



2023 Local Rules

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Summary of Changes

Page/Paragraph	Changes Made	Comments
Pg. 5 / Who can I call?	Updated contact information	Yearly Update
Page 9 / All Stars player removal process	Added conditions for removal of player from an All-Star team	Added for clarity and expectations
Page 8 / Parent Conduct	Added a section for league-wide parental expectations and ground for ejection	Added to clarify the expectations and ramifications
Page 23/44	Minimum pitching distance for AA and Fall Ball American set at 40ft	This is consistent with other youth baseball organizations and provides improved gameplay

Local Rules and Guidelines

I. Manager/Coaches Expectations

Rincon Little League is committed to providing a positive, safe learning environment for our players. Managers and coaches must be positive in the handling of their players. First, Rincon Little League is committed to the safety of our ball players. Managers and coaches are expected to adhere to these expectations and 2023 Little League Rules without fail. Not understanding or a lack of knowledge of all rules, regulations and expectations could result in disciplinary action from the Rincon Board up to and including removal of managers and coaches from the league.

A. Who can I call?

Rincon has multiple volunteers in the position of Coaching Coordinator and Player Agent to provide any direction or assistance needed. Please contact your divisions Player Agent if you are having issues with a player. Please relay to your parents that if they have an issue with their child that their point of contact is also the player agent. If you are having issues that you need help with as a coach, the coaching coordinator is your first point of contact that should be contacted. If there is a problem the coaching coordinator cannot handle he or she will ensure that the correct person is notified of the issue or proper answer is found and relayed to you as the coach. Please contact any of the following for answers to questions about player movement, managing your team, coaching skills, practice management, game management, communication with families, etc.

2023 Board Contact List

MyShel Landis	520-991-6052	A/T/Minors Player Agent
Bobby Babers	520-392-0366	Coaching Coordinator
Ryan Lohrenz	520-204-5821	Majors Player Agent
Gene Ramirez	520-904-2469	Fields
Kirk Stoughton	520-820-8488	Safety Officer
Yvette Cruz	520-732-3535	Softball Player Agent

B. Safety

1. Any and all player injuries during games or at practices that result in the player's inability to continue to participate must be reported to the Safety Officer: Kirk Stoughton at (520-820-8488); or via email at (safety@rincon12.org) or if Safety officer is not immediately available, email the Rincon Little League at: information. Little League's Accident Claim Form must be completed and filed with Little League. Claim form may be found in the Documents section of the Rincon Little League website or in the Little League Safety Plan.
2. A player will not be allowed to play if injured, unable to pass concussion protocol, in pain and not able to throw, catch, run, or swing normally. This decision will be made by the park boss in coordination with the Umpire in Chief (UIC) and/or Safety Officer.
3. Scrimmage games are allowed only against other Rincon Little League teams at the same level of play. There will be NO SCRIMMAGES AGAINST TEAMS FROM OUTSIDE OF LITTLE LEAGUE as it is not covered by Little League Insurance and puts the league at risk of losing our charter.
4. Practices shall be held only on fields scheduled and approved by Rincon Little League.

5. No noisemakers will be allowed at the game sites.

C. Managers and Coaches Conduct

1. Managers need to keep in mind (and remind players' parents) that umpires, coaches, and managers are volunteers. Any unsportsmanlike conduct by managers and/or parents will be met with disciplinary action including but not limited to ejection from the game resulting in removal from the game site. Managers will conduct themselves with professionalism when addressing umpires, other coaches, volunteers, parents, and fans. This will include but is not limited to the following:
2. No comments or questions for the umpire will be expressed from the dugout or coaches' boxes.

Rule 9.02 (a)

Any umpire's decision which involves a judgement call, such as, but not limited to, whether a batted ball is fair or foul whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach, or substitute shall object to any such judgment calls.

3. Questions/appeals will be addressed in a professional tone and volume after time-out is called and granted by the umpire. Only the manager from each team is able to request permission to question a call or appeal to the umpire. The best approach is to speak in such a way as to keep your conversation on the field between the team's manager and the umpire.

Rule 9.02 (b)

If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the pretested decision.

4. Managers and coaches ejected from a game must leave the game site for the remainder of the game. In addition (at a minimum) the manager or coach may not be in attendance at the team's next physically played game. At the RLL President's sole discretion, any offense deemed "flagrant" might require the manager to attend a meeting of the board to discuss the manager's actions before he or she is allowed to continue with the team. (See rules 4.07 & 9.05 below)

Rule 4.07

When a manager, coach, or player is ejected from a game, they shall leave the field immediately and take no further part in the game. They may NOT sit in the stands and may NOT be recalled. **A manager or coach ejected from a game must not be present at the site for the remainder of that game.** Any manager, coach, or player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site. This includes pregame and postgame activities.

Rule 9.05

- (a) The umpire shall report to the league president within 24 hours after the end of a game all violation of rules and other incident worth of comment, including the disqualification of any manager, coach, or player, and the reasons thereof.
- (b) When any manager, coach, or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, manager, coach, or player, the umpire shall forward full particulars to the league president within 24 hours after the end of the game.
- (c) After receiving the umpire's report that manager, coach, or player has been disqualified, the league president shall require such manager, coach or player to appear before at least three members of the Board of Directors to

explain their conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The member of the Board present at the meeting shall impose such penalty as they feel justified.

5. **NOTE:** The Board may impose such penalties that it feels warranted, but may not lessen the requirements of Rule 4.0
6. Note: Rincon expects that all will treat our volunteer umpires with dignity and respect. Our League is fortunate to have youth volunteers to umpire games. Rincon expects these youth Volunteer Umpires to be treated with extra courtesy and respect. Behavior that is disrespectful towards umpires by any Manager, Coach or fan is subject to disciplinary action from the Rincon Board, regardless of whether or not the umpire chooses to take action during the game.
7. Youth volunteer umpires will be treated with the upmost respect and courtesy (See note below).
8. Managers and Coaches are expected to know and follow Rule 9.02 no exceptions.
9. Please note that Rule 9.02(b) above indicates that only the Manager may discuss a call with the umpire that made the call (or the Umpire-in-Chief (UIC) if the umpire who made the call is a youth Volunteer Umpire) and request an appeal.)
10. Little League requires that all games be umpired by at least (1) Adult and that adult is designated as the UIC. Youth umpires cannot umpire games without an adult umpire (16 or older) on the field or approval from UIC.
11. Major's players (ages 11-12) are allowed to umpire the bases for AAA games and behind the plate on AA games.
12. AAA (10-11) players are allowed to umpire the bases for AA games.

D. Umpiring

1. There will be a mandatory Managers/Umpire Clinic.
2. Coaching unable to make the mandatory meeting will need to email the UIC within 24 hours to arrange for the necessary training. There will be 2 Umpiring Clinics scheduled by the UIC for all Managers to attend as a prerequisite to Managing a team in Rincon Little League. It is deemed Mandatory that all managers attend (1) of the UIC scheduled Umpiring Clinics for eligibility by Rincon Little League.
3. **Managers are required to umpire games.** Managers are responsible for finding alternative umpires for their games due to conflicts in schedules. UIC will have a sign in sheet available at the Snack Shack for umpires to keep track of the required games they are assigned. Coaching Coordinators for each level can assist if there are scheduling conflicts.

Rule 9.00 (b)

Each Umpire is the representative for the league and of Little League International, and is authorized and required to enforce all of the rules. Each Umpire has the authority to order a player, coach, manager, or league officer to do or refrain from doing anything, which affects the administering of these rules, and to enforce the prescribed penalties.

E. Player conduct

1. Players ejected from a game must leave the game site for the remainder of the game. In addition (at a minimum), the player may not attend at the team's next physically played game. At the RLL president's discretion, any offense deemed "flagrant" might require the player and the player's parent(s), accompanied by the team's manager, to attend a meeting of the board to discuss the player's actions before the player is reinstated to the team. (See rules 4.07 & 9.05)

2. All players are required to wear the uniform provided by the league.

F. Parent Conduct

1. Parents should seek to provide a positive experience for the players, reinforce good sportsmanship and respect umpire decisions.
2. Arguing a call on the field, or behavior that is detrimental to the positive culture of Little League Baseball may result in ejection of a parent by the umpire or a member of the Board of Directors. This includes, but is not limited to:
 - a. Negatively shouting at the umpire, coaches, players, or other parents
 - b. Any physical confrontation or threats of violence
 - c. Use of profanity or language inappropriate for children
 - d. Any behavior deemed detrimental to the positive culture of the league
3. When a parent is ejected from a game, they shall leave the field immediately and take no further part in the game. They may NOT sit in the stands and may NOT return. **A parent ejected from a game must not be present at the site for the remainder of that game.** Any parent ejected from a game is suspended for his or her team's next 2 physically played games and may not be in attendance at the game site. This includes pregame and postgame activities. A parent should not leave their child unattended and should remove their child from the game if necessary.

G. Pre-Game Warm-up

If taking infield/outfield warm up on the infield, the following procedures are to be used:

1. The visiting team shall take the field 25 minutes prior to the game for infield/outfield practice. Visiting team shall stop 15 minutes prior to game time.
2. The home team shall take the field 15 minutes prior to the game. If the visiting team is late taking the field, the home team shall still take the field 15 minutes prior to the game.
3. The home plate conference shall take place 5 minutes prior to the game time.
4. In the event the preceding game ends less than 30 minutes prior to the next game, the visiting team shall take the field immediately after the preceding game is completed, and shall take 5 minutes or one-half of the time remaining minus 5 minutes (for the plate conference) until the scheduled game time, whichever is greater. The home team follows with an identical warm-up period. Example: The preceding game ends at 1:40 and your game is scheduled for 2:00 -- The visiting team takes the field at 1:40 and has 7.5 minutes (1:40 to 2:00 is 20 minutes less 5 minutes for plate conference is 15 minutes divided equally). If the preceding game ends at 1:50, each team gets 5 minutes, there is a 5-minute plate conference and the game starts at 2:05

H. Purple Heart Park Ground Rules

5. Field 1
 - a. Extend backstop lines parallel with the field infinitely to indicate out of play boundaries.
 - b. Out of play will be any ball that goes to the outside of these lines, which have been extended, from the backstop. This will stop any continued play if the ball goes outside of these lines. This is a safety concern and must be enforced.
6. Field 2

- a. Extend backstop lines parallel with the field infinitely to indicate out of play.
- b. Out of play will be any ball that goes to the outside of these lines, which have been extended, from the backstop. This will stop any continued play if the ball goes outside of these lines. This is a safety concern and must be enforced.
- c. If a batted fair ball goes out of play, a ground rule double will be the ruling.

I. All-Stars

1. All Star Teams

- a. Rincon Little League Board of Directors will determine which baseball teams to be fielded in the April Board meeting. The Board of Directors will also determine the order in which the teams are drafted. Other teams including softball etc. will be evaluated each year based on interest and player availability.
- b. Teams include: 12U Baseball (10-11-12) 11U Baseball (9-10-11) 10U Baseball (8-9-10)

2. All Star Manager Selection

- a. All managers and coaches will apply specifically for an All Star position. The Executive Board, Majors Player Agent and Majors Coaching Coordinator will meet and put forth recommendations for full board approval.
- b. The manager will then present 2 coaches to the board for approval. The manager and coaches shall be in good standing with Rincon Little League and demonstrate the qualities and attributes fitting of a representative of the league. The Manager will name his two choices for coaches by the end of the managers meeting.

