



**LEAGUE CITY LITTLE LEAGUE
LOCAL OPTION RULES**

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SECTION 1 – GENERAL LEAGUE RULES

The following shall apply to all divisions within LCLL unless otherwise stated. This section outlines the local option guidelines, league expectations, player eligibility requirements, methods for selecting our managers and teams, and practice information.

1.1 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. **Refunds requested prior to the draft will be approved less any fees.. Refunds of registration fees following the draft will be at the discretion of the Executive Board on a case by case basis.** No refund will be granted after the uniform order has been placed.
- b. **Unless waived by the President a \$50.00 cancellation fee will be charged for any order that is cancelled, regardless of timeframe.**

1.2 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 the child's age as of August 31st of the calendar year of play. (<https://www.littleleague.org/play-little-league/determine-league-age/>)

- a. **Intermediate (13u)** – The Intermediate division introduces an advanced level of Little League play more consistent with traditional baseball and provides players a gap year before transitioning to more advanced levels of play on larger fields. The Intermediate division is highly-competitive and comprises eligible players ages 13 to 11. All players that want to be considered for the Intermediate draft must attend tryouts and demonstrate a proficiency of skill commensurate with this level of Little League competition.
- b. **Majors (12u)** – The Majors division is the oldest and most experienced 46/60 Kid-Pitch division in League City Little League and is the pinnacle of a players' Little League career. The Majors division is competitive and is comprised of eligible players ages 12 to 10 who were registered prior to evaluations and were drafted to a team. All players that want to be considered for the Majors draft must attend tryouts and demonstrate a proficiency of skill commensurate with the highest level of Little League competition. All players age 12 will be drafted to a team.
- c. **Triple A (11U)** – The Triple A (AAA) division is the penultimate Kid-Pitch division in League City Little League and is comprised of eligible players ages 11 to 9 who were registered prior to evaluations and were drafted to a team. The AAA division is a combination of competition and instructional for players and is a stepping stone to Majors. All players that want to be considered for the AAA draft must attend tryouts and demonstrate a proficiency of skill commensurate with the AAA level of Little League competition.

- d. **Double A (10U)** – The Double A (AA) division is the introductory, educational, and instructional Kid-Pitch division in League City Little League and is comprised of eligible players ages 10 to 8 who were registered prior to evaluations and were drafted to a team. The AA division is instructional for all players with a heavy focus on learning the basics of pitching and batting off live kid pitchers. All players that want to be considered for the AA draft must attend tryouts and demonstrate a proficiency of skill commensurate with the AA level of Little League competition.
- e. **Single A (8U)** – The Single A division is the most experienced Machine Pitch division in League City Little League and is a competitive division comprised of eligible players ages 8 to 7 who were registered prior to evaluations and were drafted to a team. All players that want to be considered for the Single A draft must attend tryouts and demonstrate a proficiency of skill commensurate with the highest level of machine pitch.
- f. **Rookie (7U)** – The Rookie division is the introductory, educational, and instructional Machine-Pitch division in League City Little League and is comprised of eligible players ages 7 to 6 who were registered prior to evaluations and were drafted to a team. The Rookie division is instructional for all players with a heavy focus on learning the basics of fielding, throwing, and batting off a machine. Every player that wants to be considered for the Rookie draft must attend tryouts and demonstrate a proficiency of skill commensurate with the Rookie level of Little League competition.
- g. **Coach Pitch (6U)** – The Coach Pitch division is the introductory division in League City Little League and is comprised of eligible players ages 6 and 5 who haven't played organized baseball before. The Coach Pitch division is instructional for all players with a heavy focus on learning the basics of baseball, including fielding, throwing, running, and batting off a coach or tee. All players age 6 who have previously competed in TeeBall or Coach Pitch should strongly consider moving up to the Rookie Division to keep up with the progression of play. All players will be drafted to a team.
- h. **Challenger** – The Challenger division 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.

1.3 ESTABLISHING NUMBER OF LEAGUE TEAMS AND CUTOFF

It is the discretion of the Executive Board to establish the number of teams, divisions and league cutoffs as it deems necessary. Factors such as field availability, number of players, included divisions may change each season which may impact league size.

1.4 MANAGERS / COACHES SELECTION

The selection of Managers and Coaches within LCLL is a vital component of the league's success and the development of young athletes. This section outlines the process for acquiring and appointing Managers and Coaches, emphasizing transparency and the best interests of the league and its players.

- a. The league's Coaching Coordinator holds the primary responsibility for acquiring an appropriate number of Manager Candidates.

- b. The Coaching Coordinator, in collaboration with the coaches committee, will compile a list of Managers from volunteers within the League membership. The Coaches Committee will review the list and recommend Manager Candidates. The Committee will assess qualifications, experience, and commitment to Little League principles. The Committee reserves the right to conduct in person interviews when necessary.
- c. All Managers and Coaches are subject to background checks in accordance with league policies to ensure the safety and well-being of the players.
- d. The League Board of Directors approves Manager Appointments based on the Coaches committee recommendations. The Executive Board has the authority to unilaterally fill any Manager openings as deemed necessary during the course of a season.
- e. Each Manager has the option to select up to a total of 3 lock-in League players in the Double A, Triple A, Majors, & Intermediate divisions. Each Manager has the option to select up to a total of 4 lock-in League players in the Coach Pitch, Rookie, & Single A divisions.

