – all 10 year-old players are eligible.
 - v. 9 YEAR-OLD Team – all 9 year-olds are eligible.
 - vi. 8 YEAR-OLD Team – all 8 year-olds are eligible.
 - vii. 7 YEAR-OLD Team – all 7 year-olds and 6 year-olds who played in the Rookie league for the current year.
 - viii. 5 & 6 YEAR-OLDS will have no Tee Ball All-Star team selected.
 - ix. Jr./Sr./ Big League/Softball teams – In accordance with Little League rules and player availability.
- c. All players who want to participate in LCLL All-Star selection are encouraged to attend the Little League Showcase whereby all league Managers and coaches may see examples of the players' abilities. Performance throughout the Little League season and the showcase will be considered in the All-Star team selection. Player Agents will run the showcase with the assistance of league Managers and other LCLL Board members. The showcase will be held on a weekend afternoon at least one week prior to the commencement of All-Star selections. All players attending the showcase will be required to turn in their All-Star Intent Declaration Form at the Exhibition.
- d. Any player who will not be available for most Tournament Team games and practices will not be eligible for selection to the All-Star team and will not be placed on the ballot. All players' parents will fill out and sign a commitment form acknowledging this rule. All Star deposits **will be forfeited** for violation of this rule. The All-Star deposit for the 2018 All Star Tournament is \$100. All non-forfeited deposits will be shredded.
- e. **In rare instances, these requirements may be waived with the recommendation of the Player Agent and approval of the League Executive Committee.**

9. ALL STAR PLAYER SELECTION:

- a. The day after the Little League Showcase, the Player Agent for each division will send out the All-Star ballot, containing the complete listing of All-Star eligible players in that division, to the division Managers.
- b. The Managers have 48 hours to rank and return their completed rankings to the Player Agent. The Managers will rank all the eligible players from best to worst, with one (1) being the best.

- c. The managers will meet at a convenient time and date set by the league for selecting All-Stars.
 - i. Managers who cannot attend, may request an alternate in their place with the approval of the Player Agent and the League Executive Committee. If a manager does not attend, or select an alternate to attend, he/she will not have a vote.
 - ii. There will be either 12 or 13 players selected for each team. The Managers in the selection meeting will vote on how many players will be selected to the team prior to the casting of the first ballot.
 - iii. No LCLL Board member who has a child on the list may attend this meeting unless they are a manager in the division being selected.
 - iv. All managers' rankings will be compared and discussed. Afterwards, the voting begins. The division managers will select a total of 10 players to the All-Star team.
 - v. Voting will proceed as follows:
 - 1. Round 1 – All players receiving a unanimous vote will automatically be placed on the team.
 - 2. Round 2 – after discussion, all Managers will vote again to fill the remaining spots. All players receiving a unanimous vote will automatically be placed on the team.
 - 3. If there are any spaces available, they will be chosen by majority (more than 50%) vote after discussion by the Managers.
 - vi. The All-Star Manager will be announced.
 - vii. The All-Star Manager will choose the remaining 2 players (or 3 if the Managers voted to have 13 on the All-Star team).
- d. Softball & Jr./Sr./Big League Baseball – as determined by player availability and Executive Committee determination.
- e. Player selection to the All-Star team will be confidential information until the approved announcement date set by District 14 Staff. Only the President, Vice-President(s), Player Agent(s), Uniform Coordinator(s), and Managers are authorized to have the information prior to announcement.
 - i. **Early release of All-Star team names or draft position to any unauthorized source will be grounds for immediate removal for the All-Star manager or disciplinary action for any other manager or BOD member.**
- f. **All-Star Replacement:** Due to the problematic nature of late uniform acquisition, replacement players should be frowned upon. Should the need arise to select a replacement for the All-Star team (injury, family emergency, etc.) The All-Star manager must select a replacement from the remaining available players on the original ballot who have not been chosen for another team.
 - i. The All-Star Manager shall make a request through the Player Agent for Executive Committee approval of the replacement player. The All-Star Manager **shall not** notify the player or his/her sponsor/parent of the potential selection until notified to do so by the Player Agent.
 - ii. The Player Agent will ensure availability by contacting the player's sponsor/parent. The player agent will then notify the Executive Committee for approval and notify the manager after approval.

10. POST SEASON PLAY

- a. For a team to be eligible to wear the LCLL All-Star uniform in any tournament, all selected LCLL All-Star players must be afforded an opportunity to play with the team. If all players are asked and there are not enough original All-Stars to fill a roster, additional players may be recruited and placed on the team and will be allowed to purchase LCLL matching team uniforms at their own expense.