3. All Star Eligible Players (see eligibility in Green Book under Tournament Rules and Guidelines)

- a. All Star selections will be made from all eligible and available Majors players.
- b. If there are not enough eligible and available Majors players to fill the All Star rosters, Minors eligible and available players will be selected to fill slots.
- c. The minor's player agent (AAA) will gather information on eligibility and availability and survey minor is managers for recommendations. That information will be presented to the All Star Manager for a decision to fill the roster.

4. Player Selection Process

- a. The Players Ballot - Every eligible and available player is placed on a Players Ballot. The Players Ballots are to be administered by the Majors Player Agent under the direction of the Executive Board; all data will be available to the executive board who will establish the timeline for balloting. Each Majors player will have the opportunity to cast 5 votes. Players can vote for themselves and others on their own team. These votes will be gathered and the information available for the All Star Selection Meeting. If any one player is found to receive a vote on every player ballot, that player is an All Star.
- b. Majors Manager All Star Selection Meeting- This meeting is held at or near the end of the league tournament. The Majors Managers will work together to select the remaining All Stars from the eligible and available players. The President of the league, with the help of the Majors Player Agent and the Secretary, will conduct this meeting. Managers will cast votes and a player will become an All Star when all managers, minus one, vote in favor of a player. (Ex 7/8 managers, 5/6 managers)

5. Player Removal Process

- a. Players may be removed from an All-Star team for:
 - i. Frequently missing practices, including if a vacation is planned that would require the player to miss a substantial amount of time.
 - ii. Poor parental behavior.
 - iii. Playing for other teams during the All-Star period.
- b. The Executive Board of Directors will ultimately make the decision for or against removal, not the coaches alone.

II. Rules, Objectives and Guidelines - BASEBALL

A. Division Alignment

1. T-Ball: 4-7 year olds who have not completed a season of T-Ball.
2. A-Ball: 5-8 year olds who have completed at least one season of T-Ball with Rincon or a similar organization and players who were not selected in the Player Draft.
3. AA-Ball: 7-10 year olds (must attend evaluations)
4. AAA-Ball: 8-11 year olds (must attend evaluations)
5. Majors: 9-12 year olds (9-12 year olds must attend evaluations)
6. Intermediate: 12-13 year olds
7. Juniors: 13-14 year olds
8. Seniors: 14-16 year olds

(Please note – if low number of teams in any division makes it necessary to play interleague, interleague rules will apply to all games including those between two Rincon teams)

B. Draft/Player Placement Procedure

1. Majors, AAA and AA: Little League Draft Option B In accordance with the Little League Operating Manual.
2. 2 Minute Time Limit, no questions about players history, if you miss 2 minute time limit the individual will have 10 seconds to make a player selection. If selection is not made, they will go to the end of the round for their selection. They will have a 30-second time limit at this time to make their selection.
3. A-Ball and T-Ball: Players will be placed on teams by the Player Agent.

C. Player Movement Policy

1. No player movement between Divisions shall occur within two weeks of the last scheduled regular season Majors game.
2. Major's teams are required to play with a Pool Player if they have an injured player who is expected to miss five or more consecutive games.
3. Players missing five consecutive games for reasons other than injury will be removed from the team's roster.
 - a. In the Majors Division, the player will be replaced on the roster (See Player Moves from AAA to Majors)
 - b. Within the AA and AAA Divisions, rosters will be maintained during the season so that the size of any one team is not 2 or more players greater than any other team in the Division. This can include moving players from another Division or moving players within teams of the same Division at the discretion of the Player Agent
 - c. When there are 2 weeks to go in the regular season, the pool player requirement will be waived. For the remainder of the regular season and post-season play, that team will play one player down unless until the injured player returns.

- d. For issues not covered by these rules (special circumstances such as multiple injured players on the same team, etc. – a special session of the Executive Board to include the Player Agent and Coaching Coordinator for the division will be convened to discuss and resolve the issue.

D. Player Movement Procedures

1. Player Moves from AAA to Majors

- a. The Majors Manager immediately notifies the Majors Player Agent that a player was lost.
- b. The Majors Manager CANNOT notify or talk to the new potential player or the player's parents until the Player Agents make the move "official".
- c. The Majors Player agent contacts the player to verify they are leaving or cannot play and the reason why.
- d. She/he then contacts the Minors Player Agent
- e. The Minors Player Agent will provide a list indicating 5 candidates from which the Majors Manager may choose. The list of players will be based upon Player Evaluations before the Majors Draft and performance/evaluation throughout the season. The Majors Manager informs the Player Agent which of these players he has identified. This is to be done within 3 days of learning of the loss. The Player Agent verifies the player's eligibility and informs the player's parents of the potential move. The Player Agent will provide them with the Majors Manager's contact information.
- f. The Minors Player Agent informs the Majors Manager that the player has been notified and provides the player's information, making the move "official."
- g. The Player Agent notifies the AAA Manager that this player is no longer on their team.
- h. The Player Agent completes a roster amendment for each team affected and communicates this information to the Board of Directors.

2. Player Moves from AA and AAA

- a. The process for Managers to replace players within the minors division is identical to AAA to Majors
- b. Only the Minors Player Agents must be involved.

3. Player Moves from A and AA

- a. The process for Managers to replace players within the minors division is identical to AAA to Majors
- b. Only the Minors Player Agent must be involved

4. Player Refusal to move - See Regulation III (b) of the Green Book for reference.

- a. Refusal of the player to comply with the move could result in their forfeiture of future eligibility in the Majors division for the rest of the season. In the case where a player refuses to move up to the next division, such player will be placed on a different team in their same Division by the Player Agent. This decision will be based on the number of players on rosters in the Division and team need.

5. Manager Coach Replacements & Roster Amendments

- a. The Manager or Coach notifies the appropriate Minors or Majors Player Agent and Coaching coordinator there is a coaching change.
- b. The President and Board of Directors approve changes involving Managers and Coaches since this involves adult volunteers.
- c. After the Manager or Coach change is approved by the Board of Directors, the Player Agent and Coaching coordinator processes a roster change.

- d. Player Movement Policy or Coach Replacement Violations: The Manager shall be referred to the Board of Directors for possible suspension.

E. T-Ball**1. Objective**

Above all else, Rincon Little League expects each player to have a safe and enjoyable learning experience. The emphasis in T-Ball is placed on developing a basic understanding of the game. This is a non-competitive program. Winning is positively the least important item. Players' ability should never be compared to each other. Positive re-enforcement is necessary at this level. Managers should work together during games with the goal of providing the best possible learning environment.

- a. Rincon Little League policy regarding playing time and positions is clear. At the T-Ball level, a safety ball is used, which has greatly reduced the potential for serious injury; therefore, each player should have the opportunity to play each position equally. Each manager is expected to develop a rotation based on the 6 infield positions, which will give each player the same opportunity to play each position equally if they attend the games and practices. This is not for a game-by-game basis, but for the season. The ability to catch and throw is not the deciding factor in T-Ball -- the opportunity to develop and grow, and to be exposed to each position is.
- b. Base coaches should notify defensive coaches when an unsafe situation exists. Defensive coaches should be aware that they may be notified of this situation from time to time by the offensive coaches and should not take offense to this.
- c. Managers should resist physically moving the players, but instruct them where to stand so they are not in the base path.
- d. Please contact the Coaching Coordinators for help with how to get the most out of practice and game experiences as well as tips on how to better manage for a successful season.

2. Game Preparation

- a. Home team is responsible for the following:
- b. Complete field preparation 30 minutes prior to the scheduled game start or ASAP.
- c. For T-Ball, field preparation will include a chalk semi-circle drawn 15 feet from home plate. The arc will be drawn foul-line to foul-line. If you have not been trained in field preparation, please ask your coaching coordinator to demonstrate proper field preparation. NOTE: Any delays will affect field warm-up times accordingly and remaining time shall be split between teams equally. See field maintenance guide to define how the fields are to be maintained.
- d. Home team will provide game balls. Game balls will be provided to managers prior to the start of the season.
 - i. The Visiting team is responsible for field clean up after the game. If there is a game to follow immediately after the just concluded game the visiting team must work with the HOME team of the game to assist in getting the field ready for play.
 - ii. For both teams, it is the responsibility of the manager that the team cleans the dugout before leaving
- e. Any team found not to be completing their field maintenance duties will be issued a warning by the Park Boss on first violation. Upon the second violation for failure to complete field maintenance duties, the Manager will be suspended for (1) game.

3. Guidelines

- a. Games will be played in an instructional format.
- b. Managers should warn the defensive team when strong batters are at bat to minimize the possibility of injury
- c. Keep records so that you track players by position played during the season to ensure that he/she has

played all positions equally as the rest of the team. Players will be encouraged to play their positions

4. Rules

a. Coaches

- i. A T-Ball team may have 1 Manager and 3 Coaches involved in a game.
- ii. Three defensive coaches are allowed outside the dugout on the field with the defensive team. Defensive coaches not on the field of play are required to remain in the dugout.
- iii. Three offensive coaches are allowed on the field outside the dugout; 1st and 3rd base coaches and batting coach at home plate. Offensive coaches not on the field of play are required to remain in the dugout.

b. Equal Play

- i. The manager will rotate all players between the infield and outfield.
- ii. No player shall play outfield for more than two consecutive innings.
- iii. No player shall play the same infield position more than twice in a game.
- iv. All players bat and field each inning. The inning ends after the last player on the team has batted.

c. Safety

- i. No on-deck batter and no batters taking warm up swings between half innings will be allowed.
- ii. No players in the dugout are to handle a bat. Managers and coaches are to monitor players in the dugout to ensure only the batter on his or her way out of the dugout handles a bat at any time.
- iii. Pitcher must wear a helmet.
- iv. A protective cup is required for all male players.

d. Game Administration

- i. No Score will be kept. Each half-inning shall consist of one time through the batting order.
- ii. No at bat after 1.5 Hours. Games will end at 1.5 hours from scheduled game time regardless of the game situation
- iii. Coaches must remove the tee when runners are running home
- iv. Base Coaches serve as umpires for their respective bases.
- v. Defensive coach located in outfield will call second base.
- vi. Batting coach will call home if needed.
- vii. The coach's decision stands.
- viii. T-Ball teams may borrow defensive players from the other team for the purpose of fielding a minimum of 9 position players. Players may bat with either team.

e. Game Play

- i. Each batter gets 4 swings to put the ball in play. On the 5th swing, the coach will assist the batter in putting the ball in play
- ii. In the event of an out, the batter/runner shall be directed to the dugout/bench (and not be allowed to remain on base).

- iii. No runners are allowed to advance to the next base on an overthrow.
- iv. No stealing. Base runners must stay in contact with the base until the ball is hit.
- v. Play stops when the ball is returned to the infield. The infielder need not have control of the ball. (In the event a runner is more than halfway to the next base, allow him/her to advance).
- vi. The infielders will throw to first base rather than running it himself/herself or rolling the ball.
- vii. Outfielders must stay off of the infield dirt. Five infielders and the pitcher will play infield, all others will play in the outfield.
- viii. Outfielders must throw the ball into the infield to make an out. Outfielders cannot make tags or force outs at the bases.
- ix. A batted ball must reach the 15-foot line in fair territory before it is considered live. The batting coach will make the fair/foul call.
- x. When the last batter is hitting, he/she shall be announced by the batting coach. This batter will run all bases as if it is a home run (no matter where it is hit). The defense shall make ONE play and then allow the batter and any base runners to clear the bases before leaving the field.
- xi. The catcher position is recommended to teach fundamentals, but not required.

