

TEE BALL DIVISION

1. Without exception all 4 and 5 year-olds **with less than a year experience** will play in the Tee Ball division.
2. All players will play in every Tee Ball game they attend.
3. Tee Ball is totally instructional. No standings will be kept.
4. There will be no protest in this division at any time during the season. No player shall be brought before the Discipline Committee for any reason at any time. Manager and coaches can be brought before the Discipline Committee for not following the rules stated or for conduct detrimental to the well-being of any player.
5. The manager or the coach will be allowed to pitch up to 3 overhand soft toss pitches to each player, from a minimum distance of 10 feet. After the third pitch, the ball will be placed on the tee.
6. The entire roster shall bat using a rotating batting lineup.
7. The ball must roll three 3 feet after being batted.
8. Without exception there will be no pitching from a bucket or kneeling while delivering pitches to the batters.
9. **Each game will have a limit of one hour.**
10. Four coaches or a team parent are allowed in the dugout or on the field at this level.
11. There will be no recorded outs and the line-up will finish every inning.
12. The player will advance one base unless the ball is hit past the infield. (Grounders excluded). The last batter will advance all the bases.
13. Defensive players shall be placed in the infield and outfield positions equally. All players will play defense every inning. All standard baseball positions will be fielded (including catcher) and extra players will be placed in the outfield. Players will be rotated to all positions on a regular basis.
14. Whenever a player has a bat in their hands, he/she must be wearing a helmet. Players may not have a bat in their hands in the dugout. there is no “on-deck” circle.
15. **All volunteers must turn in a Volunteer Application. All volunteers must wear a FCLL ID badge to be on the field or in the dugout.**

Farm/Coach Pitch Division

1. All players will play in all Farm/Coach Pitch games they attend.
2. Farm/Coach Pitch is totally instructional. No standings will be kept.
3. Four coaches are allowed in the dugout or on the field at this level. A team parent can also be allowed in the dugout as long as the number of adults does not exceed 4 total.
4. There will be no protest in this division at any time during the season.
5. Each player will not sit out 2 consecutive innings.
6. The entire roster shall bat using a rotating batting lineup.
7. This division shall utilize the 3-4-9 rule. Innings will end after the 3rd out is recorded, at the end of the play by which the 4th run scores, or the 9th batter completes his/her at bat whichever occurs first. Only 4 runs may be counted per inning.
8. There will be no stealing at any time.
9. **Each game will have a 1 hour and 15 minute drop-dead time limit.**
10. The batter shall be allowed a maximum of 5 pitches from the pitching machine or pitching coach and then the player is out. The manager or the coach will throw overhand soft toss pitches, from a minimum distance of 10 feet.
11. Without exception there will be no pitching from a bucket or kneeling while delivering pitches to the batters.
12. Walks will not be permitted in the Farm/Coach Pitch division. Bunting is not permitted.
13. The fourth outfielder rule shall apply to this division. The extra fourth outfielder shall play equally lined up with the other outfielders (no rover). All four outfield positions should be played.
14. All players in this division must play every defensive position on the field (with the exception of pitcher/catcher) at some point throughout the season.
15. Whenever a player has a bat in their hands, he/she must be wearing a helmet. Players may not have a bat in their hands in the dugout. there is no "on-deck" circle.
16. **All volunteers must turn in a Volunteer Application. All volunteers must wear a FCLL ID badge to be on the field or in the dugout.**