1.5 EVALUATIONS

All non-Coach Pitch Players will attend the Evaluations for the league in which they registered. The evaluations will be used to determine league of eligibility and draft. Those slotted for an upper division will be split out accordingly. The Evaluations also afford coaches and managers an opportunity to jointly observe and rank the player amongst all other players with the intent to provide parity to the teams within the league. **Evaluations are a requirement on the part of the player and are not considered optional.**

- a. **Coach Pitch.** No evaluations for Coach Pitch.
- b. **Intermediate.** This is a tryout division, other than manager lock in's no spots are guaranteed. There will be a limited number of spots and invitations will be issued by the player ranking.
- c. For any player who doesn't attend evaluations, every attempt will be made to rank the player during the field rankings meeting; however, any significant disagreement on ranking or inability to rank a player will result in a blind assignment of the player to a team during the draft process.

1.6 DRAFT

The Draft Plan will be identical for all leagues except Coach Pitch. See the **LCLL Draft Plan** located on the LCLL website for draft plans and procedures.

1.7 TEAM ROSTERS

All teams shall establish a roster between 11 and 12 players as determined by the League (if possible based on registration numbers) and shall maintain their original roster size at all times, unless otherwise approved by the League. Coach Pitch rosters are limited to 10 players.

- a. When a player is lost to a team during the playing season, the Manager of the team losing a player shall notify the respective Player Agent within 24 hours of such a loss.

- b. If a child misses four consecutive team events (practices and games) without notification to the Manager, the Manager must notify the respective Player Agent and may ask the Board of Directors for approval to remove the player from the roster in accordance with REGULATION III (d).
- c. When a player misses more than seven (7) continuous days of participation for an illness or injury, a physician or accredited medical provider must give written permission for a return to full baseball activity.
 - i. 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. If there are no eligible players then the manager may be required to utilize the Player Pool in Section 4.1. 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.
 - ii. If a player is lost during the last two (2) weeks of the season, a Manager shall not draft any player. In this situation, the Manager may be required to utilize the Player Pool. Please see Section 4.1.
 - iii. Managers shall not select a player that will cause an infraction of REGULATION III (c) of the Little League Rule Book, Official Regulations, Playing Rules, and Operating Policies.

1.8 INDIVIDUAL / TEAM PRACTICE

- a. The combination of game and practice time during the season shall not exceed 3 required events per week for Intermediate, Majors, Triple A, Double A, Single A, and Rookie teams, and shall not exceed 2 required events per week for Coach Pitch or Challenger teams. Sunday practices and any additional events beyond those required are always considered optional.
NOTE: Does not apply to post season play.
- b. League fields and cages will only be guaranteed for one practice session per week with practices scheduled in no more than two-hour periods.
- c. Should a Manager choose to practice in an alternate location from the designated League fields and cages, the following guidelines apply:
 - i. For insurance reasons, the alternate practice facility must be a public facility (open to the public for use, either free or for fee) and be located within Galveston County. Please verify with the LCLL Executive Board prior to use.
- d. Once League Games begin, all practices on League Fields **must be** scheduled through the designated online system on a bi-weekly recurring basis. Bi-Weekly registration schedules are typically available every other week on Saturdays.

1.9 PLAYER DISCIPLINE

- a. A Manager may bench a child for disciplinary reasons, misconduct, or absence from practice or games with approval of the Player Agent, Director on Duty in the absence of a Player Agent, or Executive Board Member. 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 Player Agent, Director on Duty, or Executive 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 Coach Pitch.)
- c. Any manager electing to invoke the provisions of rule 1.9.a or 1.9.b 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. **ILLEGAL BAT USE / ILLEGAL EQUIPMENT USE — Rule 6.06(d) of the Little League Rule Book, Official Regulations, Playing Rules, and Operating Policies will be in effect with the following modification:**
 - i. If the batter enters the batter's box with one or both feet entirely on the ground with an illegal bat (<https://www.littleleague.org/playing-rules/bat-information/>) or is discovered having used an illegal bat prior to the next player entering the batter's box:
 - 1. The ball is dead and the batter is out.
 - 2. Runners must return if they advanced on the play.
 - ii. The player and Manager of the team will be suspended for the remainder of the game and the incident will then be brought to the attention and review of the disciplinary committee to determine if further action is warranted. A second offense is subject to removal from the league.

1.10 MANAGER EXPECTATIONS / DISCIPLINE

Managers within LCLL are stewards of the league and are seen as authoritative figures on the part of the players. It is imperative that the Managers and Assistant Coaches within LCLL act in a manner that demonstrates the utmost respect for the players, parents, officials, game, league, and sport. It is for these reasons that we have the following section to articulate the expectations and discipline.