F. A Ball (Coach Pitch)

1. Objective

The main focus of the managers, coaches and parents in this division is to teach the fundamental skills of baseball and provide all the players with an opportunity to learn all positions, good sportsmanship, and the rules of the game in a safe, positive and fun environment. Base coaches should notify defensive coaches when an unsafe situation exists. Defensive coaches should be aware that they may be notified of this situation from time to time by the offensive coaches and should not take offense to this. Managers should resist physically moving the players, but instruct them where to stand so they are not in the base path.

Please contact the Coaching Coordinators for help with how to get the most out of practice and game experiences as well as tips on how to better manage for a successful season.

2. Game Preparation

- a. Home team is responsible for the following:
 - i. **Complete field preparation 30 minutes prior to the scheduled game start or ASAP.** If you have not been trained in field preparation, please ask your coaching coordinator to demonstrate proper field preparation. NOTE 1: Any delays will affect field warm-up times accordingly and remaining time shall be split between teams equally. See field maintenance guide to define how the fields are to be maintained.
- b. Home team will provide game balls Game balls will be provided to one of the managers prior to the start of the game.
 - i. The Visiting team is responsible for field clean up after the game. If there is a game to follow immediately after the just concluded game the visiting team must work with the HOME team of the game to assist in getting the field ready for play.
- c. Any team found not to be completing their field maintenance duties will be issued a warning by the Park Boss on first violation. Upon the second violation for failure to complete field maintenance duties, the Manager will be suspended for (1) game.
 - i. For both teams, it is the responsibility of the manager that the team cleans the dugout before leaving.

3. Guidelines

- a. Games shall be played in an instructional format.
- b. Winning games is not the goal.
- c. Official scores of the games and the team's win-loss record shall not be kept.
- d. Keep good records of positions played by each player on your team to ensure minimum playing time requirements are met and that all players have played equally in all infield positions.

4. Rules

- a. *Coaches*
 - i. An A-Ball team may have 1 Manager and 3 Coaches involved in a game.
 - ii. Two defensive coaches are allowed outside the dugout on the field with the defensive team. Defensive coaches not on the field of play are required to remain in the dugout.

- iii. Three offensive coaches are allowed on the field outside the dugout; 1st and 3rd base coaches and the coach on the mound. Offensive coaches not on the field of play are required to remain in the dugout.

b. Equal Play

- i. Managers must evenly rotate their players at all positions.
- ii. No player should be on the bench for more than one defensive inning in a row.
- iii. Coaches must rotate players between the outfield and infield every inning when possible.
- iv. Coaches must rotate the batting order.

c. Safety

- i. No on-deck batter and no batters taking warm up swings between half innings will be allowed.
- ii. No players in the dugout are to handle a bat. Managers and coaches are to monitor players in the dugout to ensure only the batter on his or her way out of the dugout handles a bat at any time.
- iii. Pitcher must wear a helmet.
- iv. Male players must wear a protective cup.

d. Game Administration

- i. No new inning may start after 1:30 after the scheduled game start time. No pitch after 1:45 hours (Drop-dead).
Note: Exceptions to drop-dead times can be made by the Board for special circumstances (i.e. AIMS).
- ii. Each half inning will consist of 3 outs or one time through the batting order, whichever comes first.
- iii. Each coach must strive to keep the game progressing at an even pace. Only one minute is allotted to switch sides at each half inning.
- iv. Base coaches serve as umpires for their respective bases. v. Defensive coach located in outfield will make calls at second base.
- v. The coach at the mound will make calls at home.
- vi. The respective coach's decision stands.
- vii. Players are required to either be in the dugout or on the field the entire game.
- viii. **NO EXCEPTIONS.** Do not allow players to roam around or sit with their parents.
- ix. Teams may borrow defensive players from the other team for the purpose of fielding a minimum of 9 position players. Players may bat with either team.

e. Game Play

- i. This division is coach pitch. The coach will pitch from no closer than 36 feet. Coaches are encouraged to pitch the ball with enough velocity so as to reach the catcher to promote development at that position.
- ii. Each team will field 10 defensive players. The 10th player must be positioned in the outfield.
- iii. Each batter will receive a maximum of six pitches per at-bat. If the sixth pitch is a foul ball, the

player receives one additional pitch. Upon the sixth pitch the coach may utilize a tee for the player to put the ball in play.

- iv. For balls hit to the outfield, base runners may advance until the ball is “under control” (in possession) in the infield by one of the infielders. If the base runner is more than halfway to the next base when the ball is determined “under control”, the base runner may continue to advance to the next base at risk of being put out.
- v. The infielders will throw to the bases rather than running it himself/herself or rolling the ball, with the exception of the base nearest the infielder.
- vi. Runners may advance up to one base on an overthrow, at risk of being put out.
- vii. If a fielder is in the act of fielding a batted ball, the base runner must avoid the fielder.
- viii. First and third base coaches should notify the defensive coach of any impending obstruction of the base paths. Defensive coaches should be aware that the base coaches will be helping to keep infielders out of the base lines and should not be offended by another coach should he/she point out this type of situation.
- ix. Catchers are to catch from the normal location behind home plate. It is recommended that a catcher’s box be drawn to help the player reference where he/she should be positioned.
- x. The pitcher must stand within a 14’ radius of the pitching plate and not in front of the coach pitching until the ball is put into play.
- xi. No bunting.
- xii. No stealing, however, coaches are encouraged to teach players when they can lead off the base per the little league rules (when the ball reaches the batter).
- xiii. No infield fly rule will be in effect.
- xiv. Free substitution. (Meaning players will remain in the same; batting order throughout the game but maybe freely substituted at various positions on defense).

G. AA Ball**1. Objective**

The focus of the managers, coaches and parents in this division is to teach the fundamental skills of baseball and provide all the players with an opportunity to learn all positions, good sportsmanship, and the rules of the game in a safe, positive and fun environment. This is the division where pitchers are trained and developed. It is important to give each player the opportunity to attempt pitching and take the time in practice to teach how to pitch and play at all positions.

Please contact the Coaching Coordinators for help with how to get the most out of practice and game experiences as well as tips on how to better manage for a successful season.

2. Game Preparation

- a. Home team is responsible for the following:
 - i. Complete field preparation 30 minutes prior to the scheduled game start or ASAP
NOTE: Any delays will affect field warm-up times accordingly and remaining time shall be split between teams equally. See field maintenance guide to define how the fields are to be maintained.
- b. If you have not been trained in field preparation, please ask your coaching coordinator to demonstrate proper field preparation.
- c. For the AA level, a temporary plate or chalk line shall be drawn 2 feet in front of the pitcher's plate. The line shall be the same length as the pitcher's plate.
- d. Home team will provide game balls. Game balls will be provided to managers prior to the start of the game.
- e. The Visiting team is responsible for field clean up after the game. If there is a game to follow immediately after the just concluded game the visiting team must work with the HOME team of the game to assist in getting the field ready for play.
 - i. Any team found not to be completing their field maintenance duties will be issued a warning by the Park Boss on first violation. Upon the second violation for failure to complete field maintenance duties, the Manager will be suspended for (1) game.
- f. For both teams, it is the responsibility of the manager that the team cleans the dugout before leaving.

3. Guidelines

- a. Winning games is not the goal. That is, the final scores of the games will not be recorded, and the team's win- loss record shall not be kept.
- b. Managers and coaches shall encourage players to swing at strikes. Drawing a walk should not be the intent of a player's time at bat. The goal is for managers and coaches to teach players hitting fundamentals and for players to learn to put the ball in play.
- c. Managers should be evenly rotating their players at all positions.
- d. Keep good records of positions played by each player on your team to ensure minimum playing time requirements are met and that all players have played equally in all skilled positions.
- e. The Umpire-In Chief will try to secure umpires for all scheduled games, up to 24 hours before game time. If an umpire has not been secured for your game by this time, it will be up to the home team Manager to secure one.

- f. In the event sufficient numbers of umpire volunteers are not acquired, managers and coaches will be required to umpire a number of games not to exceed three games per manager/coach.
- g. Manager or Coach of either team will sign the "Umpire's Card" for junior umpires at the end of every game.

4. Rules

a. Coaches

- i. One Coach from the defensive team is allowed outside of the dugout on the field in the immediate vicinity of the dugout for the purpose of instructing/guiding players.
- ii. All offensive coaches and defensive coaches not on the field of play are required to remain in the dugout.

b. Equal Play

- i. No player should be on the bench for more than one defensive inning in a row, unless the number of players attending any given game exceeds 12. However, all efforts should be made to avoid any player sitting on the bench for more than one defensive inning in a row.
- ii. No player shall be placed in the outfield more than (2) consecutive innings without playing an infield position, pitcher or catcher. The goal is to have players playing all positions multiple times.
- iii. Managers shall provide each player with an opportunity to pitch during the regular season if the player desires to do so.

c. Safety

- i. No on-deck batter and no batters taking warm up swings between half innings will be allowed.
- ii. No players in the dugout are to handle a bat. Managers and coaches are to monitor players in the dugout to ensure only the batter on his or her way out of the dugout handles a bat at any time.
- iii. All male players must wear a protective cup.
- iv. Pitchers must adhere to the following rest requirements during the Regular Season. The manager must remove the pitcher when said pitcher reaches the limit for his/ her age group as noted below, but the pitcher may remain in the game at another position.

Age 7-8: 50 pitches

Age 9-10: 75 pitches

Exception: If a pitcher reaches the limit for his/her age while facing a batter, the pitcher may continue to pitch until the batter reaches base, is put out, or the third out of the inning is reached.

- 1) If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- 2) If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
- 3) If a player pitches 36-50 pitches in a day, two (2) calendar day of rest must be observed.
- 4) If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- 5) If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- 6) A pitcher that delivers over 40 pitches in a game cannot play catcher for the remainder of that day.

- 7) A catcher that catches 4 or more innings may not play the position of pitcher for the remainder of that day.
- 8) Pitch Count Totals will be recorded by both teams each game for AA. Home team pitch count is the official pitch count book. They will need to be recorded and approved by both managers immediately after each game and signed off by the on duty Rincon LL Park boss. Failure to sign off on the pitch count will be considered a violation.

Note: The first violation of these pitching rules will result in a one game suspension of team's manager/coach. Additional violations may result in the immediate forfeiture of the game and the permanent removal as manager/Coach.

AA Pitch Count / Rest example:

Assume player pitched this number of pitches on MONDAY

Pitches	Day(s) Rest	Next Eligible to Pitch
1-20	0	Tuesday
21-35	1	Wednesday
36-50	2	Thursday (assuming an interim game in which player did not pitch)
51-65	3	Friday (assuming an interim game in which player did not pitch)
>66	4	Saturday (assuming an interim game in which player did not pitch)

Exception: If the pitcher reaches, the day(s) of rest threshold while facing a batter the pitcher may continue to pitch until that at-bat is complete. The pitcher will only have to observe the threshold reached. (Pg.38 of Green Book) Rincon Little League may grant approval for GAMES rest in lieu of days rest during post season play.