ROOKIE DIVISION

1. **Game time limit will be drop dead 1 hour and 30 minutes and finish the batter.** The Rookie division is to be instructional. Standings will be kept.
2. Up to four coaches are allowed in the dugout at his level.
3. The fourth outfielder rule shall apply to this division. The extra fourth outfielder shall play equally lined up with the other outfielders (no rover). All four out-field positions should be played.
4. All players in this division must play every defensive position on the field (with the exception of pitcher/catcher) at some point throughout the season.
5. The entire roster shall bat in this division using the rotating batting system. Players cannot sit two consecutive innings on the bench. Minimum 8 players required to play. less than 8 will result in a forfeit.
6. Pitchers must follow pitch count/days rest rule found in the green book rules. Pitchers must complete at least one inning. 9 years old may not pitch.
7. Each manager must carry their past pitching records. Failure to provide the pitching records may be grounds for forfeit.
8. There will be no protest in this division at any time during the season.
9. This division shall utilize the 3-4-9 rule. Innings will end after the 3rd out is recorded, at the end of the play by which the 4th run scores, or the 9th batter completes his/her at bat whichever occurs first. Only 4 runs may be counted per inning.
10. For games in March and April Base stealing is only allowed once the pitched ball gets past (behind) the catcher. If the ball is blocked or dropped but remains in front of or parallel to the catcher the runners may not steal. For the remainder of games after April 30th, base stealing is allowed on any pitch not caught by the catcher. Only one base can be advanced.
11. On an overthrow, the runner can advance one base only, then the play is dead. A player cannot advance home unless it is determined by the umpire that home should be awarded (example: a batter hits a triple and the first overthrow occurs at third base, the Umpire can decide that the runner is awarded one base on an overthrow which would be home).
12. In an effort to develop independent pitchers, the following pitching rules will apply in the Rookie Division:
 - a. For games in the month of March, there will be no walks. When there have been 4 balls thrown and there are less than 3 strikes, the Manager/Coach will go out to the **base of the pitchers mound** and pitch (standing up) the remaining strikes. During the time the Manager/Coach is pitching, no bases maybe stolen and the umpire continues to call balls and strikes. A player can only advance to home on a ball hit into play (no walked in runs).
 - b. For games in the month of April, walks will be allowed until **bases are loaded.** When bases are loaded and there have been 4 balls thrown and there are less than 3 strikes, the Manager/Coach will go out and pitch from the **base of the pitchers mound** (standing up) the remaining strikes. During the time the Manager/Coach is pitching, no bases maybe stolen and the umpire continues to call balls and strikes. A player can only advance to home on a ball hit into play (no walked in runs).
 - c. For games in the months of May and June, there will be no Manager/Coach pitch, walks will be allowed, and runs may be walked in.
13. Once the pitcher has control of the ball on the mound, the play comes to a stop.
14. Catchers in this division MUST use a catchers glove. No exceptions.
15. Home team is to take out the bases and field bags before each game and return to the storage container after the last game of the night.

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16. Whenever a player has a bat in their hand, he/she must be wearing a helmet. Players may not have a bat in their hands in the dugout. there is no “on-deck” circle.
17. After each game the managers are responsible to email their pitchers pitch count and their game scores to info@fontanacommunitylittleleague.org or direct message to information officer, Amber Weddle, on Team Manager App.
18. If your player is hit while at bat, he/she must take their base. There is no continuation of the at bat.
19. Managers/Coaches can not warm up pitchers. This must be another player and they must be wearing a mask and chest protector.
20. **All volunteers must turn in a Volunteer Application. All volunteers must wear a FCLL ID badge to be on the field or in the dugout.**

