



2024-2025 Local Rules

APPROVED 9/3/2024

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Local Rules and Guidelines

I. Manager/Coaches Expectations

Rincon Little League (RLL) 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 2024 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 Little League 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 division's 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 and only they should be contacted. If there is a problem the coaching coordinator cannot handle, they will ensure that the correct person is notified of the issue, or a 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.

2024 Board Contact List

- President president@rincon12.org
- Vice President of Administration vp.administration@rincon12.org
- Vice President of Operations vp.operations@rincon12.org
- Secretary secretary@rincon12.org
- Treasurer treasurer@rincon12.org
- Minors Player Agent minors.agent@rincon12.org
- Majors Player Agent majors.agent@rincon12.org
- Coaching Coordinator coaching.coordinator@rincon12.org

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, via email at safety@rincon12.org.
 - a. If the Safety Officer is not immediately available, email the Rincon Little League at information@rincon12.org.
 - b. Little League's Accident Claim Form must be completed and filed with Little League. You can find the claim form on Little League's website at <https://www.littleleague.org/university/articles/how-to-submit-an-accident-insurance-claim/>.
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 or other District 12 teams at the same level of play. There will be NO SCRIMMAGES AGAINST TEAMS FROM OUTSIDE OF DISTRICT 12 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 noise makers 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:
 - a. No comments or questions for the umpire will be expressed from the dugout or coaches' boxes. **Rule 9.02 (a)**
 - b. Any umpire's decision which involves a judgment 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. A Manager may ask the Umpire making the call to consult with the other Umpire if there are more than one. This request is not guaranteed.

- 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)**
 - d. 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.
2. 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 and will meet with the Board of Director's Disciplinary Committee. The Disciplinary Committee will recommend action to the President. The President and Executive Board may reject the committee's recommendation with a unanimous vote. **(See Rules 4.07 & 9.05 below)**
 3. **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.
 4. **Rule 9.05** - The umpire shall report to the RLL President within 24 hours after the end of a game all violation of rules and other incidents worthy of comment, including the disqualification of any manager, coach, or player, and the reasons thereof.
 - a. 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 RLL President within 24 hours after the end of the game.
 - b. After receiving the umpire's report that manager, coach, or player has been disqualified, the RLL President shall require such manager, coach or player to appear before Disciplinary

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

- c. NOTE: The Board may impose such penalties that it feels warranted, but may not lessen the requirements of **Rule 4.0**
 - d. NOTE: RLL expects that all members will treat our volunteer umpires with dignity and respect. Our league is fortunate to have youth volunteers to umpire games. Rincon expects these youth and adult volunteer umpires to be treated with the utmost courtesy and respect. Behavior that is disrespectful towards umpires by any manager, coach or fan is subject to disciplinary action from the RLL Board, regardless of whether or not the umpire chooses to take action during the game.
5. Managers and Coaches are expected to know and follow **Rule 9.02**, with no exceptions.
 - a. NOTE: **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.
 6. Little League requires that all games be umpired by at least one (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 the UIC.
 7. Majors players (ages 11-12) are allowed to umpire the bases for AAA games and behind the plate on AA games.
 8. AAA player (ages 10-11) are allowed to umpire the bases for AA games.

D. Umpiring

1. There will be a mandatory managers/umpire clinic. Coaches unable to make the mandatory meeting will need to email the UIC within 24 hours to arrange for the necessary training.
2. There will be one (1) umpiring clinic scheduled by the UIC for all managers to attend in order to properly manage a team in Rincon Little League in accordance with the Local Rules. It is recommended that all managers attend this UIC-scheduled umpiring clinic, and lack of attendance can negatively affect a manager's eligibility for managing future teams 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. The UIC will have a schedule available at the Snack Shack or on the League website for umpires to keep track of the required games they are assigned. Coaching Coordinators for each level can assist if there are scheduling conflicts.
4. **Rule 9.00 (b)** - Each Umpire is the representative for Rincon Little 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. An Umpire's authority is only on the field of play. The Umpire will consult with the Park Boss for spectator interactions.