11. INDIVIDUAL/TEAM PRACTICE

- a. The combination of game and practice time during the Spring season shall not exceed 3 events per week for Major, Texas, AAA, Dixie, and Rookie teams, and shall not exceed 2 events per week for Tee Ball or Challenger teams. Sunday practices are always considered optional. **NOTE: Does not apply to post season play.**
- b. League fields (Sportsplex, Old Fields) will only be guaranteed for one practice session per week with practices scheduled in no more than two-hour periods. Managers should contact the League Practice coordinator to determine field availability.
- c. **Managers must ensure their team is represented at all Field Maintenance days.**
- d. Managers will work with the League Practice Coordinator to acquire and document their off-site practice field and report all practice schedule times to the league.
- e. Managers will be suspended for one game for violation of league policies (i.e. practice time rules, concession no shows, field maintenance no shows, umpire duties, etc.). Player Agents and Concession Directors will be responsible for monitoring and

recommending action to the Executive Board. Player Agents will be responsible for notifying teams of any action resulting from this rule.

- f. **Once league play begins, all practices on league fields must be scheduled through the Field Coordinator and/or Field Referee (or designated Scheduling System)....on a weekly basis.**

12. PLAYER, MANAGER/COACH DISCIPLINE:

- a. A manager may bench a child for disciplinary reasons, misconduct, or absence from practice or games with approval of the Player Agent or Director on Duty in their absence. If a child is benched, the manager shall include the child's name and a notation regarding the manager's action on the roster that is given to the scorekeeper and plate umpire. The manager shall also notify the player's parent(s) if present at the game. No child should be benched prior to approval by the appropriate board member.
- b. If a child that has been marked absent or reports late to the game and is subsequently benched, the manager shall immediately notify the scorekeeper and plate umpire of this action. The manager shall also notify the player's parent(s) if present at the game. (NOTE: does not apply for TEE BALL.)
- c. Any manager electing to invoke the provisions of rule 12.1 or 12.2 shall report, **in writing**, to the league player agent within 24 hours of the game and state the reasons for this action. It will be the responsibility of the Player Agent to investigate the situation and report findings to the League Vice President.
- d. The Board of Directors shall have the right to censure the actions of Managers and coaches, and the authority to suspend or remove them, should the Board determine that the manager or coach is not acting in the best of interest of the children or the League.
- e. A manager/coach does not have the authority to eject anyone, including spectators, from a game. Only the umpire has the authority to eject someone from a game and only the Director on Duty has the authority to remove spectators from the ballpark.

13. DIVISION & CITY CHAMPIONSHIP

- a. **ALL LEAGUES (except Tee Ball):** Standings will be kept to determine seeding in the post season tournament.
- b. Interleague games will not count towards a team's official record. Only games against a team's respective league will count toward their official record.
- c. Ranking:
 - i. The teams will be ranked by winning percentage.
 - ii. Winning percentage:
 - 1. Each win is worth one (1) point
 - 2. A tie is worth one-half (1/2) point
 - 3. A loss is worth zero (0) points
 - 4. Add up wins and ties and divide by total number of games
 - iii. If there is a tie in the rankings, the tie will be broken by using the following in successive order. Once the tie is broken, there is no need to continue down the list:
 - 1. Head to head versus all teams in the tie
 - 2. Least runs allowed per inning against tied opponents
 - 3. Least runs allowed per inning against all opponents
- d. Tie Games:
 - i. A tie baseball game will be counted as one-half (1/2) a win
 - ii. Extra innings will be played, if time limit permits (not applicable to Tee Ball)
 - iii. The only instance a tie game would be continued on a different date is if one or both teams had not played their required 12 games – Majors ONLY

14. RAIN-OUT/SUSPENSION/CANCELLED GAMES

- a. Prior to game time, only the Player Agent or a designated Director can call rainouts.

- b. The Player Agent will schedule rain-out/suspended games, through the League President, at the first reasonably available date. Teams shall be given at least 24 hours' notice of a re-scheduled or continuation game start time, unless both Managers waive notice.
- c. Makeup games may be scheduled on Sundays if necessary.
- d. For a regular season game, if a team does not have at least 8 players within 15 minutes of the scheduled game start time, the game will be postponed pending a Board decision to reschedule or forfeit the game. With 8 players present the game will be played. A late arriving player will be inserted into the bottom of the batting order immediately.
- e. For a post-season game, each team must have at least nine (9) players.

15. GAME DUTIES

- a. The home team shall provide the official scorekeeper and the visiting team shall provide the announcer/pitch counter where applicable.
- b. In the event the home team has no scorekeeper, the manager or a coach of the home team will become the official scorekeeper and will remain in the Press Box until an alternate scorekeeper representing their team becomes available.
- c. First game of the day: the Visiting team will be responsible for marking the field prior to the game and the Home team will be responsible for the placement of all equipment such as bases and pitching machines.
- d. Last game of the day: the Visiting team will be responsible for putting away all equipment such as bases and pitching machines after the game. The Home team will be responsible for raking the field after the game. Both teams will police their respective areas (dugouts and stands) and pick up trash before leaving the fields.
- e. Immediately after each game, the manager or his/her proxy shall enter the game's results and pitch counts at the concession stand.