- a. The following is a listing of responsibilities a Manager or Coach shall embrace:
 - i. Demonstrate an appreciation of the philosophy of Little League Baseball, League City Little League and cooperate with others in making the program of mutual benefit to all children.

- ii. Act as agents of the Board and follow the Board's direction, philosophy, and advance the agenda for the League as set forth by the Board.
 - iii. Respect the judgment and the position of authority of the umpire and work to ensure your players do the same.
 - iv. Attend mandatory clinics unless otherwise arranged with the Coaching Coordinator and approved by the League President. A failure to notify the Coaching Coordinator could result in a loss of a practice or suspension from a game. Only the League President may authorize absence from these clinics.
 - v. The Manager or designated Assistant Coach must ensure that the team is represented at required volunteer responsibilities (Scorekeeping, concessions, etc.). A failure to do so or make alternative arrangements with the Coaching Coordinator can result in a loss of a practice or suspension from a game.
 - vi. **ILLEGAL BAT USE / ILLEGAL EQUIPMENT USE** - The Manager must ensure all equipment is approved by Little League. If it is found that a player(s) is using unapproved equipment, the Manager will be suspended for the remainder of that game and the next game in accordance with Little League International Rule 4.07 of the Little League Rule Book, Official Regulations, Playing Rules, and Operating Policies.. The incident will then be brought to the attention and review of the disciplinary committee to determine if further discipline is warranted. A second offense is subject to removal from the league.
- b. A "physical" (grabbing, pushing, hitting, physical or verbal intimidation, etc) interaction or altercation with any player, parent, league official, opposing coaching, spectator, or umpire is not acceptable at any time. This infraction is grounds for immediate suspension as a Manager or Coach.
 - c. 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.
 - 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. Managers, Coaches and team volunteers who violate LCLL policies are subject to disciplinary action which can range from a removal of a practice and suspension from a game, up to and including removal for the season. All active Board Members 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. At a minimum, an ejection of a manager, coach or player from a game must serve the penalty described by the Little League International rule 4.07 of the Little League Rule Book, Official

Regulations, Playing Rules, and Operating Policies.. For the purpose of rule 4.07, the Game Site for LCLL is defined as the field of play, stands, or fence area around the field but not the Sportsplex as a Facility.

SECTION 2 – GAMEDAY DUTIES, INFORMATION, & RANKINGS

This section goes into detail of information necessary for game day preparations, game time limits, curfew, rain-out procedures, and policies for Divisional and League standings.

2.1 GAMEDAY DUTIES AND INFORMATION

a. Game Day Duties:

	Home Team	Visiting Team
Dugout	Third Base Side	First Base Side
Scoreboard / Book*	Official Scorekeeper	Scoreboard/Pitch Count
First Game of the Day	All Equipment	Mark the field
Last Game of the Day	Put Away all Equipment	Rake / Drag Field
Field Area	Both teams are responsible for removing and replacing all tarps and mounds.	
Dugouts & Stands	Both teams are responsible for their respective areas; pick up all trash. Repeated failure to do so may result in a loss of a practice or Manager suspension.	
Game Results & Pitch Counts	Responsibility of both Managers to verify the final score and pitch counts (if applicable) and sign the official scorecard.	

b. Score and Pitch Count Reporting:

- i. At the conclusion of each game, the managers or assigned designee shall verify the score and pitch count (if applicable) and sign the official scorecard.
 - ii. The scorecards shall be collected by the Director on Duty or placed in a designated area.
 - iii. The signed scorecard represents the official score and pitch count. As such, no challenges or alterations may be made once the signatures are obtained.
 - iv. Failure by a Manager to sign the scorecard following the game shall result in a written warning following the first offense, a written final warning for second offense, and a 1 game suspension for a third offense.
- c. Only League approved Managers and Coaches, team parents, 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).

- d. Teams are permitted to play brief, appropriate music clips for individual player walk-ups only. Music may not be used at any other time during a game. All music must be family-friendly, free of foul language, and played at a volume that does not disrupt other games or activities at the complex. The Director on Duty has the right to review and immediately revoke a team's music privileges at their discretion for any violation of this policy.

2.2 GAME TIME LIMITS AND CURFEW

No new game will be started after 8:15pm as the City of League City will turn the lights OFF at 10:30 PM. In the event a game cannot be started before 8:15, it will be rescheduled for the first available date.