Double Headers: A player is not eligible to pitch in 2 games on the same day regardless of pitch count. Any player who pitches in the first game is not eligible to pitch in the second game.

d. Game Administration

- i. Games shall be played in an instructional format. Although an official score will not be kept, teams should maintain a scorebook to enforce this rule.
- ii. Five (5) run limit per half inning in all innings.
- iii. Each team will place up to 10 fielders in the field. The extra fielder will be positioned in the outfield.
- iv. Each coach must strive to keep the game progressing at an even pace. Only one minute is allotted to switch sides at each half inning.
- v. A continuous batting order will be used per rule 4.04 (i.e. batting lineup must include all players on the team).
- vi. Free defensive substitution. No player shall be on the bench more than 1 inning in a row.
- vii. Both teams must keep pitch count and should keep a scorebook. Home team is responsible for the official and pitch count. Please assign these responsibilities to parents or coaches from your team. At game completion, the pitch count book needs to be signed by managers of both teams and official pitch count recorded in your level's pitch count book located in the snack bar.

viii. AA teams may use the player pool system as defined below or (with opposing manager's agreement) may borrow a defensive player from the opposing team in order to field a minimum of 9 players when players are absent. Whether borrowing a player or using the player pool system, the borrowed player may not pitch. The following statements apply to the player pool system only:

- 1) The "player pool" is managed by the Player Agent
- 2) A list of pool players will be established at each level by all player agents.
- 3) A manager will call the player agent as soon as they realize they will not have the minimum number required to play.
- 4) A manager may not request a pool player by name.
- 5) The pool player WILL play at least 9 consecutive defensive outs and 1 at bat.
- 6) The pool player CANNOT pitch, and must play in their own division.
- 7) The pool player may play in their own uniform or the gaining team's uniform.

e. Game Play

- i. The pitching distance is 40 feet. A temporary plate may be used or a chalk line must be drawn two feet in front of the pitchers plate. Pitchers may choose to pitch from the pitchers plate at 46 feet if they have the ability to do so. Under no circumstances shall a player throw a pitch from in front of this line.
- ii. Bunting is allowed and should be taught.
- iii. Infield fly rule applies.
- iv. Players may advance up to one base on an overthrow, at risk of being put out.
- v. The dropped third strike rule will not be in effect for the AA level.
- vi. Stealing:
 - 1) Stealing second and third is allowed.
 - 2) There is no stealing of home
 - 3) There is no advancing home on a passed ball or return throw to the pitcher or a play on another runner. The runner can only advance home if a play is made on them or the ball is put into play.
 - 4) For plays at third base, the runner may only advance to home on an overthrow if they occupied third base before the play was attempted. Example: A player stealing third may not advance to home on an overthrow. This only applies to a catcher's throw to third base during a steal.

Note: This time is intended for Managers to focus on the development of their pitchers and catchers' ability to execute a pitch and return the throw from the catcher in the catcher's box to the pitcher on the mound. It is not a time for the opposing team to take advantage of a less experienced pitcher and/or catcher resulting in runs being scored without the defensive players having opportunities to make plays

vii. Game Lengths

- 1) Game lengths are in accordance with the Little League Rulebook with the exceptions listed

below:

- 2) No new inning may start after 1:45 after the scheduled game start time. No pitch after 2 hours (Drop-dead). Note: Exceptions to drop-dead times can be made by the Board for special circumstances (i.e. AIMS).
- 3) It is incumbent on the managers to clearly establish an official game start time during the pregame meeting with the umpire, to avoid disputes about game duration.
- 4) No pitch shall be thrown after 10:00 pm. Game shall end with no make-up.

Note: An EXCEPTION to the above game lengths is if the game did not start on time due to weather or unexpected field conditions. In this case, a Board member will work with the Managers to play the scheduled games given the time allotted. viii. Per rule 8.03, teams may take only 1 minute or 8 warm up pitches between innings, whichever comes first.

f. Post Season

- i. A blind draw will be used to create two pools of teams. The pools play a round-robin format playing each team in the pool to determine the winner of each pool.
- ii. Tiebreaker: (only applies if two teams are tied).
 - 1) Head-to-Head
 - 2) Runs Allowed
 - 3) Runs scored
 - 4) 1-game playoff
- iii. AA: One Game Championship between the winners of each Pool
- iv. The time limit for the post-season playoffs will be the same as the regular season with the following exceptions:
- v. All games must be complete
 - 1) A game will be considered complete only after 4 innings (3 1/2 if home team is ahead). If the time limit is reached before innings are reached the game may continue past the time limit until complete. If the 10 pm curfew is reached and the game is not complete, the game will continue on another date.
 - 2) NOTE: A POOL PLAY GAME MAY END IN A TIE.
- vi. The AA Championship Game are played to 6 innings with no time limitations
- vii. No family member will umpire their child's game during post-season play.

H. AAA Ball

1. Objective

The main focus of this division is to teach the fundamental skills of baseball and provide players with an opportunity to learn good sportsmanship and the rules of the game. Development is key. The standings are not kept thus allowing the opportunity to learn and play multiple positions including pitching.

Winning is not the priority – development is. Make it fun for the kids!

Please contact the Coaching Coordinators for help with how to get the most out of practice and game experiences as well as tips on how to better manage for a successful season

2. Game Preparation

- a. Home team is responsible for the following:
- b. Complete field preparation 30 minutes prior to the scheduled game start or ASAP.
- c. Any team found not to be completing their field maintenance duties will be issued a warning by the Park Boss on first violation. Upon the second violation for failure to complete field maintenance duties, the Manager will be suspended for (1) game.
 - i. If you have not been trained in field preparation, please ask your coaching coordinator to demonstrate proper field preparation. NOTE: Any delays will affect field warm-up times accordingly and remaining time shall be split between teams equally. See field maintenance guide to define how the fields are to be maintained.
 - ii. Home team will provide game balls. Game balls will be provided to managers prior to the start of the season. The Visiting team is responsible for field clean up after the game. If there is a game to follow immediately after the just concluded game the visiting team must work with the HOME team of the game to assist in getting the field ready for play
 - iii. For both teams, it is the responsibility of the manager that the team cleans the dugout before leaving.

3. Guidelines (*Adherence to these guidelines will be part of the managerial grading/future selection process*)

- a. Winning games should not be the goal. That is, final scores will not be reported and the team's win/loss record will not be kept.
- b. Managers and coaches shall encourage players to swing at strikes. Drawing a walk should not be the intent of a player's time at bat. The goal is for managers and coaches to teach players hitting fundamentals and for players to learn to put the ball in play.
- c. Managers should give every player a chance to learn each position.
- d. Keep good records of positions played by each player on your team; be able to produce them upon request.
- e. The Umpire-In Chief will try to secure umpires for all scheduled games, up to 24 hours before game time. If an umpire has not been secured for your game by this time, it will be up to the home team Manager to secure one.

4. Rules

- a. *Coaches*
 - i. Defensive coaches are required to remain inside the dugout. During the game the defensive manager or coach may step just outside the gate of the dugout briefly to offer instruction but must

return to the dugout prior to the next pitch. ii. Other than base coaches, offensive coaches must remain inside the dugout.

b. Equal Play

- i. No player shall be placed in the outfield more than one full game without playing an infield position, pitcher or catcher. The goal is for the players to gain experience at various infield and outfield positions.
- ii. No player should be on the bench for more than one defensive inning in a row, unless the number of players attending any given game exceeds 12. However all efforts should be made to avoid any player sitting on the bench for more than one defensive inning in a row.

c. Safety

- i. No on-deck batter and no batters taking warm up swings between half innings will be allowed.
- ii. No players in the dugout are to handle a bat. Managers and coaches are to monitor players in the dugout to ensure only the batter on his or her way out of the dugout handles a bat at any time.
- iii. All males must wear a protective cup.
- iv. Pitchers must adhere to the following rest requirements during the Regular Season. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

Age 11: 85 Pitches

Age 9-10: 75 Pitches

Age 7-8: 50 Pitches

Exception: If a pitcher reaches the limit for his/her age while facing a batter, the pitcher may continue to pitch until the batter reaches base, is put out, or the third out of the inning is reached.

- 1) If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- 2) If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed. 3) If a player pitches 36-50 pitches in a day, two (2) calendar day of rest must be observed.
- 3) If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- 4) If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- 5) A pitcher that delivers over 40 pitches in a game cannot play catcher for the remainder of that day.
- 6) A catcher that catches 4 or more innings may not play the position of pitcher for the remainder of that day.
- 7) Pitch Count Totals will be recorded by both teams each game for AA/AAA and Major Divisions. Home team pitch count is the official pitch count book. They will need to be recorded and approved by both managers immediately after each game and signed off by the on duty Rincon LL Park boss. Failure to sign off on the pitch count will be considered a violation.

Note: The first violation of these pitching rules will result in a one game suspension of team's manager/coach. Additional violations may result in the immediate forfeiture of the game and the permanent removal as manager/Coach.

AAA Pitch Count / Rest example:

Assume player pitched this number of pitches on **MONDAY**

Pitches	Day(s) Rest	Next Eligible to Pitch
1-20	0	Tuesday
21-35	1	Wednesday
36-50	2	Thursday (assuming an interim game in which player
51-65	3	Friday (assuming an interim game in which player did
>66	4	Saturday (assuming an interim game in which player did not pitch)

Exception: If the pitcher reaches the day(s) of rest threshold while facing a batter the pitcher may continue to pitch until that at-bat is complete. The pitcher will only have to observe the threshold reached.

Double Headers: A player is not eligible to pitch in 2 games on the same day regardless of pitch count. Any player who pitches in the first game is not eligible to pitch in the second game.

d. Game Administration

- i. Games shall be played in an instructional format.
- ii. Five (5) run limit per half inning in all innings.
- iii. Each coach must strive to keep the game progressing at an even pace. Only one minute is allotted to switch sides at each half inning.
- iv. A continuous batting order will be used per rule 4.04 (i.e. batting lineup must include all players on the team)
- v. Free defensive substitution. No player shall be on the bench more than 1 inning in a row.
- vi. Both teams must keep pitch count and should keep a scorebook. Home team is responsible for the official and pitch count. Please assign these responsibilities to parents or coaches from your team. At game completion, the pitch count book needs to be signed by managers of both teams and official pitch count recorded in your level's pitch count book located in the snack bar. Maintaining a team scorebook is required to verify All-Stars eligibility.
- vii. AAA teams may use the player pool system as defined below or (with opposing manager's agreement) may borrow a defensive player from the opposing team in order to field a Minimum of 9 players when players are absent. Whether borrowing a player or using the player pool system, the borrowed player may not pitch. The following statements apply to the player pool system only:
 - 1) The "player pool" is managed by the Player Agent
 - 2) A list of pool players will be established at each level by all player agents.
 - 3) A manager will call the player agent as soon as they realize they will not have the minimum number required to play.
 - 4) A manager may not request a pool player by name.
 - 5) The pool player WILL play at least 9 consecutive defensive outs and 1 at bat.

- 6) The pool player CANNOT pitch nor can they play against their own team, and must play in their own division.

e. Game Play

- i. Game lengths are in accordance with the Little League Rulebook with the exceptions listed below. These apply only to games that have another game scheduled directly thereafter. The umpire keeps the official time.
 - 1) No new inning may start after 1:45 after the scheduled game start time. No pitch after 2 hours. Note: Exceptions to the 1:45 game times can be made by the Board for special circumstances (i.e. AIMS).
 - 2) It is incumbent on the managers to clearly establish an official game start time during the pregame meeting with the umpire, to avoid disputes about game duration.
- ii. No pitch shall be thrown after 10:00 pm. Games that are called for curfew will not be made up. Note: If the game did not start on time due to weather or unexpected field conditions. In this case, a Board member will work with the Managers to play the scheduled games given the time allotted.
- iii. Stealing:
 - 1) Stealing second and third is allowed.
 - 2) There is no advancing home on a passed ball or return throw to the pitcher or a play on another runner. The runner can only advance home if a play is made on them or the ball is put into play.
 - 3) For plays at third base, the runner may only advance to home on an overthrow if they occupied third base before the play was attempted. Example: A player stealing third may not advance to home on an overthrow. This only applies to a catcher's throw to third base during a steal.