16. CURFEW / GAME TIME LIMITS

- a. LCLL has established a 9:30PM League Curfew for Sunday through Thursday. No innings will be started after curfew. The curfew for Friday and Saturday games will be 10:00PM.
- b. **MAJOR & TEXAS LEAGUE**
 - i. When two games are scheduled back to back, no inning will start after 1:45 of scheduled game time. (Major only: the last game of the day will have no time limit and will play until the game is complete or curfew is reached.)
 - ii. The first game of a weeknight will be scheduled to begin at 5:45PM. The game clock will start promptly at 5:45PM, whether teams have taken the field or not. The late game will begin at the completion of the first game.
 - iii. Any game halted for any reason (weather, curfew or time limit) is considered a regulation game if:
 - 1. TEXAS: 3 innings have been completed (2 ½ if the home team is ahead). Ties will be accepted.
 - 2. MAJOR: 4 innings have been completed (3 ½ if the home team is ahead). Ties will be accepted.
 - iv. When game time expires and there is no possibility of the trailing team to win by completing the current inning, the umpire shall end the game, after the current batter completes his/her at bat.
- c. **DIXIE & AAA**
 - i. When two games are scheduled back to back, no inning will start after 1:30 of game time.
 - ii. The first game of a weeknight will be scheduled to begin at 5:45PM. The game clock will start promptly at 5:45PM, whether teams have taken the field or not. The late game will begin promptly at 7:45PM.
 - iii. Any game halted for any reason (weather, curfew or time limit) is considered a regulation game regardless of the number of innings completed. Ties will be accepted.
 - iv. When game time expires and there is no possibility of the trailing team to win by completing the current inning, the umpire shall end the game.
- d. **ROOKIE**
 - i. When two games are scheduled back to back, no inning will start after 1:15 of game time.
 - ii. The first game on a weeknight will be scheduled to begin at 5:45PM. The game clock will start promptly at 5:45PM, whether teams have taken the field or not. The late game will begin promptly at 7:15PM.
- e. **TEE BALL and CHALLENGER**

- i. All games will be played with a 1 hour time limit. Time limits are terminal and will not be extended for any reason except to allow completion of the current player's at bat.
- ii. The first game on a weeknight will be scheduled to begin at 5:45PM. The game clock will start promptly at 5:45PM, whether teams have taken the field or not. The late game will begin promptly at 7:00PM.
- f. Assigned umpires, or their appointed representative, will have the only official game clock. **Clock starts at scheduled game time unless the previous game was delayed in completion.**

17. DUGOUT: The Home team will occupy the third base dugout.

18. PRE-GAME WARM-UP:

- a. Only League appointed Managers/coaches, team parent, umpires, Board members and City of League City maintenance employees are allowed inside the fenced area of the ball fields at any time during warm-up or game times (including dugouts). **All league members must have their league approved badge on their person to enter the field of play or be issued a temporary replacement by the Director on Duty for the cost of \$1.00, to be paid at the time of receipt.**
- b. Unless addressed in Division specific rules below, there may be no more than three manager/coaches inside the fenced area of the ball field at any time, including dugouts.

19. TEAMS:

- a. When a player is lost to a team during the playing season, the manager of the team losing a player shall notify the Player Agent within 24 hours of such loss.
- b. If a child misses four consecutive team events (practices and games), the manager must notify the Player Agent and may ask the Board of Directors for approval to remove the player from the roster in accordance with REGULATION III (d). If a child misses eight consecutive events (practices and games), the manager must ask the Board of Directors to remove the player. (Major League always; Minor League, only if there is a waiting list.)

i. MAJOR LEAGUE

- 1. All teams shall establish and maintain a roster of 12 players.
- 2. The manager shall select a replacement player within 72 hours from the time the Player Agent provides him/her with the list of eligible players. Only Player Agents will communicate with players from the selection list. All communication will go through the Player Agents. Violation of this rule by any manager is grounds for disciplinary action which may include removal as a manager.
- 3. If a player is lost during the last two (2) weeks of the season, a Manager shall not draft any player, unless the roster falls below ten (10) players. In this situation, only a sufficient number of players to maintain a roster of ten (10) players shall be drafted.
- 4. Players not initially available for the Major league draft must be on a Texas league roster for four (4) official league games before becoming eligible for selection as replacements.
- 5. Managers shall not select a player that will cause an infraction of REGULATION III (c).

ii. TEXAS

- 1. When a player is lost due to the Major league draft, illness, injury, or resignation, a replacement will be provided from the Texas League waiting list by the Player Agent.
- 2. If no replacements are available, the team will play with a reduced roster until such time as a replacement becomes available. Should the team roster be reduced to a point where the team is in danger of a forfeit of future games, the Player Agent may transfer a player from another team. Players will not be called up from AAA.

iii. AAA

- 1. All teams shall establish a roster of 12 players and maintain a roster of 10 players.
- 2. If a player is lost during the last two (2) weeks of the season, a Manager shall not draft any player, unless the roster falls below ten (10) players. In this situation, only a sufficient number of players to maintain a roster of ten (10) players shall be drafted from the waiting list.