2.3 RAIN-OUTS, SUSPENSIONS, AND CANCELLATIONS

- a. **40/40/40 Rule will be in effect for LCLL** - The 40/40/40 rule stipulates that if the temperature is less than 40 degrees OR sustained wind speed (not wind gusts) exceeds 40 mph OR wind chill drops below 40 degrees, events (practices, games, etc.) are subject to delay, postponement and/or cancellation. Prior to the event beginning, the President of the league will make the final decision as to whether the event will be delayed and/or cancelled. In the event that a game has started, the umpire in charge, in consultation with a director on duty, will make the decision as to whether the games will be delayed and/or postponed. The director on duty will rely on an accredited "smart phone app" (i.e. WeatherBug or Weather Channel) to assist with the consultation.
- b. Prior to game time, the President or designated Director on Duty can call rainouts.
- c. If in the event of lightning, the director on duty will rely on the lightning detector at the ballpark or an accredited "smart phone app" (i.e. WeatherBug or Weather Channel). Any LCLL Board member, Officer, Official or Manager may delay a game if lightning is detected. If lightning is detected at or within seven (7) miles an automatic thirty (30) minute delay will be enacted. Any reoccurrence of a lightning during the delayed period will automatically reset the time delay period as Safety is paramount in our league and any potential risk to a player, coach, or spectator should warrant the delay and/or postponement/cancellation of a game.
- d. The rained out/suspended games will be rescheduled at the first reasonably available date. A reschedule will not occur if the games in progress at the time of cancellation had reached a number of innings which would deem the game to be of "regulation" as determined by section 4.2 of the local options. Should a game be rescheduled, the Managers shall be notified as soon as possible (preferably at least 24 hours' notice), unless both Managers waive notice.
- e. Makeup games may be scheduled on the first available date.
- f. For a regular season game, if a Double A, Triple A, Majors, or Intermediate team does not have at least 8 players within 15 minutes of the scheduled game start time, the game will be forfeited, and if a Rookie or Single A team does not have at least 9 players within 15 minutes of the scheduled game start time, the game will be forfeited. If a Double A, Triple A, Majors, or Intermediate team plays with 8 players, an out will be recorded in the 9th batting position, and if

a Rookie or Single A team plays 9 players, an out will be recorded in the 10th batting position. A late arriving player will be inserted into the bottom of the batting order immediately.

- g. For a postseason game, each Double A, Triple A, Majors, or Intermediate team must have at least nine (9) players to begin the game, and each Rookie or Single A team must have at least ten (10) players to begin the game.

2.4 DIVISION RANKINGS AND CITY TOURNAMENT SEEDING

- a. **ALL LEAGUES (except Coach Pitch):** Standings will be kept for the purpose of determining seeding in the postseason city tournament.
- b. Seeding for the Tournament and Home Team will be determined by the team's end of season ranking. The highest seed in a matchup will be designated the Home Team for all games with the exception of the championship game and the "If" game. In the championship game. The team from the winner's bracket will be the home team. The winner of the championship game will be the home team in the "IF" game.
- c. Ranking: The teams will be ranked by winning percentage which will be calculated based on the team with the fewest amount of game played within that division.
 - i. 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
 - ii. 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 average runs allowed per game against tied opponents
 - 3. Least average runs allowed per game against all opponents
- d. Tie Games:
 - i. A tie baseball game will be counted as one-half (1/2) a win and one-half (1/2) a loss.
 - ii. Extra innings will be played in an effort to avoid a tie, if time limit permits (not applicable to Coach Pitch).
 - iii. If a playoff game is tied after 6 innings, extra innings shall be played according to Little League International **Tournament Play Rule 14** of the Little League Rule Book, Official Regulations, Playing Rules, and Operating Policies, whereby the 7th inning will be played as normal and beginning in the 8th inning, and any subsequent inning, each half inning will begin with a runner on 2nd.

SECTION 3 –TOURNAMENT INFORMATION

This section goes into detail regarding the establishment of LCLL Tournament Teams to compete in Postseason Tournament play supported by District 14 and Little League International.

3.1 TOURNAMENT TEAM FORMULATION

The League should attempt to enter one team into tournament play in each division. The Executive Board can approve a second tournament team for the 7U, 8U, and 9U divisions per the guidance of the District 14 Tournament rules.

3.2 MANAGER SELECTION

- a. Candidates for Tournament Team Managers and Coach's 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 Tournament Team Manager will self-nominate by submitting an email or written request to the Coaching Coordinator. Tournament Team Managers may be nominated by a peer; however, the nominee must accept that nomination to be considered. 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 may not be eligible for selection as the Tournament Team 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 Coaches Committee may interview the candidates to assist with their decision.
- f. Candidates are not guaranteed a position. The Coaches Committee may solicit alternative candidates at their discretion.
- g. Once approved, the Tournament Team Manager will be announced and will select up to 2 (3 for 7 & 8 year-old teams) eligible Coaches of record to assist the Tournament Team Manager.
- h. If the Executive Board determines there will be a second tournament team for the 7U, 8U, or 9U division, once the first team is selected, steps "a" through "g" will be repeated for the second team manager.

3.3 PLAYER ELIGIBILITY

- a. Tournament 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. Tournament teams shall be formed under the following guidelines:

	Intermediate	Majors	11U	10U	9U	8U	7U
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LEAGUE CITY LITTLE LEAGUE – LOCAL OPTIONS

Age Range	13-11 yr olds	12-10 yr olds	11-9 yr olds	10-8 yr olds	9-7 yr olds	8-7 yr olds	7-6 yr olds*
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* Players in Rookie are NOT eligible for Tournament play without Executive Board approval.