E. Park Boss

1. At a minimum, a member of the Board of Directors or representative must be at the park during scheduled games and is considered "Park Boss". See (5) below for an alternative representative. The park Boss is responsible for the following:
 - a. Facilities are open.
 - b. The schedules (Park Boss, Game, Snack bar, and Umpire) are followed.
 - c. General Park conduct is within Little League and Local Rules.
 - d. Advises umpires on Little League and Local rules when they have a question.
 - e. Enforces umpire decisions on ejections. (Does not decide if warranted)
 - f. Ensures the park is safe to play with weather and field conditions.
 - g. Ensures the facilities are closed, locked, and all equipment is secure.
2. The Park Boss will not interfere with calls made on the field unless:
 - a. A protest is initiated.
 - b. An Umpire or Manager requests the help of the Park Boss because they believe a call was not made within established rules. This is not to reverse judgment calls! Questioning a judgment call is not allowed.
 - c. The Park Boss will not make a decision on a game in which their own child is playing. They must call another Board member or consult another that is at the park.
3. The Park Boss has the authority to:
 - a. Assist in interpreting rules when asked by an umpire or Manager (not a fan).
 - b. Suspend play pending a protest in accordance with Little League Rule (**See Rule 4.0 (c)**).
 - c. Suspend play if an ejection occurs and the person refuses to leave.

- d. Extend play for the purpose of completing an inning after “drop dead” is reached in the Post-Season. This includes extending play to reach the required 4 innings.
 - e. Extend play for the purpose of completing an inning during the regular season IF it will not interfere with the next scheduled game on that field.
 - f. Eject fans that do not meet the Little League Code of Conduct.
 - g. Close the Snack Bar if volunteers are not present.
4. The Park Boss may not:
- a. Enter the field of play unless a protest is initiated, or assistance is required.
 - b. Eject a member (Player, Manager, Coach, or Umpire) of a game.
 - c. Interfere or decide to disregard any Little League or Local League Rule.
5. Park Boss Committee - Parents in Charge
- a. The Board may create a Park Boss Committee for Parents in Charge.
 - b. Parents in Charge will act on behalf of the Board of Directors in the capacity of Park Boss.
 - c. Name and phone number must be on the Concessions door.
 - d. Must submit a volunteer application, pass a background check, and complete Abuse Awareness Training.
 - e. The Secretary will maintain a roster of those trained by the Board of Directors that meet the criteria in 5.d.
 - f. Purpose: Parent involvement and reduced workload for the Board of Directors.
 - g. The Board of Directors or the President may remove a Parent from the roster for cause. Examples would include but are not limited to not following rules, abuse of power, confrontation, theft, neglecting responsibilities, etc.

F. 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 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 Rincon Little League during games.

G. 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. An attempt to use their position as a Board of Directors member or League Sponsor to influence a game.
3. When a parent is ejected from a game, they shall leave the park 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 two (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.

H. 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 for a total of 10 minutes.
2. The home team shall take the field immediately after the visiting team for a total of 10 minutes.
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, each team will have 5 minutes for infield/outfield and the game will begin immediately after the plate conference.

I. Purple Heart Park Ground Rules

Field 1

1. Extend backstop lines parallel with the field infinitely to indicate out of play boundaries.
2. 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.

Field 2

1. Extend backstop lines parallel with the field infinitely to indicate out of play.
2. 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.
3. If a batted fair ball goes out of play, a ground rule double will be the ruling.

Field 3

Due to Field 3 being fully enclosed, the rules around backstop lines being extended and their associated Out of Play criteria are not applicable for games played on this field.

Field 4

Due to Field 4 being fully enclosed, the rules around backstop lines being extended and their associated Out of Play criteria are not applicable for games played on this field.

I. All-Stars

All Star Teams

1. The Rincon Little League Board of Directors will determine which divisions will enter a team into Little League Tournament Play.
2. Not all divisions are required to be represented in All-Stars. The Board of Directors will decide based on interest, skill, and League financial standing as to which divisions will be entered.

All Star Manager Selection

1. All managers and coaches that desire to manage an All-Star Team will apply specifically for a Division to the President of the League. Managers cannot be nominated or “written in”.
2. The President will present the list of prospective managers to the Executive Board.
3. The Executive Board, Majors Player Agent and the Coaching Coordinator will meet and put forth recommendations for full board approval. The Board does not have to accept the recommendation. A vote in accordance with Rincon Little League’s Constitution will determine the Managers for each Division competing.
4. The manager will then present two (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.

All Star Eligible Players

1. Complete details about player eligibility for All-Stars from Little International can be found in the Little League Rule Book under Tournament Rules and Guidelines.
2. All Star selections will be made from all eligible and available Majors players and/or the best available Minors players.
3. The Minors Player Agent (AAA) will gather information on eligibility and availability and will survey the Minors Division managers for recommendations. That information will be presented to the Majors and All-Star Managers prior to the selection meeting.

Player Selection Process

1. 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 prior to May 15th.
2. Each Majors player will have the opportunity to cast five (5) votes. Players can vote for themselves and others on their own team. These votes will be gathered and the data available for the All-Star

Selection Meeting. If any one player is found to receive a vote on every player ballot on their team, that player will make an All-Star Team.