iv. DIXIE

1. If a team loses a player from its roster through illness, injury, change of address, or other justifiable reasons, another player shall be obtained through the Player Agent. The Player Agent will assign a player from the waiting list in the order of sign up date.
2. If no replacements are available, the team will play with a reduced roster until such time as a replacement becomes available. Should the team roster be reduced to a point where the team is in danger of a forfeit of future games, the Player Agent may transfer a player from another team.

v. ROOKIE

1. Every effort will be made to place all registered players on a team. Remaining players will be held on a waiting list
2. If no replacements are available, the team will play with a reduced roster until such time as a replacement becomes available. Should the team roster be reduced to a point where the team is in danger of a forfeit of future games, the Player Agent may transfer a player from another team.

vi. TEE BALL

1. Every effort will be made to place all registered players on a team. Remaining players will be held on a waiting list.

vii. CHALLENGER

1. All registered players will be placed on a team.

20. MANAGER / COACH TRAINING

- a. There are two mandatory clinics for each coach and manager in the league. The league will host a safety/coaching skills clinic and a rules clinic. Only the League President may authorize absence from these clinics.
- b. Managers / Coaches who fail to attend all required training are subject to disciplinary action up to and including removal for the season.

SECTION 2 – MAJOR LEAGUE REGULATIONS AND RULES: All games will be played in accordance with the current year Little League Regulations and Playing Rules with the following local exceptions and rules.

OFFICIAL PLAYING RULES

1. RULE 4.00 STARTING AND ENDING THE GAME

- a. RULE 4.04 Continuous batting order option will be in effect.

2. RULE 6.00 THE BATTER

- a. RULE 6.02(C) After entering the batter's box, the batter must remain in the box with at least one (1) foot throughout the at bat
- b. The eight (8) exceptions to RULE 6.02(C) as listed in the Little League Rule Book will apply.

SECTION 3 - TEXAS LEAGUE REGULATIONS AND RULES: All games will be played in accordance with the current year Little League Regulations and Playing Rules with the following local exceptions and rules.

GENERAL

1. Standings will be maintained for League Championship status. Team record will determine seed position in the end of season City Championship tournament. See 13b – Division and City Championship.

LITTLE LEAGUE REGULATIONS

2. SECTION IV – THE PLAYERS

- a. The provisions of Regulation IV (i) will be in effect with the following additions: All players will participate in a minimum of 50% of the team's defensive innings averaged over the course of the season in which the player is present. Unrestricted defensive substitution will be allowed.

OFFICIAL PLAYING RULES

3. RULE 4.00 STARTING AND ENDING THE GAME

- a. RULE 4.04 Continuous batting order option will be in effect.
- b. NOTE: Rule 4.10(e) 10-run mercy rule will not be in effect.
- c. RULE 4.19 is modified to read: Protests must be resolved before next pitch, but do not prolong game time limits during resolution.

4. RULE 5.00 - PUTTING THE BALL IN PLAY - LIVE BALL

- a. RULE 5.07 shall be modified to read: During the entire game, the side shall be retired if, three outs occur, or offense scores 5 runs, whichever comes first.
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SECTION 4 - AAA LEAGUE REGULATIONS AND RULES: All games will be played in accordance with the current year Little League Regulations and Playing Rules with the following local exceptions and rules.

GENERAL

1. Standings will be maintained for League Championship status. Team record will determine seed position in the end of season City Championship tournament. See 13b – Division and City Championship.

LITTLE LEAGUE REGULATIONS

2. SECTION IV – THE PLAYERS

- a. The provisions of Regulation IV (i) will be in effect with the following additions:
 - i. All players will participate at least one (1) defensive inning in an infield position before the 4th inning unless the game is shortened for any reason or unless they have a league approved infield waiver. **Failure by a manager to comply with this regulation WILL result in disciplinary action.**
 - ii. Managers may request a waiver to the infield requirement through the Player Agent, League Safety Officer or Vice President. **Parental agreement is mandatory.**

OFFICIAL PLAYING RULES

3. RULE 4.00 STARTING AND ENDING THE GAME -

- a. Rule 4.04: Continuous batting order option will be in effect.
- b. NOTE: Rule 4.10(e): 10 run mercy rule will not be in effect.
- c. RULE 4.19 is modified to read Protests must be resolved before next pitch, but do not prolong game time limits during resolution.

4. RULE 5.00 - PUTTING THE BALL IN PLAY - LIVE BALL

- a. RULE 5.07 shall be modified to read: During the entire game, the side shall be retired if, three outs occur, or offense scores 5 runs, whichever comes first.
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SECTION 5 - DIXIE LEAGUE REGULATIONS AND RULES: All games will be played in accordance with the current year Little League Regulations and Playing Rules with the following local exceptions and rules.

GENERAL

1. Standings will be maintained for League Championship status. Team record will determine seed position in the end of season City Championship tournament. See 13b – Division and City Championship.