All eligible players will be considered for LCLL Tournament play. Performance throughout the Little League season as well as historical performance in the league will be considered in the Tournament team ballot creation. Players must declare which team they would like to be considered. However, if they are not chosen for the team they declare for, they may still be selected to another Tournament team of which they are determined to be eligible based on their league age (i.e. A league age 11 player declares for the Majors Tournament team and is not selected, they are still eligible to be selected to the 11U Tournament team). This scenario would require Executive Board approval.

- c. Any player who will not be available for the majority of Tournament Team games and practices will not be eligible for selection to the Tournament team and will not be placed on the ballot. All players' parents will fill out and sign a commitment form acknowledging this rule. If disclosed, the player availability will be provided to the Tournament Manager for consideration. All-Star deposits **will be forfeited** for violation of this rule. The Tournament team fee is \$100 and is due if the player is selected to the Tournament team. All non-forfeited deposits will be shredded.
 - i. **Violation of the Tournament Team commitment will deem that player ineligible for their next eligible Tournament season.**
 - ii. **In rare instances, these requirements may be waived with the recommendation of the Player Agent and approval of the League Executive Board.**

3.4 PLAYER SELECTION

- a. No later than the 6 days from the scheduled ballot meeting each league manager is required to submit a list of eligible players, from their roster, that they feel meet the criteria for Tournament play. Player stats and a completed tournament commitment form will be required to be submitted with the eligible players along with the division the player is being considered for.
- b. The managers will meet at a convenient time and date set by the league to create a Tournament Team ballot of up to 18 players to be considered for the Tournament Team.
 - 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. Each Tournament Team will consist of anywhere from 12-14 eligible players, the number of which to be determined at the designated time by the Tournament Team Manager.
 - iii. No LCLL Board member who has a child in the age group may attend this meeting unless they are a manager of players listed on the ballot.

- iv. Information including but not limited to, preseason rankings, currents, stats and historical information will be compared and discussed. Afterwards, the voting begins. The division managers or designated assistant coach (in the event of a divisional manager absence) will select up to 18 players for the Tournament Team Ballot.
- v. Ballot Creation will proceed as follows:
 - i. Round 1 – Any Tournament player from the immediate previous year that is eligible is automatically placed on the ballot. However; said player's ballot spot can be revoked if any two of the three criteria are met:
 - a. A completed tournament commitment form is not submitted
 - b. Removal by 2/3's Manager vote
 - c. Removal by majority vote of the Executive Board
 - ii. Round 2 – After discussion of the criteria listed above, all Managers or approved alternates, by majority vote may place additional players on the ballot up to the 18 player max
 - iii. Once the ballot is complete, the Tournament Manager may add up to 2 additional players to the ballot. If the Manager decides to nominate additional players those player must be disclosed to the Executive Board within 24 hours of the ballot meeting.
- c. The day before the Tournament Team Evaluation, the Player Agent for each division will send out the Tournament ranking sheet, containing the final ballot players, to the division Managers.
 - i. The Tournament Team Manager will officially submit the roster to the League Executive Board for approval no later than 48 hours after the Tournament Team Evaluation. The Tournament Team Manager is encouraged to solicit feedback from the division representatives in attendance prior to making the final selections. The league Executive Board reserves the right to deny the players put forth by the Manager. If the Executive Board denies a player, the Manager shall provide alternative recommendations. However, if the Manager feels very strongly about their original selection, the Manager may request a vote from the full Board of Director.
- d. Player selection to the Tournament team will be confidential information until the approved announcement date set by District 14 Staff. Only the Executive Board, Uniform Coordinator(s), and Manager are authorized to have the information prior to announcement.
- e. Early release of Tournament team names to any unauthorized source will be grounds for immediate removal for the Tournament manager or disciplinary action for any other manager or BOD member.
- f. **Tournament 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 Tournament team (injury, family emergency, etc.) The Tournament

Team manager must select a replacement from the remaining available players on the original ballot who have not been chosen for another team.

- g. The Tournament Manager shall make a request through the Player Agent for Executive Board approval of the replacement player. The Tournament Manager **shall not** notify the player or his/her sponsor/parent of the potential selection until notified to do so by the Player Agent.
 - i. 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.
- h. If the Executive Board determines there will be a second tournament team for the 7U, 8U, or 9U division, once the first team is selected, steps "a" through "g" will be repeated for the second team roster selection.

SECTION 4 – LOCAL OPTION 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. The "SECTIONS" and "RULES" below correspond to the designated regulation, rules, and operational policies that are being modified within the Little League Baseball Rulebook (informally known as the "Blue Book").

4.1 PLAYER POOL RULE

A pool of players from existing regular season teams created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game within their respective divisions. The Pool Players will be managed and run by the league's Player Agent per Regulation V, Section C of the Little League Rule Book, Official Regulations, Playing Rules, and Operating Policies.