3. The Majors Managers All-Star Selection Meeting is held at the conclusion of the regular season. The Majors Managers will vote 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. If the President is a manager, the Vice President will conduct the selection meeting. Managers will cast votes and a player will become an All-Star when all managers, minus one, vote in favor of a player. Example: 7 out of the 8 managers, 5 out of the 6 managers, etc., will need to vote in favor of a player for them to be added to an All-Stars team. The final (3) picks are the sole choice of the All-Star Manager.
4. Each All-Star Team will have a minimum of 12 players and a maximum of 14 players. This will be decided by the manager prior to the selection meeting.

Player Removal Process

Players may be removed from an All-Star team for:

1. Missing multiple practices or any (1) one game, not due to illness or injury verified by a medical professional that is NOT a parent, guardian, or League Official.
2. Poor parental behavior or sportsmanship.
3. Poor player sportsmanship.
4. Playing for other teams or leagues during the All-Star period. This is to ensure the Manager of the All-Star Team can manage health and rest cycles for the safety of the players while promoting team cohesion.

The Executive Board of Directors will ultimately make the decision for or against removal, not the coaches alone. If the Executive Board determines that a player needs to be removed from the team, they will also determine if a replacement player is necessary. This MUST be communicated to the District Administrator.

II. Rules, Objectives and Guidelines - BASEBALL

A. Division Alignment

1. T-Ball: 4-6 year olds.
2. A-Ball: Also referred to as “Coach Pitch”, 5-7 year olds and players who were not selected in the Player Draft.
3. AA-Ball: 7-10 year olds, and must attend evaluations
4. AAA-Ball: 8-11 year olds, and must attend evaluations
5. Majors: 9-12 year olds, and must attend evaluations
6. Intermediate: 12-13 year olds
7. Juniors: 13-14 year olds
8. Seniors: 14-16 year olds

NOTE: If a 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 division drafts will use Little League Draft Option B, in accordance with the Little League Operating Manual. More information can be found online at <https://www.littleleague.org/university/articles/player-selection-approved-draft-methods/>.
2. Deleted
3. A-Ball and T-Ball: Players will be placed on teams by a Rincon Little League 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. Majors teams are required to play with a Pool Player if they have an injured player who is expected to miss five (5) or more consecutive games.

3. Players missing five (5) 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 (1) team is not two (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 two (2) weeks to go in the regular season, the pool player requirement will be waived. For the remainder of the regular season and postseason play, that team will play one player down unless the injured player returns.
 - d. For issues not covered by these rules and 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

Player Moves from AAA to Majors

1. The Majors Manager immediately notifies the Majors Player Agent that a player was lost.
2. The Majors Manager CANNOT notify or talk to the new potential player or the player's parents until the Player Agents officially make the move.
3. The Majors Player agent contacts the player to verify they are leaving or cannot play and the reason why.
4. The Minors Player Agent will provide a list indicating five (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 three (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.

5. The Minors Player Agent informs the Majors Manager that the player has been notified and provides the player's information, making the move official.
6. The Player Agent notifies the AAA Manager that this player is no longer on their team.
7. The Player Agent completes a roster amendment for each team affected and communicates this information to the Board of Directors.

Player Moves from AA and AAA

The process for Managers to replace players within the Minors division is identical to AAA to Majors, but only the Minors Player Agent(s) must be involved.

Player Moves from A and AA

The process for Managers to replace players within the Minors division is identical to AAA to Majors, but only the Minors Player Agent(s) must be involved.

Player Refusal to Move

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. This decision will be based on the number of players on rosters in the division and team need. See Regulation III (b) of the Little League Rule Book for reference.

<https://www.littleleague.org/playing-rules/rules-regulations-policies/>

Manager Coach Replacements & Roster Amendments

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

Player Movement Policy or Coach Replacement Violations

The Manager shall be referred to the Board of Directors for possible suspension.

E.T-Ball

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. A players' ability should never be compared to each other. Positive reinforcement is necessary at this level. Managers should work together during games with the goal of providing the best possible learning environment.

1. 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 six (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.
2. 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.
3. Managers should resist physically moving the players but instruct them where to stand so they are not in the base path.
4. Please contact the Coaching Coordinator(s) 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.

Game Preparation

The home team is responsible for the following:

1. Complete field preparation 30 minutes prior to the scheduled game start or ASAP.
2. 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.
 - a. NOTE: Any delays will affect field warm-up times accordingly and remaining time shall be split between teams equally.