LITTLE LEAGUE REGULATIONS

2. SECTION IV – THE PLAYERS

- a. The provisions of Regulation IV (i) will be in effect with the following additions:

- i. All players will participate at least one (1) defensive inning in an infield position before the 5th inning, unless they have a league approved infield waiver. **Failure by a manager to comply with this regulation WILL result in disciplinary action.**
- ii. Managers may request a waiver to the infield requirement through the Player Agent, League Safety Officer or Vice President. **Parental agreement is mandatory.**

OFFICIAL PLAYING RULES

b. RULE 1.00 - OBJECTIVE OF THE GAME

- i. RULE 1.07 will be disregarded and the following shall apply: The pitching machine shall be located such that the distance between the machine and home plate (from the rear point of home plate to the front of the wheel) shall be 46 feet.
- ii. A ten-foot circle (10') centered 46' from the rear point of home plate will be marked.
- iii. A two-foot (2') player pitcher's spot will be marked 2 feet toward first base and 48 feet 6 inches from home plate.

c. RULE 2.00 - DEFINITION OF TERMS

- i. The INFIELD FLY rule **shall not** apply in the Dixie League.
- ii. BENCH OR DUGOUT is the seating facilities reserved for players, substitutes, one manager and three coaches when they are not actively engaged on the playing field.

d. RULE 4.00 STARTING AND ENDING THE GAME –

- i. RULE 4.04: Continuous batting order option will be in effect.
- ii. NOTE: Rule 4.10 (e): 10 run mercy rule will not be in effect.
- iii. RULE 4.19 is modified to read Protests must be resolved before next pitch, but do not prolong game time limits during resolution.

e. RULE 5.00 - PUTTING THE BALL IN PLAY - LIVE BALL

- i. RULE 5.07 shall be modified to read: During the entire game, the side shall be retired if, three outs occur, or offense scores 5 runs whichever comes first.
- ii. The 10 foot pitching circle will be treated the same as the pitching rubber in regular baseball for the purpose of establishing when the ball is dead and the base runner(s) are required to return to their base. Unless a runner(s) has made a full commitment to running to the next base, prior to the pitcher entering the pitching circle with control of the ball, he will be required to return to his previous base. A full commitment is considered facing the next base and running full speed in that direction. Side stepping or walking is NOT considered a full commitment. Whether or not the runner has met the qualifications, if he is tagged out while off the base, the out will stand. The umpire may declare a dead ball when in their judgment play has ceased.
- iii. Any thrown ball that strikes the machine or screen is considered alive and in play.
- iv. If a ball settles under the pitching machine, the umpire shall declare the ball dead. All runners including the batter-runner shall be awarded one base beyond the last base legally touched at the time the ball was declared dead.

f. RULE 6.00 - THE BATTER

- i. RULE 6.06(d) (batter is out when) is adopted as follows: offering to bunt at a pitch then pulling back and swinging at the pitch. Violation of this rule will cause the ball to be dead and no runners may advance on the play.
- ii. No base on balls will be allowed. If, in the judgment of the home plate umpire, the ball is pitched outside of the strike zone and is not swung at, it will be classed as a "no pitch" and a dead ball. No runners will be allowed to advance. However, if the pitch is called a strike, the ball remains in play and runners may advance.
- iii. The ball is considered dead when a batted ball strikes the machine or ball dropper before being touched by the pitcher or any defensive player. The batter/ runner will get one base and all runners advance if forced. A thrown ball that strikes the machine is considered alive and in play.
 - 1. If a ball dropper lets a batted ball hit him/her on purpose in the judgment of the umpire, he/she is subject to be ejected from the game per rule 4.07 and will not be permitted to attend the next played game for his/her team.

g. RULE 7.00 - THE RUNNER

- i. All provisions of Rule 7.00 shall apply.

h. RULE 8.00 - THE PITCHER

- i. The pitching machine speed will be set to **42 mph**, as indicated by its dial, and will remain unchanged throughout the game.
- ii. The pitching machine will be set and adjusted by an adult, with the concurrence of the umpire, to the satisfaction of both Managers prior to the start of the game. Prior to the start of each half inning, the umpire shall require at least one pitch to home base from the machine. If the ball is in the strike zone, no changes will be made.
- iii. The decision to re-adjust the machine lies with the home plate umpire. The home plate umpire will determine when the machine has been properly adjusted.
- iv. A representative (coach or designated "ball dropper"), 18 years or older, from the team batting, will feed the pitching machine. The adult feeding the machine will receive the ball from the pitcher, but may not put it in the machine until the pitcher reaches his defensive position in the pitching area and all defensive players are in a position of readiness, as well as the batter.
- v. The "ball dropper" will **not** do any coaching to either the batter or base runners nor communicate in any way with the coaching staff on the field or in the dugout. He may notify the coach when a player's position may cause an injury. **Penalty: Violation of this rule may subject the pitching machine operator to be ejected from the game.**
- vi. The representative feeding the pitching machine must make every effort to avoid interfering with the infielder or catcher making a catch or throw. If in the judgment of the umpire(s), interference occurred, it will be judged in accordance with the Little League Playing Rules. **NOTE:** The operator of the pitching machine being hit by a batted or thrown ball does not necessarily constitute interference.
- vii. Physical contact by the operator of the pitching machine other than use of a foot on the back leg of the machine is illegal. **Penalty:** At the discretion of the home plate umpire, repeated or flagrant violation of this rule may subject the pitching machine operator to be ejected from the game.
- viii. The pitcher may leave his pitcher's spot, only after the ball has been ejected from the pitching machine and is in flight toward the batter. Pitchers may not position themselves on the third base side of the mound. **Penalty:** The Offensive team may elect the result of the subsequent play or nullify the subsequent play and reset the batter if the pitcher leaves early. The pitcher will receive a warning and is subject to replacement if the violation continues to occur.