MINOR DIVISION

1. **Game time limit for all games shall be drop dead 1 hour and 40 minutes and finish the batter.**
2. There will be no fourth outfielder in this division.
3. The Minor division will bat the whole roster.
4. Upto three total coaches/managers/team parents are allowed in the dugout at his level.
5. The 3-5 Rule will apply for this division. The inning will end after the 3rd out is recorded, or at the conclusion of the play in which the 5th run scores. Only 5 runs may be counted per inning which includes the final inning.
6. The entire roster shall bat in this division using the rotating batting system. Players cannot sit two consecutive innings on the bench.
7. Each manager must carry their past pitching records. Failure to provide the pitching records may be grounds for forfeit. 12 year olds may not pitch.
8. In the event that a legitimate vacancy occurs on a Major division team during the season, and the 12 year-old player waiting list is exhausted, a list of eligible players in the Minor division may be obtained from the Player Agent. The team manager will have 5 days to select a player from the date the list of eligible players is received. Once a player has been selected (drafted) to play in the Major division he/she will automatically move up and be dropped from the Minor division team roster, per the Little League Rule Book. If the selection is not made by the end of the 5th day, the Board shall select a player for the team to fill its vacancy.
9. Multiple players may be drafted up to the Major division from any given Minor division team.
10. If a Minor team will drop below 9 players, then the Board will decide how to remedy the situation.
11. During the last two weeks of the season, no Minor division player will be asked to move up to the Major division to fill a vacancy.
12. Records will be kept in this division with running standings. The end of year standings will be used to determine overall seeding for an end of season tournament.
13. See Article IX for ties.
14. Home team is to take out the bases and field bags before each game and return to the storage container after the last game of the night.
15. After each game the managers are responsible to email their pitchers pitch count and their game scores to info@fontanacommunitylittleleague.org or direct message to information officer, Amber Weddle, on Team Manager App.
16. Managers/Coaches can not warm up pitchers. This must be another player and they must be wearing a mask and chest protector.
17. Whenever a player has a bat in their hands, he/she must be wearing a helmet. Players may not have a bat in their hands in the dugout. there is no “on-deck” circle.
18. Stealing bases is allowed in Minors. The ball needs to cross the plate before the runner can attempt to steal.
19. **All volunteers must turn in a Volunteer Application. All volunteers must wear a FCLL ID badge to be on the field or in the dugout.**

MAJOR DIVISION

1. All league age 12 year-olds must play in the Major division unless approved by Little League Headquarters District 71, the Board, and with a signed waiver by a parent or guardian.
2. **Game time limit will be drop dead 1 hour and 50 minutes and finish the batter.**
3. The Local League is adopting the dropped third strike rule in regular season.
4. Each manager must carry their past pitching records. Failure to provide the pitching records may be grounds for forfeit.
5. Managers must follow green book substitution rules. Failure to do so may result in forfeit.
6. Upto three total coaches/managers/team parents are allowed in the dugout at his level.
7. In the event that a legitimate vacancy occurs on a Major division team during the season, the team Manager must request an additional player from the Player Agent. The Player Agent will assign the first 12 year-old from the waiting list to that team. Once the 12 year-old waiting list players have been exhausted; a list of the eligible players in the Minor division may be obtained from the Player Agent. The team manager will have 5 days to select a player from the Minor division from the date the list of eligible players is received. If the selection is not made by the end of the 5th day, the Board shall select a player for the team to fill its vacancy.
8. During the last two weeks of the season, no Minor division player will be asked to move up to the Major division to fill a vacancy.
9. Once a player has been selected (drafted) to play in the Major division he/she will automatically be moved up and be dropped from the Minor division team roster, per the Little League Rule Book.
10. Regular season standings will be used for Fontana Tournament of Champions (TOC) seeding, All-Star Manager Selection and draft order for the next year. In addition, the top four FCLL regular season teams will be eligible for a single elimination playoff tournament under rules determined by the Vice President of Baseball and approved by the Board. The winner will be designated the FCLL League Champion, but the results will **not** be used for TOC seeding, All-Star Manager Selection, or draft order for the next year.
11. See Article IX for ties.
12. Home team is to take out the bases and field bags before each game and return to the storage container after the last game of the night.
13. After each game the managers are responsible to email their pitchers pitch count and their game scores to info@fontanacommunitylittleleague.org or direct message to information officer, Amber Weddle, on Team Manager App.
14. Managers/Coaches can not warm up pitchers. This must be another player and they must be wearing a mask and chest protector.
15. Whenever a player has a bat in their hands, he/she must be wearing a helmet. Players may not have a bat in their hands in the dugout. there is no “on-deck” circle.
16. **All volunteers must turn in a Volunteer Application. All volunteers must wear a FCLL ID badge to be on the field or in the dugout.**