3. Home team will provide game balls. Game balls will be provided to managers prior to the start of the season via Rincon Little League.

The Visiting team is responsible for the following:

1. The visiting team will handle 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.

For both teams, it is the responsibility of the manager that the team cleans the dugout before leaving.

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 one (1) game.

Guidelines

1. Adherence to these guidelines is considered during the managerial grading and selection process.
2. Games will be played in an instructional format.
3. Managers should warn the defensive team when strong batters are at bat to minimize the possibility of injury.
4. 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.

Rules

1. Coaches
 - a. A T-Ball team may have one (1) Manager and three (3) Coaches involved in a game.
 - b. Three (3) 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.

- c. Three (3) 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. There must be an adult volunteer in the dugout at all times.

2. Equal Play

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

3. Safety

- a. No on-deck batter and no batters taking warm up swings between half innings will be allowed.
- b. 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.
- c. Pitcher must wear a helmet.
- d. A protective cup is required for all male players.

4. Game Administration

- a. No score will be kept. Each half-inning shall consist of one time through the batting order.
- b. No at bat after 1.5 hours (90 minutes). Games will end at 1.5 hours (90 minutes) from scheduled game time regardless of the game situation.
- c. Coaches must remove the tee when runners are running home
- d. Base coaches serve as umpires for their respective bases.

- e. Defensive coach located in the outfield will call second base.
- f. Batting coach will call home if needed.
- g. The coach's decision stands.
- h. T-Ball teams may borrow defensive players from the other team for the purpose of fielding a minimum of nine (9) position players. Players may bat with either team.

5. Game Play

- a. Each batter gets four (4) swings to put the ball in play. On the 5th swing, the coach will assist the batter in putting the ball in play.
- b. In the event of an out, the batter/runner shall be directed to the dugout/bench and not be allowed to remain on base.
- c. No runners are allowed to advance to the next base on an overthrow.
- d. No stealing. Base runners must stay in contact with the base until the ball is hit.
- e. 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.
- f. The infielders are encouraged to throw to first base rather than running it himself/herself or rolling the ball.
- g. Outfielders must stay off of the infield dirt. Five infielders and the pitcher will play infield, all others will play in the outfield.
- h. Outfielders should throw the ball into the infield to make an out. Outfielders cannot make tags or force outs at the bases.
- i. 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.
- j. When the last batter is hitting, he/she shall be announced by the batting coach.
- k. The catcher position is recommended to teach fundamentals, but not required.

F. A-Ball (Coach Pitch)

Objective

The main focus of the managers, coaches and parents in the A-Ball (Coach Pitch) 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 Coordinator(s) 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.

Game Preparation

The home team is responsible for the following:

1. 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.
 - a. NOTE: Any delays will affect field warm-up times accordingly and remaining time shall be split between teams equally.
2. Home team will provide game balls. Game balls will be provided to the managers from Rincon Little League prior to the start of the season.

The visiting team is responsible for field clean up after the game.

1. 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.

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 one (1) game.

For both teams, it is the responsibility of the manager that the team cleans the dugout before leaving.

Guidelines

1. Adherence to these guidelines is considered during the managerial grading and selection process.
2. Games shall be played in an instructional format.
3. Winning games is not the goal.
4. Official scores of the games and the team's win-loss record shall not be kept.
5. 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.

Rules

1. Coaches
 - a. An A-Ball team may have one (1) Manager and three (3) Coaches involved in a game.
 - b. Three (3) defensive coaches are allowed outside the dugout on the field with the defensive team. One coach or volunteer must be in the dugout at all times.
 - c. Defensive coaches not on the field of play are required to remain in the dugout.
 - d. Three (3) 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.
2. Equal Play
 - a. Managers must evenly rotate their players at all positions.
 - b. No player should be on the bench for more than one defensive inning in a row.
 - c. Coaches must rotate players between the outfield and infield every game when possible.
 - d. Coaches must rotate the batting order each game.

3. Safety

- a. No on-deck batter and no batters taking warm up swings between half innings will be allowed.
- b. 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 their way out of the dugout handles a bat at any time.
- c. Pitcher must wear a helmet.
- d. Male players must wear a protective cup.