SECTION 6 - ROOKIE LEAGUE REGULATIONS AND RULES: All games will be played in accordance with the current year Little League Regulations and Playing Rules with the following local exceptions and rules.

GENERAL

1. **Standings will be maintained for League Championship status. Team record will determine seed position in the end of season City Championship tournament. See 13b – Division and City Championship.**

LITTLE LEAGUE REGULATIONS

2. **SECTION IV – THE PLAYERS**
 - a. The provisions of Regulation IV (i) will be in effect with the following additions:
 - b. All players will participate in a minimum of 50% of the team's defensive innings averaged over the course of the season.
 - c. All players will participate at least one (1) defensive inning in an infield position before the 5th inning. **Failure by a manager to comply with this regulation WILL result in disciplinary action.**
 - d. Managers may request a waiver to the infield requirement through the Player Agent, League Safety Officer or Vice President. **Parental agreement is mandatory.**

OFFICIAL PLAYING RULES

3. **RULE 1.00 - OBJECTIVE OF THE GAME**
 - a. RULE 1.04 (amended): The infield shall be a 55-foot square.
 - b. RULE 1.07 will be disregarded and the following shall apply: The pitching machine shall be located such that the distance between the machine and home plate (from the rear point of home plate to the front of the wheel) shall be 46 feet.
 - c. A ten-foot circle (10') centered 46' from the rear point of home plate will be marked.
 - d. A two-foot (2') player pitcher's spot will be marked 2 feet toward first base and 48 feet 6 inches from home plate.
4. **RULE 2.00 - DEFINITION OF TERMS**

- a. The INFIELD FLY rule **shall not** apply in the Rookie League.
- b. BENCH OR DUGOUT is the seating facilities reserved for players, substitutes, one manager and three coaches when they are not actively engaged on the playing field. Only four adults may be within the confines of the field fence per team at any time.

5. RULE 3.00 – GAME PRELIMINARIES

- a. RULE 3.03 will be disregarded and the following shall apply: Each team can play up to 10 players on defense, but 8 players constitutes a legal lineup. There can be no more than 6 players positioned in the infield at the time of the swing.

6. RULE 4.00 STARTING AND ENDING THE GAME

- a. RULE 4.04: Continuous batting order option will be in effect.
- b. The defensive team will be allowed one adult coach in the outfield to instruct outfielders. The outfield coach must remain against the back fence and not interfere with play during a live ball. **There must be at least one League approved coach in the team dugout at all times.**
- c. NOTE: Rule 4.10(e) (10-run mercy rule) **will not be in effect.** Scoreboards will be turned off when there is more than a ten (10) run lead by either team.
- d. RULE 4.10(g) is adopted as follows: (1) The umpire shall call the game upon completion of any inning (or half inning if the home team is ahead) after 1 hour 15 minutes of game time has expired or the end of any inning after curfew is reached. Tie games will not be completed to determine a winner. A home team batter will complete his time at bat if time expires while at bat and their side is ahead. (2) When game time expires and there is no possibility of the trailing team to win by completing the current inning, the umpire shall end the game.

7. RULE 5.00 - PUTTING THE BALL IN PLAY - LIVE BALL

- a. RULE 5.07 shall be modified to read: During the entire game, the side shall be retired if, three outs occur, or offense scores 5 runs, whichever comes first.
- b. The 10 foot pitching circle will be treated the same as the pitching rubber in regular baseball for establishing when the ball is dead and the base runner(s) are required to return to their base. The play is considered dead when the pitcher has control of the ball in the circle or the progress of the lead runner has been stopped at the umpire's discretion. If the runner(s) has passed the halfway mark when the play is called dead, the runner(s) may continue to the next base. If the runner(s) has not passed the halfway mark when the play is called dead, the runner(s) must return to the previous base. If the runner is tagged out while trying to advance, the out stands.
- c. Any thrown ball that strikes the machine or screen is considered alive and in play.
- d. If a ball settles under the pitching machine, the umpire shall declare the ball dead. All runners including the batter-runner shall be awarded one base beyond the last base legally touched at the time the ball was declared dead.