SENIOR DIVISION

1. All league age 13 through 16 year-old players will be eligible to play in the senior division.
2. All teams will be drafted using Plan A. Only the Manager and up to one previous Spring Season Approved Coaches from that Senior team may attend the draft. Draft order will be determined by last year's overall season record (last place team gets first pick).
3. **If the League inter-leagues, all inter-league rules will apply to this division.** If there is a rule of play conflict, then the inter-league rules shall take precedence.
4. **No new inning will occur after 2 hours and finish the inning.**
5. Records will be kept in this division with running standings. The end of year standings will be used to determine overall seeding for All-Star Manager selection and draft order for the next year.
6. See Article IX for ties
7. Home team is to take out the bases and field bags before each game and return to the storage container after the last game of the night.
8. After each game the managers are responsible to email their pitchers pitch count and their game scores to info@fontanacommunitylittleleague.org or direct message to information officer, Amber Weddle, on Team Manager App.
9. **All volunteers must turn in a Volunteer Application. All volunteers must wear a FCLL ID badge to be on the field or in the dugout.**

SOFTBALL RULES- ROOKIE/FARM DIVISION

1. Orange Book Rules will apply to all games unless indicated below.
2. Pre-game warm-ups will only occur if time permits.
3. Game time will be drop dead 1 hour and 30 minutes, finish the batter. Ties will stand.
4. All teams will bat their complete line-up. The 3-5-9 Rule will be observed: an inning will consist of 3 outs or 5 runs or 9 batters, whichever comes first.
5. Managers are responsible for meeting all mandatory play time for each player, 6 defensive outs and 1 at bat.
6. Pitching distance is 30 feet. Softball size is 10 inches.
7. Each manager must carry their past pitching records. Failure to provide the pitching records will be grounds for forfeit unless agreed to by both League Presidents.
8. Delivery of a single pitch constitutes an inning pitched.
9. For every 7 innings pitched in a game, the player must have 1 calendar day of rest. The maximum number of innings a player can pitch in a game is 12.
10. There is NO DROPPED 3rd strike rule.
11. Runners cannot leave the base until the ball reaches the plate.
12. Official score is kept by the home team.
13. Dress code: all players must be wearing a uniform identified by a number. Little League patches must be on the jerseys.
14. No jewelry allowed on the players except for medical alerts.
15. 24 hour notice must be made if a team is unable to play. Failure to notify the League Presidents will constitute a forfeit.
16. Good sportsmanship must be displayed at all times by players, coaches, umpires, league officials, district officials and other volunteers. It is the manager's responsibility to set the tone of the game so no taunting, cursing, or threats. Positive cheering is strongly encouraged and welcomed.
17. Protests may be filed based on the rule book. The protest committee will consist of the League Presidents.
18. **All FCLL volunteers must turn in a Volunteer Application. All volunteers must wear a FCLL ID badge to be on the field or in the dugout.**