- a. **Player Pool Eligibility of Use:**
 - i. Team has no less than 6 or no more than 11 rostered players available for a game. Limit of player pool use per game per team is 3 players.
- b. **Local Rules for Assigned Pool Players:**
 - i. Must be obtained through the Player Agent only, no interaction by the Manager(s).
 - ii. If a player is assigned but no longer needed, a cancellation of that need should occur at least 24 hours prior to the game, else the pickup player shall be allowed to play.
 - iii. Cannot play the position of pitcher.
 - iv. Cannot play the infield.
 - v. Will bat last in the lineup. EXCEPTION: If a team member arrives late once the game begins, that player will be placed last in the batting order.
 - vi. If they are called and show up at the game, then they must play nine (9) consecutive outs and bat a minimum once.
 - vii. Will wear the uniform of their regularly rostered team.
- c. **Steps to Obtain a Pool Player:**

- i. Prior to your scheduled game, determine if you need a player to ensure you can begin your game with 9 players, in all leagues except for Coach Pitch. Limit of 3 players.
- ii. Managers contact your Player Agent and ask for a Pool Player. ONLY the Player Agent can assign a Pool Player to a team. Give as much notice as possible for the Player Agent to obtain a Pool Player for assignment. NOTE: Managers and/or coaches do not have the right to pick and choose players from the pool per Regulation V, Section C of the Little League Rule Book, Official Regulations, Playing Rules, and Operating Policies.
 1. The player agent will retain the list of Pool Players with a ranking of each player based upon final rankings from the rankings meeting to start the season and the draft sheet for the league to start the season. The Player Agent will assess the value of the player lost based upon rankings provided and select a player from the pool that is commensurate with the player that is missing. The Manager has no say in this decision and a Player Agents decision is final.
 2. If called and the player denies the request and/or parents do not respond, a notation is made and the next player is called. A player who denies coming to play twice shall be moved to the bottom of the player pool list to be called after all other players are exhausted.
- iii. Once a player is assigned, the Player Agent will communicate the pickup player to both the receiving manager and the opposing manager for the game. The Player Agent will also notate the assignment in an online file for board and director on duty reference.
 1. Should an assignment be made just prior to game time due to timing, the opposing manager and director on duty must be informed prior to the plate meeting and exchanging of rosters. A failure to do so may result in a penalty for obtaining a pool player improperly.
- d. **Penalties for Pool Players being obtained Improperly:**
 - i. If a manager obtains a Pool Player improperly, that manager will be suspended for his/her next regularly scheduled game and shall forfeit the game in which the illegal player participated.

4.2 OVERALL LEAGUE REGULATIONS AND RULES

Unless otherwise specified, league gameplay and officiating shall be governed by official Little League Rules and Regulations handbook distributed to Managers at the start of a season.

Playing Rules By Division					
Division	Majors	Triple A	Double A	Single A	Rookie
Player Age	12U (12-10)	11U (11-9)	10U (10-8)	8U (8-7)	7U (7-6)
League Type	Kid Pitch	Kid Pitch	Kid Pitch	Machine	Machine
Time Limit**	105 Minutes	105 Minutes	105 Minutes	90 Minutes	75 Minutes

LEAGUE CITY LITTLE LEAGUE – LOCAL OPTIONS

Run Limit per Game	15 after 3, 10 after 4, 8 after 5				
Run Limit per half inning	N/A	5	5	5	5
Batting Order	<p>I. Continuous Batting is in effect for all Leagues. Should a player leave during a game due to illness, injury, or reason other than ejection, NO OUT SHALL be taken in the lineup unless the number of players falls below 9. If that occurs an out shall be called for the 9th position in the batting line-up per Rule 4.04 of the Little League Rule Book, Official Regulations, Playing Rules, and Operating Policies.</p> <p>II. If a player is ejected, an OUT SHALL be recorded each subsequent time the position comes up in the lineup. This will occur regardless of the number of batters in the batting line-up.</p>				
Playing Time per Game	The provisions of Regulation IV (i) will be in effect with the following additions: All players will participate in each game for a minimum of six (6a) defensive outs. All substitutions shall be announced to the umpire and official score keeper.				
Protests	Protests shall be resolved by the Director on Duty. Protests for regular season games must be resolved before next pitch and do not prolong game time limits during resolution.				
Infield Fly Rule	In Effect			Not in Effect	
Coaches	Maximum of 3 Coaches			Maximum of 4 Coaches (One must be a Ball Dropper)	
Week Night Game times	Game starts at 5:45 PM, regardless of whether the teams have taken the field; Late game will start 15 minutes after the completion of the first game.				
Game Clock Expiration	When time expires and trailing team can NOT win or tie by completing the inning, the umpire shall end the game after the current batter completes the at bat. No inning will start after the official game time clock has expired.				
Regulation Games	4 innings; 3.5 if home team is ahead	3 Innings; 2.5 if home team is ahead			
Official Game Clock	Assigned umpires or their appointed representative will have the only official game clock.				
Courtesy Runner	A courtesy runner for the catcher and/or pitcher is permitted when there are two outs. The courtesy runner must be the player in the batting order who made the last out. If the last out was made by the pitcher or catcher, then the player who made the previous out may be used.				
Walks	Yes	Yes	Yes	No*	No

* Runners may advance at their own risk on a called strike; otherwise, it's a no pitch and the ball is dead.