8. RULE 6.00 - THE BATTER

- a. RULE 6.06(d) (batter is out when) **is adopted as follows:** offering to bunt at a pitch then pulling back and swinging at the pitch. Violation of this rule will cause the ball to be dead and no runners may advance on the play. The batter is prohibited from waving or shaking the bat in an attempt to distract the catcher.
- b. No base on balls will be allowed. If, in the judgment of the home plate umpire, the ball is pitched outside of the strike zone and is not swung at, it will be classed as a "no pitch" and a dead ball.
- c. The ball is considered dead when a batted ball strikes the machine or ball dropper before being touched by the pitcher or any defensive player. The batter/ runner will get one base and all runners advance if forced. A thrown ball that strikes the machine is considered alive and in play.
 - i. If a ball dropper lets a batted ball hit him/her on purpose in the judgment of the umpire, he/she is subject to be ejected from the game per rule 4.07 and will not be permitted to attend the next played game for his/her team.

9. RULE 7.00 - THE RUNNER

- a. If the fielder attempts to throw the runner out, only 1 base will be allowed for each overthrow. The runner(s) will still be "at risk" while advancing. Any subsequent attempts on the runner(s) and any resulting overthrow will allow only 1 base per overthrow.
- b. Pursuant to rule 7.2, the play is called dead when the pitcher has control of the ball inside the circle or the progress of the lead runner has been stopped, as determined by the umpire's discretion.
- c. No Base Stealing will be allowed.

10. RULE 8.00 - THE PITCHER

- a. RULE 8.00 of the playing rules shall be disregarded and the following shall apply:

- i. The pitching machine speed will be set to **40 mph**, as indicated by its dial, and will remain unchanged throughout the game.
 - ii. The pitching machine will be set and adjusted by an adult, with the concurrence of the umpire, to the satisfaction of both Managers prior to the start of the game. Prior to the start of each half inning, the umpire shall require at least one pitch to home base from the machine. If the ball is in the strike zone, no changes will be made.
 - iii. The decision to re-adjust the machine at any time lies with the home plate umpire. The home plate umpire will determine when the machine has been properly adjusted.
 - iv. A representative (coach or designated "ball dropper"), 18 years or older, from the team batting, will feed the pitching machine. The adult feeding the machine will receive the ball from the pitcher, but may not put it in the machine until the pitcher reaches his defensive position in the pitching area and all defensive players are in a position of readiness, as well as the batter.
 - v. The "ball dropper" may communicate with the batter in regard to position only. No communication with either the batter or base runners otherwise, nor any communications with the coaching staff on the field or in the dugout is allowed.
Penalty: Violation of this rule may subject the pitching machine operator to be ejected from the game.
 - vi. The representative feeding the pitching machine must make every effort to avoid interfering with the infielder or catcher making a catch or throw. If in the judgment of the umpire(s), interference occurred, it will be judged in accordance with the Little League Playing Rules.
 - vii. Physical contact by the operator of the pitching machine other than use of a foot on the back leg of the machine is illegal.
Penalty: At the discretion of the home plate umpire, repeated or flagrant violation of this rule may subject the pitching machine operator to be ejected from the game.
 - viii. The player pitcher may leave his pitcher's spot, only after the ball has been ejected from the pitching machine and is in flight toward the batter. Pitchers may not position themselves on the third base side of the mound. **Penalty:** The Offensive team may elect the result of the subsequent play or nullify the subsequent play and reset the batter if the pitcher leaves early. The pitcher will receive a warning and is subject to replacement if the violation continues to occur.
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SECTION 7 – TEE BALL LEAGUE REGULATIONS AND RULES: All games will be played in accordance with the current year Little League Regulations and Playing Rules with the following local exceptions and rules.

TEAM STANDINGS WILL NOT BE KEPT IN THE TEE BALL LEAGUE

OFFICIAL PLAYING RULES

1. RULE 1.00 - OBJECTIVE OF THE GAME

- a. RULE 1.01 (amend): Tee Ball is a game between two teams where the participants hit a ball from a coach pitch or from a batting tee.
- b. RULE 1.04 (amend): The infield shall be a 50 foot square.
- c. RULE 1.04 (amend) A player pitcher's plate or 2 foot chalk line shall be located such that the distance between the front side of the pitcher's plate and the rear point of home plate shall be 42 feet.
- d. RULE 1.07 (amend): A 2-foot chalk line shall be placed 25 feet from the back edge of home plate in the center of the playing field. This is the minimum adult pitching distance.

2. RULE 2.00 - DEFINITION OF TERMS

- a. BENCH OR DUGOUT is the seating facilities reserved for players, substitutes, one manager, three coaches and one dugout parent when they are not actively engaged on the playing field.

3. RULE 3.00 - GAME PRELIMINARIES

- a. RULE 3.03 will be disregarded and the following shall apply: All present players will play defense, but 8 players constitutes a legal lineup. All players will play a defensive position in each inning. Players must rotate positions each inning. There can be no more than 6 players positioned in the infield at the time of the swing.