Note: This time is intended for Managers to focus on the development of their pitchers and catchers' ability to execute a pitch and return the throw from the catcher in the catcher's box to the pitcher on the mound. It is not a time for the opposing team to take advantage of a less experienced pitcher and/or catcher resulting in runs being scored without the defensive players having opportunities to make plays

- iv. Teams shall field only 9 players on defense.
- v. Per rule 8.03, teams may take only 1 minute or 8 warm up pitches between innings, whichever comes first
- vi. Dropped third strike rule is in effect.

f. Post-Season Play

- i. A blind draw will be used to determine seeding for post-season
- ii. A double-elimination play-off is used to determine the league champion
- iii. Time limit for Rincon post-season playoffs will be the same as the regular season with the following exceptions:
- iv. 4 innings (3 1/2, if home team is ahead) must be played to constitute a complete game. If time limit is reached before this point in time, the game should continue until the game is "complete".

- v. If a game is called due to weather concerns, or 10 PM curfew it will be considered a “suspended” game. The game is to be moved to free time on the field schedule and continued.
- vi. At the championship round (two teams remaining), the remaining game(s) will be played to 6 innings with no time limitations. If tied at the end of 6, the game will be continued until a winner is determined.
- vii. A coin flip will determine home team. In the championship game, the undefeated team will be home. When the “If” game is played, a coin flip will determine home team.
- viii. No family member is allowed to umpire their own player’s team in the playoffs

I. Majors

1. Objective

Majors are a competitive division that follows the Little League green book rules. The division is focused on teaching the fundamental skills of baseball, good sportsmanship, and the rules of the game in a safe, positive and fun environment.

2. Game Preparation

- a. Home team is responsible for the following:
- b. Complete field preparation 30 minutes prior to the scheduled game start or ASAP.
- c. Any team found not to be completing their field maintenance duties will be issued a warning by the Park Boss on first violation. Upon the second violation for failure to complete field maintenance duties, the Manager will be suspended for (1) game.
 - i. If you have not been trained in field preparation, please ask your coaching coordinator to demonstrate proper field preparation. NOTE: Any delays will affect field warm-up times accordingly and remaining time shall be split between teams equally. See field maintenance guide to define how the fields are to be maintained.
 - ii. Home team will provide game balls. Game balls will be provided to managers prior to the start of the season. iii.. The Visiting team is responsible for field clean-up after the game. If there is a game to follow immediately after the just concluded game the visiting team must work with the HOME team of the game to assist in getting the field ready for play.
- d. For both teams, it is the responsibility of the manager that the team cleans the dugout before leaving.

3. Guidelines

- a. The Umpire-In Chief will try to secure umpires for all scheduled games, up to 24 hours before game time. If an umpire has not been secured for your game by this time, it will be up to the home team Manager to secure one.
- b. Manager or Coach of either team will sign the "Umpire's Card" for junior umpires at the end of every game.

4. Rules

- a. *Coaches*
 - i. Defensive coaches are required to remain inside the dugout. Time must be called prior to leaving the dugout when team is on defense.
 - ii. Other than base coaches, offensive coaches must remain inside the dugout.
- b. *Playing Time*
 - i. Playing time at the major's level will be governed by the Little League rulebook as it applies to the majors division (Rule 3.03)
- c. *Safety*
 - i. No on-deck batter and no batters taking warm up swings between half innings will be allowed.
 - ii. No players in the dugout are to handle a bat. Managers and coaches are to monitor players in the dugout to ensure only the batter on his or her way out of the dugout handles a bat at anytime.
 - iii. All males must wear a protective cup.

- iv. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

Age 11-12: 85 pitches

Age 9-10: 75 pitches

Exception: If a pitcher reaches the limit for his/her age while facing a batter, the pitcher may continue to pitch until the batter reaches base, is put out, or the third out of the inning is reached.

- 1) If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- 2) If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed. 3) If a player pitches 36-50 pitches in a day, two (2) calendar day of rest must be observed.
- 3) If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- 4) If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- 5) A pitcher that delivers over 40 pitches in a game cannot play catcher for the remainder of that day.
- 6) A catcher that catches 4 or more innings may not play the position of pitcher for the remainder of that day.
- 7) Pitch Count Totals will be recorded by both teams each game for AA/AAA and Major Divisions. Home team pitch count is the official pitch count book. They will need to be recorded and approved by both managers immediately after each game and signed off by the on duty Rincon LL Park boss. Failure to sign off on the pitch count will be considered a violation.

Note: The first violation of these pitching rules will result in a one game suspension of team's manager/coach. Additional violations may result in the immediate forfeiture of the game and the permanent removal as manager/Coach.

- a) During the suspension the manager/coach cannot be at the park during their teams pre-game, during the game or during the post-game.

Majors Pitch Count / Rest example:

Assume player pitched this number of pitches on MONDAY

Pitches	Day(s) Rest	Next Eligible to Pitch
1-20	0	Tuesday
21-35	1	Wednesday
36-50	2	Thursday
51-65	3	Friday
>66	4	Saturday

Exception: If the pitcher reaches, the day(s) of rest threshold while facing a batter the pitcher may continue to pitch until that at-bat is complete. The pitcher will only have to observe the threshold reached.

Double Headers: A player is not eligible to pitch in 2 games on the same day regardless of pitch count. Any player who pitches in the first game is not eligible to pitch in the second game.

5. Game Administration

- a. The 10-run after four innings rule will be in effect in the Majors Division. (Rule 4.10e)
- b. Each coach must strive to keep the game progressing at an even pace. Only one minute is allotted to switch sides at each half inning.
- c. Line-up cards and changes shall go through chief umpire of game.
- d. Both teams must keep pitch count and a scorebook. Home team is responsible for official scoring and pitch count. Please assign these responsibilities to parents or coaches from your team. At game completion, the pitch count book needs to be signed by managers of both teams and official pitch count recorded in your level's pitch count book located in the snack bar. Maintaining a team scorebook is required to verify All- Stars eligibility. The Rulebook is property of Rincon Little League and will be collected back at the end of the season.
- e. Majors managers will use the "player pool" system to minimize the possibility of not having the minimum number of 9 players required. The following statements apply to the player pool system only:
 - 1) The "player pool" is managed by the Player Agent
 - 2) A manager will call the player agent as soon as they realize they will have less than the minimum of nine players only.
 - 3) A manager may not request a pool player by name.
 - 4) The pool player WILL play at least 9 consecutive defensive outs and 1 at bat.
 - 5) The pool player CANNOT pitch and must play in their own division. e) In the majors division, the game is official with the pool player as long as 9 players are fielded.
 - 6) The pool player may play in their own uniform or the gaining team's uniform.
 - 7) Pool players are allowed during post-season play, when less than 9 players are available only.

6. Game Play

- a. Game lengths are in accordance with the Little League Rulebook with the exceptions listed below. The umpire keeps the official time.
 - i. It is incumbent on the managers to clearly establish an official game start time during the pregame meeting with the umpire, to avoid disputes about game duration.
- b. A Majors game that is tied after 6 complete innings will be continued until curfew, at curfew the game will be considered complete to the last completed inning. Ties are allowed. Note: See Rule 4.10 Little League Rule Book for more information
- c. No pitch shall be thrown after 10:00 pm. Game shall revert to score of last completed inning or if minimum innings not played game shall continue at a later date agreed to by Majors Player Agent, Majors Coaching Coordinator and Rincon Executive Board. Ties are allowed.
- d. Dropped third strike rule is in effect

7. Post-Season Play

- a. Regular season standings are used to determine seeding for the post-season
- b. Tiebreakers: (only applies if two teams are tied)

- i. Head-to-head
 - ii. Runs allowed
 - iii. Runs scored
 - iv. Blind draw
- c. A double-elimination play-off is used to determine the league champion
- d. Time limit for Rincon post-season playoffs will be the same as the regular season with the following exceptions:
- i. 4 innings (3 1/2, if home team is ahead) must be played to constitute a complete game. If time limit is reached before this point in time, the game should continue until the game is "complete". The 10-Run rule is still in effect.
 - ii. If a game is called due to weather concerns, or 10 pm curfew it will be considered a "suspended" game. The game is to be moved to free time on the field schedule and continued.
 - iii. At the championship round (two teams remaining), the remaining game(s) will be played to 6 innings with no time limitations. If tied at the end of 6, the game will be continued until a winner is determined.
 - v. No family member will umpire their child's game during post-season play.
- e. The higher seed will be the home team to include the championship game. When the "If" game is played a coin flip will determine the home team.

J. Intermediate League

1. Objectives, Guidelines and Rules – Follow Green Book from Little League International

K. Juniors

1. Objectives, Guidelines and Rules – Follow Green Book from Little League International

L. Rule Book Points of Emphasis Chart

(All Rule numbers are from the 2018 Rule Book) Rule Number Rule and Notes

Regulation VI – Pitchers (a.)

A catcher who catches 4 innings or more may not play the position of pitcher for the remainder of that game

Regulation VI - Pitchers (Note)

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

A pitcher cannot pitch in 2 games in a single day. A pitcher who pitches in the first game of a doubleheader cannot pitch in the second game of the day, regardless of pitch count.

Regulation XIV - Field Decorum (f.)

Managers and Coacher shall not warm up pitchers

Rule 1.08 (Note 1 and Note 2)

The on-deck position is not permitted. Only the first batter of each half-inning will be permitted outside the dugout between half-innings.

Rule 1.10 (Bats)

Please refer to 2018 Green book, which stipulates acceptable bats for Little League

Intermediate (50-70) and Junior League: shall not be more than thirty-four (34”) inches in length or more than two and five-eighths (2 5/8”) inches in diameter All composite barrel bats shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark.

Rule 1.12

The catcher must wear a catcher’s mitt, not a first baseman’s mitt or fielder’s glove.

Rule 1.15

The pitcher’s glove may not be white (excluding the piping) or light in color to be distracting in the umpire’s judgment. The pitcher may wear a batting glove on the non-pitching hand under his glove provided the glove is not white, gray or optic yellow. No pitcher will wear sweatbands on their arms or wrists.

Rule 1.16

The use of a helmet by the batter, all base runners and player base coaches is mandatory. All player helmets must meet Little League requirements, including being NOCASE certified, and not having ANY alterations. This includes stickers, paint, writing, or tape. Helmet must have a non-glare surface and cannot be mirror-like in nature. Ensure that any player on the field to retrieve a bat from the previous batter is wearing a helmet.

Rule 1.17

All male players must wear an athletic supporter. Male catchers must wear the metal, fiber or plastic type cup Major Level and Below: Catchers must wear the long – model chest protector and a mask with a dangling type throat guard and a catchers helmet Junior/Senior/Big league: catchers must wear a long or short model chest protector a mask with a dangling type throat guard and a catchers helmet All catchers must wear the mask w/dangling type throat guard and catchers helmet during infield/outfield practice, pitchers warm up and games

Rule 3.03 Substitution Rule – For majors and above**Rule 3.09**

Players, coaches and managers of participating teams shall not mingle with fans nor sit in the stands during their game. Managers or Coaches must not warm up a pitcher on the field, in the bullpen or elsewhere at any time. Players must warm up pitcher.