**Fall game times may be modified to adhere to the schedule.

4.3 MACHINE PITCH LEAGUE REGULATIONS AND RULES

Machine Pitch	Single A	Rookie
Players in the Field	10**	10**
Distance	46' from rear point of home plate to front of wheel	
Pitching Circle	10' circle centered 46' from rear point of home plate	
Pitcher's Spot	2' line marked 2' toward first base and 48' from home plate	
Dead Ball	Pitcher enters pitching circle with control of the ball	
Advancing Base Runners while in the pitching circle	Full commitment* to running to next base prior to entering the pitching circle.	The runner must be at least half way to the next base when the play is called dead. The halfway mark shall be indicated by a chalk line to provide a visual reference; otherwise, it is a judgment call by the umpire that may NOT be protested.
Ball Hitting the Machine	<p>Thrown ball that strikes the machine is LIVE; Batted ball that hits the machine is DEAD; Any ball that settles under the machine is DEAD; Any ball that settles under the machine, the ball is DEAD and the umpire may award up to one base to all runners, including the batter runner.</p> <p>The ball is DEAD when a batted ball strikes the machine or ball dropper before being touched by a defensive player. The batter/runner will get one base and all runners advance one base if forced.</p>	
Bunting	Bunting is allowed; However, the batter is OUT when offering to bunt and then pulling back and swinging at a pitch.	
Machine Speed	42 mph	40 mph
Overthrows	Runners may advance as many bases at runner's own risk.	Only 1 base when a fielder is attempting to throw the runner out; Any subsequent overthrows will allow only 1 base per overthrow.
Base Stealing	Yes	No

* Full commitment is considered facing the next base and running in that direction. Side stepping or walking is NOT considered a full commitment. Runner advances at his own risk at all times, regardless of commitment. Final determination is at the umpire's discretion.

**As a deviation from the traditional player positions of baseball, a 4 player outfield should be utilized (LF, LC, RC, RF. The use of "shifts" is prohibited.

4.4 BALL DROPPER LEAGUE REGULATIONS AND RULES

- a. If a ball dropper allows a batted ball to 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 of the Little League Rule Book, Official Regulations, Playing Rules, and Operating Policies and will not be permitted to attend the next played game for his/her team.
- b. 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.
- c. The decision to re-adjust the machine during the course of the game or in-between innings resides with the home plate umpire. A request to adjust the machine must first be requested of and granted by the home plate umpire. The umpire will then determine when the machine is adjusted and ready for play. **Penalty: Violation of this rule may subject the pitching machine operator to be ejected from the game.**
- d. 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.
- e. The “ball dropper” is allowed to communicate with the batter concerning the positioning in the batter’s box but is not allowed to communicate with any players or runners in the field of play. **Penalty: Violation of this rule may subject the pitching machine operator to be ejected from the game.**
- f. The ball dropper 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.
- g. The ball dropper is prohibited from wearing a baseball glove.
- h. 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.
- i. 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.

4.5 ROOKIE DIVISION MODIFICATIONS

- a. 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.**
 - b. All teams must play with a catcher. The use of a net is prohibited without Director of Duty approval. If approved the DOD will set the net in the appropriate position.
 - c. There can be no more than 6 players positioned in the infield (in the dirt, including the catcher) at the time of the swing.
 - d. The “ball dropper” is allowed to communicate with the batter concerning the positioning in the batter’s box but is not allowed to communicate with any players or runners in the field of play. **Penalty: Violation of this rule may subject the pitching machine operator to be ejected from the game.**
 - e. Overthrow rule: only 1 base when a fielder is attempting to throw the runner out; Any subsequent overthrows will allow only 1 base per overthrow. Examples include:
 1. Ball is hit to the pitcher. Pitcher overthrows to first base. Runner is allowed to advance to second base. Runner cannot advance further on an overthrow to the pitcher from first base. **** End of play ****
 2. Ball is hit to the pitcher. Pitcher overthrows to first base. First base overthrows second base in an attempt to throw a runner out. Runner is allowed to advance to third base. **** end of play****
 3. Runners cannot advance on an overthrow to the pitcher when attempting to end a play IF an overthrow has already occurred while attempting to get a runner out.
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4.6 COACH PITCH LEAGUE REGULATIONS AND RULES