SOFTBALL RULES- MAJOR DIVISION

1. Orange Book Rules will apply to all games unless indicated below.
2. Pre-game warm-ups will only occur if time permits.
3. **Game time will be drop dead 1 hour and 50 minutes, finish the batter.** Ties will stand.
4. Managers are responsible for meeting all mandatory play time for each player, 6 defensive outs and 1 at bat.
5. Pitching distance is 40 feet. Softball size is 12 inches.
6. Each manager must carry their past pitching records. Failure to provide the pitching records will be grounds for forfeit unless agreed to by both League Presidents.
7. Delivery of a single pitch constitutes an inning pitched.
8. For every 7 innings pitched in a game, the player must have 1 calendar day of rest. The maximum number of innings a player can pitch in a game is 12.
9. The DROPPED 3rd strike rule is in effect.
10. Runners cannot leave the base until the ball leaves the pitchers hand.
11. Official score is kept by the home team.
12. Dress code: all players must be wearing a uniform identified by a number. Little League patches must be on the jerseys.
13. No jewelry allowed on the players except for medical alerts.
14. 24 hour notice must be made if a team is unable to play. Failure to notify the League Presidents will constitute a forfeit.
15. Good sportsmanship must be displayed at all times by players, coaches, umpires, league officials, district officials and other volunteers. It is the manager's responsibility to set the tone of the game so no taunting, cursing, or threats. Positive cheering is strongly encouraged and welcomed.
16. After each game the managers are responsible to email their pitchers pitch count and their game scores to info@fontanacommunitylittleleague.org or direct message to information officer, Amber Weddle, on Team Manager App.
17. Protests may be filed based on the rule book. The protest committee will consist of the League Presidents.
18. **All FCLL volunteers must turn in a Volunteer Application. All volunteers must wear a FCLL ID badge to be on the field or in the dugout.**

COMMON RULES FOR ALL DIVISIONS

1. The season begins the first day of official practice.
2. The manager of the home team of the 1st game that day shall be responsible to bring out the bases, field bag containing scorebooks/pitch logs, and scoreboard controllers. The manager of the home team of the last game shall be responsible for putting the bases, field bag containing scorebooks/pitch logs, and scoreboard controllers away in the storage shed. It shall be the duty of the team manager, coaches and team parent to see that his/her team cleans up its respective dugout area and stands immediately after the game.
3. For Rookie division and above, the home team will be responsible for providing an official scorekeeper that shall sit at a separate table behind the backstop. If the home team cannot provide a scorekeeper, one of the coaches from the home team will be designated as the official scorekeeper and take their place at the scorer's table. ABSOLUTELY UNDER NO CONDITIONS IS THE OFFICIAL SCORE TO BE KEPT INSIDE OF THE DUGOUT. The visiting team shall be responsible for providing someone to complete the pitching log (baseball only). The pitch counter must sit behind the backstop as well. Scorekeeper and pitch counter must remain neutral while doing their job. The pitching log shall be signed by each manager following the conclusion of every game. The Board Member on Duty shall be responsible for checking scorebooks for accuracy and proper score keeping techniques. If numerous repeated mistakes are found, the Division Director/Player Agent shall direct the team manager to appoint a different scorekeeper. IF A SCOREKEEPER/PITCH COUNTER IS NOT PROVIDED BY GAME TIME, THE GAME WILL RESULT IN A FORFEIT.
4. In the Major division and below an official game is 3½ innings if the home team is winning or reached the Mercy Rule (otherwise 4 innings). If the game reaches the time limit before (in the Junior division and higher) an official game is 4 ½ innings if the home team is winning, otherwise 5 innings.
5. If a game is suspended, it will resume to first available time to be completed and will follow the Rule Book for continuation.
6. If a game is tied after regulation innings have been played, then a tie will stand.
7. Any game that concluded in a "TIE" will be considered a half win and a half loss for each team.
8. Any tie-breaker will be the team's head-to-head record. If a tie still exists after considering the head to head record, then the teams will be officially designated "tied for the season". If a decision needs to be made in regards to tournament seeding, then a play-off game will be conducted if scheduling permits. If time does not permit, then the team with the fewest runs against the team it is tied with shall be considered for the tie-breaker. If a tie is still unbroken, a coin flip will determine the tie breaker.
9. The umpire reserves the right to speed up the game by limiting time outs.
10. If a game is called before it is an official game and one or more innings have been completed, the game will be resumed at a later date exactly where it left off (see Rule Book).
11. In the event that a game does not start as scheduled, there will be a 10 minute grace period which will be counted as part of the official game time. The Board will determine if it will be considered a forfeit. The decision to play the game rests with the Board Member(s) on Duty and at the field. In most cases, games will be forfeited unless extenuating circumstances exist (i.e. excessive winds, inclement weather, natural disaster, etc...). The decision to forfeit or reschedule a game will be made by the Board.
12. MERCY RULE: The 10 and 15 run rules...Minors and Above - If after three (3) innings one team has a lead of fifteen (15) runs, the manager of the team with the least runs shall concede the victory