Rule 3.17

No one except eligible players in uniform, a manager and not more than two coaches shall occupy the bench or dugout. With the exception of T Ball and A Ball, one additional coach is allowed. No Batboy or Batgirl is allowed.

Rule 4.04 (Note 1)

The continuous batting order is mandatory for T-Ball and all Minor Divisions (A, AA and AAA)

Rule 4.10

A regulation game consists of six innings [Intermediate (50-70) Division/Junior/Senior League: seven Innings], unless extended because of a tie score, or shortened (1) because home team needs none of its half of the sixth inning.

If the score is tied after six completed innings [Intermediate (50-70) Division/Junior/Senior League: seven Innings], play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning; or (2) the home team scores the winning run in an uncompleted inning.

If a game is called, it is a regulation game

- 1) If four innings [Intermediate (50/70) Division /Junior/Senior League: Five innings] have been completed
- 2) Local League Option: if the game has been played for 1 hour and 45 minutes. Any inning which has been started prior to the time limit expiring will be completed. No New Inning will begin once the time limit has expired.
- 3) If the home team has scored more runs in three and one-half innings [Intermediate (50/70) Division /Junior/Senior League: four and one-half innings] than the visiting team has scored four completed half innings;
- 4) If the home team scores one or more runs in its half of the fourth inning [Intermediate (50/70) Division /Junior/Senior League: Fifth inning] to tie the score.

If a game is called before it has become a regulation game, it shall be resumed exactly where it let off.

The 10 Run Rule is in effect for the Majors Division.

Rule 4.19 (a and g)

Protests can only be made rule interpretation, and player eligibility. Protests in Minors are to be resolved prior to the next pitch only during post-season play by referring to the 2023 Little League Rulebook and/or 2023 Rincon Local Rules.

Rule 7.06 (Obstruction)

The most frequent type of obstruction in Little League is defenders standing on a base when there is no play to be made. For example, a First baseman standing on 1st on a batted ball in the left field corner obstructing the runner's ability to get to second.

Rule 7.08a (3-4)

The runner must slide or avoid the fielder waiting with the ball. "The runner is out when the runner does not stop, slide, or attempt to get around a fielder who has the ball and is waiting to make the tag." This creates a potential for collision, so if the runner does not slide or avoid the fielder waiting with the ball he/she will be called out. A runner is also out if he/she slides headfirst while advancing.

Rule 8.03

When a pitcher takes a position at the beginning of an inning, the pitcher shall be permitted to pitch eight warm-up pitches, or one minute, whichever comes first. In a six inning game, there are 11 side changes. If each side change takes an extra two minutes beyond the one minute allowed in the rules, 22 minutes of game time (and innings) are lost.

Rule 9.02 (a)

Any umpire's decision which involves judgment, such as, but not limited to, fair/foul, ball/strike, a runner being safe/out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.

Rule 9.02 (b)

If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.

Note: that only the manager may appeal an umpire's decision. Since Rincon uses Volunteer Youth Umpires in some Minors games, managers are encouraged to appeal decisions made by the Volunteer Youth Umpire to the Umpire in Chief for that game. The Umpire-in-Chief must consult with the Youth Umpire before rendering a decision

III. Rules Objectives and Guidelines - SOFTBALL

A. Division Alignment

1. Minors: 7-11 year olds
 2. Majors: 9-12 year olds
 3. Juniors: 12-14 year olds
 4. Seniors: 14-16 year olds
- a. (Please note if low number of teams in any division makes it necessary to play interleague, interleague rules will apply to all games including those between two Rincon teams)

B. Draft/Player Placement Procedure

1. Majors and Minors Softball uses Little League Draft Option B In accordance with Little League Operating Manual.

C. Player Movement Policy

1. No player movement between Divisions shall occur within two weeks of the last scheduled regular season Majors game.
2. Major's teams are required to play with a Pool Player if they have an injured player who is expected to miss five or more consecutive games.
3. Players missing five consecutive games for reasons other than injury will be removed from the team's roster. a. In the Majors Division, the player will be replaced on the roster (***See Player Moves from Minors to Majors***)
4. Within the Minors Division, rosters will be maintained during the season so that the size of any one team is not 2 or more players greater than any other team in the Division. This can include moving players from another division or moving players within teams of the same division at the discretion of the Player Agent
5. When there are 2 weeks to go in the regular season, the pool player requirement will be waived. For the remainder of the regular season and post-season play, that team will play one player down unless and until the injured player returns.
6. For issues not covered by these rules (special circumstances such as multiple injured players on the same team, etc. – a special session of the Executive Board to include the Player Agent and Coaching Coordinator for the division will be convened to discuss and resolve the issue.

D. Umpiring

7. There will be a mandatory Managers/Umpire Clinic.
 - a. Coaching unable to make the mandatory meeting will need to email the UIC within 24 hours to arrange for the necessary training.
 - b. There will be 2 Umpiring Clinics scheduled by the UIC for all Managers to attend (1) as a prerequisite to Managing a team in Rincon Little League.
 - c. Managers are required to umpire games. Managers are responsible for finding umpires for their games due to conflicts in schedules. UIC will have a sign in sheet available at the Snack Shack for umpire to keep track of the required games they are assigned. Coaching Coordinators for each level can assist in scheduling conflicts.

Rule 9.00 (b)

Each Umpire is the representative for the league and of Little League International, and is authorized and required to enforce all of the rules. Each Umpire has the authority to order a player, coach, manager, or league officer to do or refrain from doing anything, which affects the administering of these rules, and to enforce the prescribed penalties.

E. Player Movement Procedures***1. Player Moves from Minors to Majors***

- a. The Majors Manager immediately notifies the Player Agent that a player was lost.
- b. The Majors Manager CANNOT notify or talk to the new potential player or the player's parents until the Player Agents make the move "official".
- c. The Player agent contacts the player to verify they are leaving or cannot play and the reason why.
- d. The Player Agent will provide a list indicating 5 candidates from which the Majors Manager may choose. The list of players will be based upon Player Evaluations before the Majors Draft and performance/evaluation throughout the season. The Majors Manager informs the Player Agent which of these players he has identified. This is to be done within 3 days of learning of the loss. The Player Agent verifies the player's eligibility and informs the player's parents of the potential move. The Player Agent will provide them with the Majors Manager's contact information.
- e. The Player Agent informs the Majors Manager that the player has been notified and provides the player's information, making the move "official."
- f. The Player Agent notifies the Minors Manager that this player is no longer on their team.
- g. The Player Agent completes a roster amendment for each team affected and communicates this information to the Board of Directors.

2. Player Moves between Baseball and Softball

- a. The baseball Player Agent notifies the softball Player Agent of a player that wants to move from baseball to softball, and the softball Player Agent notifies the baseball Player Agent of a player that wants to move from softball to baseball.
- b. The receiving Player Agent will evaluate the player and determine what level of play the player will fit into.
- c. The receiving Player Agent will review rosters to determine which team is in need of a player to ensure rosters are maintained at equal numbers.
- d. The Player Agent will contact the Manager of the team to let them know that they will be receiving another player.

3. Player Refusal to move - See Regulation VIII (b) in the Orange book for reference.

- a. Refusal of the player to comply with the move could result in their forfeiture of future eligibility in the Majors division for the rest of the season.
- b. In the case where a player refuses to move up to the next division, such player will be placed on a different team in their same Division by the Player Agent. This decision will be based on the number of players on rosters in the Division and team need.

4. Manager Coach Replacements & Roster Amendments

- a. The Manager or Coach notifies the Player Agent and Coaching Coordinator there is a coaching change.
- b. The President and Board of Directors approve changes involving Managers and Coaches since this involves adult volunteers.
- c. After the Manager or Coach change is approved by the Board of Directors, the Player Agent and Coaching coordinator processes a roster change.
- d. Player movement policy or coach replacement violations shall be referred to the Board of Directors for possible suspension

F. Coach Pitch Softball

(This level of softball will follow the District 12 interleague rules)

G. Minors Softball

(This level of softball will follow the District 12 interleague rules)

H. Majors Softball

(This level of softball will follow the District 12 interleague rules)

IV. Rules, Objectives and Guidelines - Fall Developmental Baseball/Softball

A. Fall Ball Coach Pitch--Baseball

1. Objective:

The main focus of the managers, coaches and parents in this division is to teach the fundamental skills of baseball and provide all the players with an opportunity to learn all positions, good sportsmanship, and the rules of the game in a safe, positive and fun environment. Base coaches should notify defensive coaches when an unsafe situation exists. Defensive coaches should be aware that they may be notified of this situation from time to time by the offensive coaches and should not take offense to this. Managers should resist physically moving the players, but instruct them where to stand so they are not in the base path.

2. Game Preparation

(See Section II. F. 2.)

3. Guidelines

(See Section II. F. 3.)

4. Rules

a. Coaches

- i. 1 manager and 3 coaches are allowed. One adult must be in the dugout. 2 defensive coaches may be positioned in the outfield for instruction only. ii. Three offensive coaches are allowed on the field outside the dugout; 1st and 3rd base coaches and the coach on the mound. Offensive coaches not on the field of play are required to remain in the dugout.

b. Equal Play

- i. Managers must evenly rotate their players at all positions. ii. No player should be on the bench for more than one defensive inning in a row. iii. Coaches must rotate players between the outfield and infield every inning when possible.

c. Safety

(See Section II. F.4.C)

d. Game Administration

- i. This division is coach pitch.

NOTE: The coach will pitch from no closer than 36 feet.

- ii. Each half inning will consist of 3 outs, 5 runs are scored, or 1 time through the line-up, whichever comes first.
- iii. Each team will field 10 defensive players. The 10th player must be positioned in the outfield.
- iv. No pitch after 1:30 hours (Drop-dead) after scheduled game start time
- v. Base coaches serve as umpires for their respective bases. Defensive coach located in outfield will make calls at second base. The coach at the mound will make calls at home. The respective coach's decision stands.
- vi. vii. Players are required to either be in the dugout or on the field the entire game – NO EXCEPTIONS. Do not allow players to roam around or sit with their parents.
- vii. Teams may borrow defensive players from the other team for the purpose of fielding a minimum

of 9 position players. Players may bat with either team.

e. Game Play

- i. The batter gets 5 total pitches per at bat. Strikeouts do not count against the team. All outs must be made through defensive play. A batter will not be given more than 5 pitches.
- ii. For balls hit to the outfield, base runners may advance until the ball is in the infield. For the first half of the season the ball does not have to be “under control” (in possession) in the infield by a player. If the base runner is more than half way to the next base when the ball is determined to be in the infield, the base runner may continue to advance to the next base at risk of being put out.
- iii. For the second half of the season on balls hit to the outfield, base runners may advance until the ball is “under control” (in possession) in the infield by one of the infielders. If the base runner is more than half way to the next base when the ball is determined “under control”, the base runner may continue to advance to the next base at risk of being put out.
- iv. For the first half of the season runners may not advance on an overthrow.
- v. For the second half of the season runners may advance up to one base on an overthrow, at risk of being put out.
- vi. If a fielder is in the act of fielding a batted ball, the base runner must avoid the fielder. vii. Catchers are to catch from the normal location behind home plate.
- vii. The pitcher must stand within a 14’ radius of the pitching plate and not in front of the coach until the ball is put into play.
- viii. No bunting.
- ix. No stealing – Base runners must stay in contact with the base until the ball is hit.