Game Play	All present players will play defense, but 8 players constitute a legal lineup. All players will play a defensive position in each inning. Players must rotate positions each inning.
Infield Play	There can be no more than 6 players positioned in the infield at the time of the swing.
Batting Order	Continuous Batting is in effect. Should a player leave during a game due to illness, injury, or reason other than ejection, NO OUT SHALL be taken in the lineup.
Coaches	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. 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.
Regulation Game	4 innings; 10 run mercy rule will not be in effect; Scoreboards will not be used for any games.
Time Limit	The 60 minute time limit is terminal and will not be extended for any reason except to allow completion of an at bat.
Ball in Play	The side shall be retired when the offense bats completely through its lineup (Opposing team will be notified when the last batter in the 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.
The Batter	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. There are NO walks.
Overthrow	1. 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. 2. If the ball remains in play, base runners may advance at their own risk to the base to which they were running when the ball was thrown plus one extra base only.
The Pitcher	1. An adult representative may "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. 2. The adult pitcher shall not wear a baseball glove. 3. The adult pitcher shall stand or kneel facing the batter, from no closer than 10 feet from the existing mound or 36 feet whichever is closest. 4. The adult pitcher may only coach the batter until said batter becomes a batter-runner. 5. 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.
Protests	Protests shall be resolved by the Director on Duty. Protests for regular season games must be resolved before next pitch and do not prolong game time limits during resolution.
Week Night Game times	Game starts at 5:45 PM, regardless of whether the teams have taken the field; Late game will start 15 minutes after the completion of the first game.

4.7 INTERMEDIATE (50/70) LEAGUE REGULATIONS AND RULES

Playing Rules for Intermediate Division <i>*NEW SPRING 2022*</i>	
Division	Intermediate
Player Age	13U (13-11)
League Type	Kid Pitch
Time Limit	105 Minutes
Run Limit per Game	15 after 3, 10 after 4, 8 after 5
Run Limit per half inning	N/A
Batting Order	Continuous Batting is in effect for all Leagues. Should a player leave during a game due to illness, injury, or reason other than ejection, NO OUT SHALL be taken in the lineup. If a player is ejected, an OUT SHALL be recorded each subsequent time the position comes up in the lineup. (Rule may be revisited by the Executive Board in favor of LL International Tournament Mandatory Play for the End of Season Tournament play).
Playing Time per Game	The provisions of Regulation IV (i) of the Little League Rule Book, Official Regulations, Playing Rules, and Operating Policies will be in effect for all Players (Rule may be revisited by the Executive Board in favor of LL International Tournament Mandatory Play for the End of Season Tournament play).
Required Infield Playing Time	N/A
Protests	Protests shall be resolved by the Director on Duty. Protests for regular season games must be resolved before next pitch and do not prolong game time limits during resolution.
Infield Fly Rule	Infield Fly Rule is IN EFFECT
Coaches	Maximum of 3 Coaches
Week Night Game times	Game starts at 5:45 PM, regardless of whether the teams have taken the field; Late game will start 15 minutes after the completion of the first game.
Game Clock Expiration	When time expires and trailing team can NOT win or tie by completing the inning, the umpire shall end the game after the current batter completes the at bat. No inning will start after the official game time clock has expired.
Regulation Games	5 innings; 4 1/2 if home team ahead
Official Game Clock	Assigned umpires or their appointed representative will have the only official game clock.
Unique Rules	50' Mound Distance x 70' Base Distance; Open Bases – Runner lead-off and steals allowed; Balks in play; Dropped 3 rd strike in effect (Majors also); USA Stamped Bats & BBCOR Bats are allowed; No Metal Spikes or TPU's Allowed Pitchers may re-enter the game once per game

APPENDIX A – LITTLE LEAGUE PITCHING RULES

* NOTE that age refers to League Age and NOT player age.

Official pitching rules may be found in the Little League Rules and Regulations handbook distributed to Managers at the start of a season. This is for reference only.

Pitch Count		Days Rest	
13 yrs old	95 pitches / day	66+	4 calendar days
11-12 yrs old	85 pitches / day		
9-10 yrs old	75 pitches / day	51-65	3 calendar days
8 yrs old	50 pitches / day	36-50	2 calendar days
		21-35	1 calendar day
		1-20	No calendar day rest
Additional Restrictions			
1. A Pitcher can NOT pitch in 3 consecutive days.			
2. If 41+ pitches - the Pitcher can NOT play Catcher for the remainder of the day.			
3. If 4+ Innings (i.e., 9 outs plus 1 pitch) at Catcher - the Player can NOT pitch that calendar day.			
4. If 3+ Innings at Catcher AND 21+ pitches on the same day - the Player can NOT return to play Catcher.			
5. Once removed from the Pitcher position, the Player can NOT return to the Pitcher position again. (EXCEPTION: Intermediate division - A Player may return to the position of pitcher should they continue to play on defense when they are removed from the mound ~ <i>Regulation VI.b of the Little League Rule Book, Official Regulations, Playing Rules, and Operating Policies.</i>)			
6. If the Pitcher reaches 40 pitches while facing a batter, they can play Catcher as long as they are removed from the Pitching position prior to the next batter.			
7. If a game is suspended or halted, and resumed the following day, the Pitcher of record at the time the game was halted may continue to pitch with the following restrictions:			
a. The Pitcher delivered 40 or less pitches.			
b. If 20 or less, the pitch count will start at zero.			
c. If between 21 and 40 pitches, pitch count will resume from when the game was halted.			
8. If the pitch count threshold is reached while facing a batter, the Pitcher may continue to pitch until that batter is retired and remain at that threshold for days rest, provided they are removed from the Pitching position prior to the next batter.			
9. Violation of pitching rules will result in suspension of the Team Manager for the next 2 scheduled games.			