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- to the opponent. If after four (4) innings one team has a lead of ten (10) runs, the manager of the team with the least runs shall concede the victory to the opponent. In Rookie, if after three (3) innings one team has a lead of twelve (12) runs, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings one team has a lead of eight (8) runs, the manager of the team with the least runs shall concede the victory to the opponent.
13. Any player missing three (3) consecutive practices or three (3) consecutive baseball events with no legitimate excuse may be dropped from the team with the approval of the Board. If a player misses practice preceding a game with no legitimate excuse, that player can be benched by the team manager for that game. The manager must notify the BOD of the benched player and the reason, and the manager must document the dates and practices missed, and supply such information to the Player Agent upon request. Benched player must also be noted in the scorebook.
 14. Any player may be benched by the manager for disciplinary reason(s) and have that game counted as a game played. However, the manager must notify a Board Member on Duty prior to the start of the game of his/her intent and provide the reason why. This must also be annotated in the official scorebook prior to the start of the game. No Board approval is required for this action. The Player Agent must be notified.
 15. Artificial noisemakers are prohibited at and during games. There is no flash photography allowed.
 16. There are no "on deck" batters allowed at any time in the Major division and below.
 17. Only 3 adults (Manager, 1st Coach, and 2nd Coach) that are designated by the team roster are allowed in the dugout at any time during the games. All must have a completed volunteer form, a completed background check on file, and have received a League ID badge. Up to 4 adults are allowed in the dugout for Tee Ball, Farm and Rookie Baseball and Softball divisions.
 18. Male catchers are to wear hard cups during practices and games. No male player shall be allowed to assume the catcher's position without a hard cup. If a manager allows a male player to assume the catcher's position without a hard cup, that manager will be ejected from the game. It is MANDATORY that the rest of the male team players wear a Soft Supporter during games and practices. Female players are to wear a female supporter.
 19. No adult is allowed to warm up a pitcher during practice or games. Players must warm up pitchers only; this applies to all divisions without exception. First offense is a verbal warning. Additional offenses will result in the team manager being reviewed by the Disciplinary Committee.
 20. Any player warming up a pitcher in between innings must wear a properly secured catcher's mask with throat guard and hard protective cup (males).
 21. Catchers should wear their masks while making plays at home plate.
 22. Managers/Coaches CANNOT warm up pitchers at anytime.
 23. No manager, coach, player, parent, or photographer is allowed outside of the designated dugout area during a game unless given permission by the umpire.
 24. Use of an ineligible player(s) may constitute an automatic forfeit and the game will NOT be rescheduled.
 25. In situations where lightning is observed, play will be stopped and will not resume until the sky is lightning free for 30 minutes. In the event the game must be cancelled, it may or may not be rescheduled.
 26. Safety and Injury Reports must be filled out by the manager and submitted for all injuries prior to leaving the field. If an injury occurs during a practice please turn in the injury report to safety officer via email.
 27. DEAD BALL AREA is the area beyond any intended physical boundary, such as a fence, rope, chalk line, any stands, bleachers, dugouts, player's benches, or designated media areas, or any other boundary line as determined in the pregame conference. If a ball becomes lodged in a fence, backstop, umpire's equipment, or catcher's equipment, it is considered to be in a dead ball area.

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28. Game Protests at FCLL during the regular season are entirely under the jurisdiction of the FCLL Protest Committee. The FCLL Protest Committee is composed of the president, player agent, league umpire in chief and one or more other officers or directors who are not managers or umpires.
29. The implementation of a “Player Pool” will be determined by the FCLL board.
30. **All volunteers must turn in a Volunteer Application. All volunteers must wear a FCLL ID badge to be on the field at all times.**