B. Fall Ball American

1. Objective:

The focus of the managers, coaches and parents in this division is to teach the fundamental skills of baseball and provide all the players with an opportunity to learn all positions, good sportsmanship, and the rules of the game in a safe, positive and fun environment. This is the division where pitchers are trained and developed. It is important to give each player the opportunity to attempt pitching and take the time in practice to teach how to pitch and play at all positions. Training and Development is the goal, winning is not the objective for Fall Ball.

2. Game Preparation

(See Section II. I. 2.)

3. Guidelines

(See Section II. I. 3.) 4. RULES

4. Coaches

- a. One Coach from the defensive team is allowed outside of the dugout on the field in the immediate vicinity of the dugout for the purpose of instructing/guiding players. ii. All offensive coaches and defensive coaches not on the field of play are required to remain in the dugout.

5. Equal Play

- a. Managers must evenly rotate their players at all positions. No player should be on the bench for more than one defensive inning in a row.
- b. Coaches must rotate players between the outfield and infield.
- c. All players will be required to play a minimum of 9 outs and have at least 1 at bat.
- d. The 9 out requirement does not have to be consecutive but an accumulation for the entire game
- e. A continuous batting order must be used.

6. Safety

- a. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

Age 11: 85 pitches

Age 9-10: 75 pitches

Age 7-8: 50 pitches

Exception: If a pitcher reaches the limit for his/her age while facing a batter, the pitcher may continue to pitch until the batter reaches base, is put out, or the third out of the inning is reached.

Pitches Days Rest-Game's Rest

- b. Pitch Count Totals will be recorded by both teams each game for Fall Ball American Division. Home team pitch count is the official pitch count book. They will need to be recorded and approved by both managers immediately after each game and signed off by the on duty Rincon LL Park boss. Failure to sign off on the pitch count will be considered a violation. ***Please refer to Section C i.v page 27 for clarification on pitching rules***

Note: The first violation of these pitching rules will result in a one game suspension of team's

manager/coach. Additional violations may result in the immediate forfeiture of the game and the permanent removal as manager/Coach.

7. Game Administration

- a. The pitching distance is 40 feet. A temporary plate may be used or a chalk line must be drawn two feet in front of the pitchers plate. Pitchers may choose to pitch from the pitchers plate at 46 feet if they have the ability to do so. Under no circumstances shall a player throw a pitch from in front of this line.
- b. The side is out when 3 outs or 5 runs scores in an inning.
- c. No new inning may start after 1:45 after the scheduled game start time. No pitch after 2 hours (Drop-dead).

8. Game Play

- a. Bunting is allowed and should be taught.
- b. Players may advance up to one base on an overthrow, at risk of being put out.

Note: This time is intended for Managers to focus on the development of their pitchers and catchers' ability to execute a pitch and return the throw from the catcher in the catcher's box to the pitcher on the mound. It is not a time for the opposing team to take advantage of a less experienced pitcher and/or catcher resulting in runs being scored without the defensive players having opportunities to make plays.

- c. The dropped third strike rule will NOT be in effect.
- d. Stealing is allowed, but there is no advancing home on a passed ball or return throw to the pitcher.

9. Managers and Coaches Conduct

- a. Managers need to keep in mind (and remind players' parents) that umpires, coaches, and managers are volunteers. Any unsportsmanlike conduct by managers and/or parents will be met with disciplinary action including but not limited to ejection from the game resulting in removal from the game site. Managers will conduct themselves with professionalism when addressing umpires, other coaches, volunteers, parents, and fans. This will include but is not limited to the following:
- b. No comments or questions for the umpire will be expressed from the dugout or coaches' boxes.

Rule 9.02 (a)

Any umpire's decision which involves a judgement call, such as, but not limited to, whether a batted ball is fair or foul whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach, or substitute shall object to any such judgment calls.

- c. Questions/appeals will be addressed in a professional tone and volume after time-out is called and granted by the umpire. Only the manager from each team is able to request permission to question a call or appeal to the umpire. The best approach is to speak in such a way as to keep your conversation on the field between the team's manager and the umpire.

Rule 9.02 (b)

If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the pretested decision.

- d. Managers and coaches ejected from a game must leave the game site for the remainder of the game. In addition (**at a minimum**) the manager or coach may not attend at the team's next physically played

game. At the RLL President's discretion, any offense deemed "flagrant" might require the manager to attend a meeting of the board to discuss the manager's actions before he or she is allowed to continue with the team. (See rules 4.07 & 9.05)

- e. Youth volunteer umpires will be treated with the upmost respect and courtesy (See note below).
- f. Managers and Coaches are expected to know and follow Rule 9.02 ***no exceptions***.

Note: Rincon expects that all will treat our volunteer umpires with dignity and respect. Our League is fortunate to have youth volunteers to umpire games. Rincon expects these youth Volunteer Umpires to be treated with extra courtesy and respect. Behavior that is disrespectful towards umpires by any Manager, Coach or fan is subject to disciplinary action from the Rincon Board, regardless of whether or not the umpire chooses to take action during the game.

- g. Please note that Rule 9.02(b) ***above*** indicates that only the Manager may discuss a call with the umpire that made the call (or the Umpire-in-Chief (UIC) if the umpire who made the call is a youth Volunteer Umpire) and request an appeal.)
- h. Little League requires that all games be umpired by at least (1) Adult and that adult is designated as the UIC. Youth umpires cannot umpire games without an adult umpire (16 or older) on the field or approval from UIC.

C. Fall Ball National

1. Objective

Although this is the more competitive division, the focus of the managers, coaches and parents should still be fundamental skills, good sportsmanship, and the rules of the game in a safe and positive environment. All players should have the opportunity to learn all positions. This is also an opportunity for pitchers to be trained and developed. Winning should not be a priority, as training and development should.

2. Game Preparation

(See Section II. H. 2.)

3. Guidelines

(See Section II. H. 3.) 4. RULES (Rules are the same as the Majors with the exception of the following)

4. Coaches

- a. One Coach from the defensive team is allowed outside of the dugout on the field in the immediate vicinity of the dugout for the purpose of instructing/guiding players. ii. All offensive coaches and defensive coaches not on the field of play are required to remain in the dugout.

5. Equal Play

- a. All players will be required to play a minimum of 9 outs and have at least 1 atbat.
- b. The 9 out requirement does not have to be consecutive but an accumulation for the entire game
- c. A continuous batting order must be used.

6. Safety

- a. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position.

Age 11-12: 85 pitches

Age 9-10: 75 pitches

Exception: If a pitcher reaches the limit for his/her age while facing a batter, the pitcher may continue to pitch until the batter reaches base, is put out, or the third out of the inning is reached.

Pitches Days Rest-Game's Rest

- b. Pitch Count Totals will be recorded by both teams each game for Fall Ball American Division. Home team pitch count is the official pitch count book. They will need to be recorded and approved by both managers immediately after each game and signed off by the on duty Rincon LL Park boss. Failure to sign off on the pitch count will be considered a violation. ***Please refer to Section C i.v page 31 for clarification on pitching rules***

Note: The first violation of these pitching rules will result in a one game suspension of team's manager/coach. Additional violations may result in the immediate forfeiture of the game and the permanent removal as manager/Coach.

7. Game Administration

- a. The side is out when 3 outs or 5 runs scores in an inning.
- b. No new inning may start after 1:45 after the scheduled game start time. No pitch after 2 hours (Drop-

dead).

8. Managers and Coaches Conduct

- a. Managers need to keep in mind (and remind players' parents) that umpires, coaches, and managers are volunteers. Any unsportsmanlike conduct by managers and/or parents will be met with disciplinary action including but not limited to ejection from the game resulting in removal from the game site. Managers will conduct themselves with professionalism when addressing umpires, other coaches, volunteers, parents, and fans. This will include but is not limited to the following:
- b. No comments or questions for the umpire will be expressed from the dugout or coaches' boxes.

Rule 9.02 (a)

Any umpire's decision which involves a judgement call, such as, but not limited to, whether a batted ball is fair or foul whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach, or substitute shall object to any such judgment calls.

- c. Questions/appeals will be addressed in a professional tone and volume after time-out is called and granted by the umpire. Only the manager from each team is able to request permission to question a call or appeal to the umpire. The best approach is to speak in such a way as to keep your conversation on the field between the team's manager and the umpire.

Rule 9.02 (b)

If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the pretested decision.

- d. Managers and coaches ejected from a game must leave the game site for the remainder of the game. In addition (**at a minimum**) the manager or coach may not attend at the team's next physically played game. At the RLL President's discretion, any offense deemed "flagrant" might require the manager to attend a meeting of the board to discuss the manager's actions before he or she is allowed to continue with the team. (See rules 4.07 & 9.05)
- e. Youth volunteer umpires will be treated with the upmost respect and courtesy (See note below).
- f. Managers and Coaches are expected to know and follow Rule 9.02 **no exceptions**.

***Note:** Rincon expects that all will treat our volunteer umpires with dignity and respect. Our League is fortunate to have youth volunteers to umpire games. Rincon expects these youth Volunteer Umpires to be treated with extra courtesy and respect. Behavior that is disrespectful towards umpires by any Manager, Coach or fan is subject to disciplinary action from the Rincon Board, regardless of whether or not the umpire chooses to take action during the game.*

- g. Please note that Rule 9.02(b) **above** indicates that only the Manager may discuss a call with the umpire that made the call (or the Umpire-in-Chief (UIC) if the umpire who made the call is a youth Volunteer Umpire) and request an appeal.)
- h. Little League requires that all games be umpired by at least (1) Adult and that adult is designated as the UIC. Youth umpires cannot umpire games without an adult umpire (16 or older) on the field or approval from UIC.

2023 LITTLE LEAGUE® RULEBOOK SIGNIFICANT UPDATES

RULES AND REGULATIONS

Baseball, Softball, and Challenger – Regulation I(b) – The League: This permits a league's Board of Directors to be comprised of no more than 75% of current team manager(s)/coach(es).

- The president, with approval of the Board of Directors, shall appoint managers, coaches, and umpires annually. ~~Manager/coach representation on the Board shall not exceed a minority.~~ **A quarter (25%) of the Board shall be comprised of members that are not current Manager(s)/coach(es).**

Baseball and Softball – Regulation IV(c, Note 1) – The Players: Permits a player to participate in more than one affiliated Little League program, granted their home league does not offer an affiliated Little League Softball program.

- **NOTE 1:** At the time of registration, a player must designate whether he or she will tryout for baseball, softball, or both, if program option permits. A player may be on two rosters in a local Little League program; however, a player shall not register and participate in more than one local Little League program, **unless registering in a second program to participate in softball because their home league does not offer an affiliated Little League Softball program.**

Baseball and Softball – Regulation IV(f) – The Players: This change require players to attend one player evaluation event instead of 50% of the total number of events scheduled by the league.

- (f) **Majors/Intermediate (50-70) Baseball Division/Junior/Senior League:** Any candidate failing to attend at least ~~50 percent~~ **one** of the spring tryout sessions, shall forfeit league eligibility unless an excuse is presented which is accepted by a majority of the Board of Directors.
- All other parts of this regulation remain unchanged for the Tee Ball and Minor Leagues and the Note.