4. RULE 4.00 STARTING AND ENDING THE GAME

- a. RULE 4.05(I) will be disregarded and the following shall apply: **(1)** Each offensive team is allowed three adult base coaches on the field during its time at bat, one near first base, one near third base and one near home plate to assist the batter. The batting coach may assist the batter in getting ready, but must move to the backstop when the ball is hit. Coaches shall remain within the coach's

box anytime the ball is alive and talk to members of their team only. An offending coach shall be removed from the coach's box. (2) The defensive team will be allowed two adult coaches in the outfield to instruct outfielders. The outfield coach must remain behind the players and not interfere with play during a live ball. **There must be at least one League approved coach or Team Parent in the team dugout at all times.**

- b. RULE 4.10(a) is amended as follows: A regulation game consists of 4 innings.
- c. Rule 4.10(e) (10-run mercy) will not be in effect. Scoreboards will not be used for any games to track scores.
- d. RULE 4.10(g) is adopted as follows: Time limits are terminal (1 hour) and will not be extended for any reason except to allow completion of the current batter's at bat.

5. RULE 5.00 - PUTTING THE BALL IN PLAY - LIVE BALL

- a. RULE 5.03 will be modified to read: The Coach pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as such batter chooses.
- b. RULE 5.07 shall be modified to read: The side shall be retired when the offense bats completely through its lineup (Opposing team will be notified when last batter in lineup comes to bat). Teams will clear the bases after each set of 3 outs but will continue to bat until their entire roster that is present on game day bats up to the time limits.

6. RULE 6.00 - THE BATTER

- a. RULE 6.05 (amend): (1) The batter is out when he has failed to hit a fair ball after five attempted swings, consisting of a combination of three (3) Coach Pitches and two (2) attempts from a Tee.

7. RULE 7.00 - THE RUNNER

- a. If an overthrow occurs at any base, the following will apply:
- b. If the ball goes out of play, base runners will be awarded the base to which they were advancing when the throw was made plus one extra base.
- c. If the ball remains in play, base runners may advance to the base to which they were running when the ball was thrown plus one extra base only, at the risk of being thrown out.

8. RULE 8.00 - THE PITCHER

- a. RULE 8.00 shall be disregarded and the following shall apply:
 - i. **Coach Pitcher Option:** The Manager has the option to have an adult representative "coach pitch" to any batter for no more than three (3) pitches. Should the batter fail to hit safely by the third pitch, the batter will have two swings from the tee remaining to attempt to reach base.
 - ii. The adult pitcher shall not wear a baseball glove.
 - iii. The adult pitcher shall stand or kneel facing the batter, on or behind the chalk line marking the minimum pitching distance. The pitcher must complete delivery of the ball to the batter with at least one foot on or behind the minimum allowable pitching distance.
 - iv. The adult pitcher may only coach the batter until said batter becomes a batter-runner.
 - v. The adult pitcher must make every attempt to leave fair territory after the batter hits the ball. The adult pitcher may not, in any way, interfere with the defensive team and their play of the ball. The adult pitcher may return to fair territory only after the ball has been declared dead.

SECTION 8 - FALL BALL LEAGUE REGULATIONS AND RULES: All games will be played in accordance with the current year Little League Regulations and Playing Rules, and LCLL Local Option Rules with the following exceptions.

1. During the Fall Ball (School) Instructional Season the following shall apply.

- a. Players will be placed according to their League Age on August 31, 2019, with the following groupings:
 - i. Major: 11&12 year-olds
 - ii. Texas/AAA: 9 & 10year-olds
 - iii. Dixie: 8 year-olds & 7 year-olds (only 7 year-olds who have played one season of Rookie)
 - iv. Rookie: 6 & 7 year-olds (only 6 year-olds who have played before)
 - v. Tee-Ball: 5 & 6year-olds

- b. Managers shall draft from among all eligible players. Try-outs will not be held.
 - c. Game time limits as established in Local Option Rules will be used (Majors and Texas/AAA: 1 hour 30 minutes, Dixie and Rookie: 1 hour 15 minutes, Tee Ball: 1 hour). No inning will start after the time limit has been reached. Once time expires the game will end once the current batter completes the at-bat.
 - d. The combination of game and practice time during the Fall season shall not exceed one practice and one game per week for all teams, or two practices when no games are scheduled (this includes before the start of the game schedule and bye weeks). Sunday practices or additional practices are always considered optional, however Sunday games are not.
 - e. Pitchers (AAA, Texas & Major) may not pitch in more than two innings per game. Major League teams must pitch at least one 11 year-old in each game, Texas teams must pitch at least one 9 year-old in each game.
 - f. Continuous batting order will be used in all games.
 - g. Unrestricted defensive substitution will be allowed.
 - h. In all innings the side shall be retired if, three outs occur or the offense scores 5 runs (except Tee Ball).
 - i. ROOKIE AND TEE BALL ONLY: The defensive team will be allowed one adult coach positioned in the outfield to instruct outfielders. The outfield coach must remain behind the outfielders and may not interfere with play during a live ball. Failure to remain in the allowed area or interference with live ball action may result in the defensive coach's privilege being revoked for the remainder of the game.
 - j. RULE 9.01 (c) is modified to add the following: the League does not provide umpires for Dixie, Rookie or Tee Ball League games. Managers are responsible for umpiring or finding a volunteer umpire who is familiar with the Official Playing Regulations and Rules and these Local Option Rules for all games.
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