Baseball and Softball (Senior Division) – Regulation VII(a) – Schedules; Tournament Organization – League Eligibility: Removes the mandatory minimum for number of regular season games for the Senior League Division of Baseball and Softball only.

- (a) The schedule of games for the regular season shall be prepared by the Board of Directors of the league and must provide for not less than twelve (12) games **[Senior Division: No minimum regular season games required]** per team per regular season against other Little League teams within their respective division, exclusive of playoff and tournament games. Tee Ball: It is recommended that no more than twelve (12) games be scheduled per team per season.

Baseball and Softball – Rule 1.11(a)(3) – Arm Bands: Outlines the use of arm bands for on-the-field play.

- **(a)(3)** Any part of the pitcher's undershirt or T-shirt exposed to view shall be of a solid color. The pitcher's undershirt sleeves, if exposed, shall not be white or gray. Neoprene sleeves, if worn by a pitcher, must be covered by an undershirt. **The use of play calling bands by defensive players is permitted under the following conditions:**
 - The equipment must be worn as the manufacturer intended (i.e. on either the wrist or forearm)
 - The play calling band may not be attached to the belt or any other location on the player's person.
 - Baseball and Softball pitchers are permitted to wear a play calling band on their non-pitching (glove) arm, provided it is a solid color and not white, gray, or optic yellow. If the umpire considers it distracting to the batter, he/she may have it removed.
- **NOTE:** A pitcher shall not wear any items on his/her hands, wrists, or arms which may be distracting to the batter, e.g. sweat bands.

Baseball and Softball – Rule 1.11(j) – Jewelry: Clarifies that hard items used to control hair are permitted for on-the-field play.

- Players must not wear jewelry such as, but not limited to, rings, watches, earrings, bracelets, necklaces, nor any hard cosmetic/decorative items. This rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item. **Hard items to control the hair, such as beads, are permitted.**

EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible.

Baseball and Softball (Regular Season) – Rule 3.09: This would aid in efforts to improve the pace of play by allowing adult coaches to warm up pitchers for regular season only.

- Managers or coaches ~~must not~~ **are permitted to** warm up a pitcher at home plate or in the bullpen or elsewhere at any time **including in-game warm-up, pre-game warm-up, and in other instances.** They may also stand by to observe a pitcher during warm-up in the bullpen.

Baseball and Softball (Regular Season) – Rule 4.10(e): This would revise the run rule for all divisions of play during the regular season, adding an additional condition in which, if after five (5) innings [Intermediate (50-70) Division / Junior / Senior League: six innings], four and one-half innings [Intermediate (50-70) Division / Junior / Senior League: five and one-half innings], if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.

- If after (3) innings [Intermediate (50-70) Division / Junior / Senior League: four innings], two and one-half innings [Intermediate (50-70) Division / Junior / Senior League: three and one-half innings] if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings [Intermediate (50-70) Division / Junior / Senior League: five innings], three and one-half innings [Intermediate (50-70) Division / Junior / Senior League: four and one-half innings], if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. **If after five (5) innings [Intermediate (50-70) Division / Junior / Senior League: six innings], four and one-half innings [Intermediate (50-70) Division / Junior / Senior League: five and one-half innings], if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.**
- **NOTE: (1)** If the visiting team has a lead of fifteen (15), ten (10), **or eight (8) runs** or more respectively, the home team must bat in its half of the inning. **(2)** The local league may adopt the option of not utilizing this rule. A game determined by the 15-run rule, 10-run rule, **or 8-run rule** shall be considered a regulation game.

Baseball (Regular Season and Tournament Play) – Rule 6.08(a)(2): Expands the intentional walk from the Little League (Major) and Minor League Divisions into the Intermediate (50-70) /Junior League/Senior League Divisions.

- The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when –
 - (a)(2) **ALL DIVISIONS:** the defense elects to “Intentionally Walk” the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat.
 - **NOTE 1:** Such notification must be made by the defensive manager. The manager must request and be granted “time” by the umpire and then inform the umpire of the defense’s intent to walk the batter.
 - **NOTE 2:** The ball is dead, and no other runners may advance unless forced by the batter’s award. The appropriate number of “balls” needed based on the count on the batter at the time of the manager’s request to complete the Intentional Walk will be added to the pitch count.

Baseball and Softball (Regular Season and Tournament Play) – Rule 6.08(a)(2): This revises the intentional walk rule so that a player may only be intentionally walked by announcing such decision to the plate umpire one time during the course of the game. This would not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game.

- The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when –
 - (a)(2) **ALL DIVISIONS:** the defense elects to “Intentionally Walk” the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat. **A player may only be intentionally walked by announcing such decision to the home plate umpire one time during the course of the game. This would not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game.**
 - **NOTE 1:** Such notification must be made by the defensive manager. The manager must request and be granted “time” by the umpire and then inform the umpire of the defense’s intent to walk the batter.
 - **NOTE 2:** The ball is dead, and no other runners may advance unless forced by the batter’s award. The appropriate number of “balls” needed based on the count on the batter at the time of the manager’s request to complete the Intentional Walk will be added to the pitch count.

TOURNAMENT

Baseball and Softball (Tournament Play) – Managers and Coaches in the Dugout: This would allow teams to have up to three eligible coaches permitted in the dugout regardless of tournament team roster size.

- **Tournament Organization, Managers/Coaches in the Dugout**
 - ~~If a tournament team has twelve (12) or more eligible players in uniform at the game site at the start of a game, then the~~ A maximum of three (3) adults who are named on the affidavit (or authorized replacements as noted on the affidavit) will be permitted to act as manager/coaches for that game. ~~However, if a tournament team has eleven (11) or fewer eligible players in uniform at the game site at the start of the game, then a maximum of two (2) adults must be named at the start of the game as manager and coach. The two named adults must be listed on the affidavit or must be authorized temporary replacements as noted on the affidavit. If there is a third adult listed on the affidavit, that adult is not permitted to be in the dugout or on the field during that game.~~
 - **NOTE:** Base coaches may be adults and/or players provided at least one adult manager or coach remains in the dugout. See 4.05(b).

Baseball and Softball (Tournament Play) – Managers and Coaches: Requires all tournament managers and coaches to complete the Little League Diamond Leader Training Program (LittleLeague.org/DiamondLeader).

- As a condition of eligibility for selection as a tournament team manager/coach, the regular season manager/coach must have also completed the Little League Diamond Leader Training Program (LittleLeague.org/DiamondLeader). This program must be completed prior to the individual being named a tournament team manager/coach and before participating in any practices or games. Tournament Team managers/coaches who have completed the program should be prepared to produce the Little League Diamond Leader completion certificate if requested by the District Administrator/Tournament Director.

Baseball and Softball (Senior Division) – TOURNAMENT ORGANIZATION – PLAYER ELIGIBILITY:

Provides flexibility to local leagues for the Senior Divisions of tournament play to place a player on a tournament team roster regardless of regular season participation.

- Senior League** – Any player League age 12,13,14,15, or 16, with amateur status, who has/is registered with a local league in which they meet the residency or school enrollment requirements ~~participated as required by Mandatory Play as an eligible player in six (6) regular season games (Special Games may be counted toward this requirement)~~ by the start of Tournament Play. ~~in their respective District, with the exception of the middle school, junior high school or high school baseball season.~~

Baseball and Softball (All Divisions except Senior Division) – TOURNAMENT RULE 9 – MANDATORY

PLAY: Replaces the previous tournament mandatory play rule with a continuous batting order requirement for all divisions of tournament play except for the Senior Division.

- 9. MANDATORY PLAY – CONTINUOUS BATTING ORDER: 8- to 10-Year-Old, 9- to 11-Year-Old, Little League, Intermediate (50-70) Division, and Junior League: All Tournament Teams must adopt a policy of a continuous batting order that will include all players on the team affidavit present at the start of the game, to appear in the batting order. Each player is required to bat in his/her respective spot in the batting order.**
 - a. Baseball:** A player may be entered and/or re-entered defensively in the game at any time. Tournament Rule 4 (c) provisions apply: 8-to10-Year Old Division, 9-to11-Year Old Division, Little League: Pitchers once removed from the mound, may not return as pitchers. Intermediate (50/70) and Junior Division: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game. **Softball:** A player may be entered and/or re-entered defensively in the game at any time. Tournament Rule 4 provisions apply: 8-to10-Year Old Division, 9-to11-Year Old Division, Little League [Tournament Rule 4 (d)]: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once in the same inning as he/she was removed. Junior League, Senior League [Tournament Rule 4 (c)]: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once in the same inning as he/she was removed. A pitcher may be withdrawn from the game, offensively or defensively, and return as pitcher once per inning provided the return does not violate the substitution, visits per pitcher, or mandatory play rule(s). Penalty: See Rule 10(f) .
 - b.** If a player is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill, or absent player returns, he/she is merely inserted into their original spot in the batting order and the game continues. Also, if a player arrives later to a game site, if the manager chooses to enter him/her in the lineup (see Rule 4.01 NOTE 2), he/she would be added to the end of the current lineup.

- c. An improper batter will be considered as batting out of turn (see Rule 6.07).
- d. If a player is unable to complete a plate appearance due to injury, illness or ejection, the next batter in the lineup shall take his/her place at the plate and assume the count of the original batter.
- e. If a batter becomes a runner by reaching base safely and is unable to run the bases due to injury, illness, or ejection, he/she shall be replaced by the player who recorded the last out or with a Courtesy Runner if applicable (see Tournament Rule 3 (d) Courtesy Runner).
- f. There is no exception to this rule. This rule does not apply to Senior Divisions of play.

NOTE: The rule replaces **Regulation IV (i)** and **Rule 3.03**

- g. Managers are solely responsible for ensuring that all players fulfill the requirements of playing participation.
- h. The Tournament Committee reserves the right to impose penalties (including, but not limited to removal of the manager, forfeiture of a game, and/or disqualification of the team or coaches from further tournament participation) may be imposed if, in the opinion of the Tournament Committee:
 - 1. if a manager or coach takes any action that results in making a travesty of the game, causing players to intentionally perform poorly for the purpose of extending or shortening a game, or;
 - 2. a team fails to meet the requirements of this rule more than once during the International Tournament, which begins with District play and ends at the World Series level (State level for 8-to-10- and 9-to-11-Year-Old Divisions), or;
 - 3. a manager willfully and knowingly disregards this rule.

Baseball and Softball (All Divisions) – TOURNAMENT RULE 3 (d, Baseball; e, Softball) – Special Pinch Runner/Courtesy Runner: Updates the previous tournament special pinch runner rule to apply for Senior Division only, while providing a courtesy runner option for all other divisions of tournament play.

- d. **8- to 10-Year-Old, 9- to 11-Year-Old, Little League, Intermediate (50-70) Division, and Junior League: COURTESY RUNNER:** A tournament team may permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs. Utilizing continuous batting order, the courtesy runner may be in the team’s batting order and must be the player in the batting order who made the last out.
- d. **Senior Division:** Twice a game but not more than one time per inning, a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch-runner one time during a game. The player for whom the pinch-runner runs is not subject to removal from the lineup. If the pinch-runner remains in the game as a substitute defensive or offensive player, the player may not be used again as a pinch-runner while in the batting order. However, if removed for another substitute that player or any player not in the line-up, is again eligible to be used as a pinch-runner.