4. Game Administration

- a. No new inning may start after 1:30 (90 minutes) after the scheduled game start time. No pitch after 1:45 hours (105 minutes), e.g. drop-dead.
 - i. Note: Exceptions to drop-dead times can be made by the Park Boss for special circumstances as long as it does not interfere with the next scheduled game on that field.
- b. Each half inning will consist of three (3) outs or one time through the batting order, whichever comes first.
- c. Each coach must strive to keep the game progressing at an even pace. Only one (1) minute is allotted to switch sides at each half inning.
- d. Base coaches serve as umpires for their respective bases.
- e. A defensive coach located in the outfield will make calls at second base.
- f. The coach at the mound will make calls at home.
- g. The respective coach's decision stands.
- h. Players are required to either be in the dugout or on the field the entire game with NO EXCEPTIONS. Do not allow players to roam around or sit with their parents.

- i. Teams may borrow defensive players from the other team for the purpose of fielding a minimum of nine (9) position players. Players may bat with either team.

5. Game Play

- a. The A-Ball division has coaches pitching the ball to the player. 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.
- b. Each team will field 10 defensive players. The 10th player must be positioned in the outfield.
- c. Each batter will receive a maximum of six (6) 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.
- d. For balls hit to the outfield, base runners may advance until the ball is “under control” in possession of 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.
- e. The infielders should throw to the bases rather than running it themselves or rolling the ball, with the exception of the base nearest the infielder.
- f. Runners may advance up to one base on an overthrow, at risk of being put out. If the overthrow is recovered and thrown to the next base, the runner may not advance further regardless of a second overthrow on the same play.
- g. If a fielder is in the act of fielding a batted ball, the base runner must avoid the fielder.
- h. 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.
- i. 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. Please refer to the Little League Rulebook for a proper catcher’s box.

- j. 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.
- k. No bunting.
- l. No stealing, however, coaches are encouraged to teach players when they can lead off the base per the Little League rules, e.g. when the ball reaches the batter.
- m. No infield fly rule will be in effect.
- n. Free substitution, meaning players will remain in the same batting order throughout the game but may be freely substituted at various positions on defense.

G. AA Ball

Objective

The focus of the managers, coaches and parents in the AA 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 Coordinator(s) 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.

Game Preparation

The home team is responsible for the following:

1. Complete field preparation 30 minutes prior to the scheduled game start or ASAP
 - a. NOTE: Any delays will affect field warm-up times accordingly and remaining time shall be split between teams equally.
 - b. 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 six (6) feet in front of the pitcher's plate. The line shall be the same length as the pitcher's plate.
2. The home team will provide game balls. Game balls will be provided to managers by Rincon Little League prior to the start of the game.

The Visiting team is responsible for field clean up after the game.

1. 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. 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 one (1) game.

For both teams, it is the responsibility of the manager that the team cleans the dugout before leaving.

Guidelines

1. Adherence to these guidelines is considered during the managerial grading and selection process.
2. Winning games is not the goal. The final scores of the games will be recorded, but the team's overall win-loss record shall not be kept or considered for post-season tournament seeding.
3. 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. This does not apply to taking a strike when the count is 3-0 as this is a common thing to teach.
4. Managers should be evenly rotating their players at all positions.
5. 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.
6. 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's Manager to secure one.
 - a. If an umpire is not secured, it is recommended that both team managers seek a parent, sibling, or other volunteer at the park. Request assistance from the UIC and/or Park Boss if needed. As minors is considered developmental, there should be no argument of who the

umpire is or their affiliation with either team. This is not important at this level. Player reps are the priority, not winning and losing.

- b. In the event sufficient numbers of umpire volunteers are not acquired, managers and coaches will be required to umpire a number of games equal to all managers. Managers may delegate their responsibility to another volunteer. Managers and coaches do not have to be the individuals umpiring. However, it is their responsibility to ensure the duty is covered.
- c. deleted

Rules

1. 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.
- b. All offensive coaches and defensive coaches not on the field of play are required to remain in the dugout.

2. Equal Play

- a. 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.
- b. No player shall be placed in the outfield more than two (2) consecutive innings without playing an infield position, pitcher or catcher. The goal is to have players playing all positions multiple times.
- c. Managers shall provide each player with an opportunity to pitch during the regular season if the player desires to do so.

3. Safety

- a. No on-deck batter and no batters taking warm up swings between half innings will be allowed.

- b. 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.
- c. All male players must wear a protective cup.

4. Pitch Count

- 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.
 - i. **Age 7-8: 50 pitches**
 - ii. **Age 9-10: 75 pitches**
 - iii. 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.
 - iv. The final pitch count for a pitcher is the FIRST pitch thrown to the LAST batter they face in accordance with Little League rules.
- b. Pitchers must adhere to the following rest requirements during the regular season.
 - i. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - ii. If a player pitches 51-65 pitches in a day, three (3) calendar days of rest must be observed.
 - iii. If a player pitches 36-50 pitches in a day, two (2) calendar days of rest must be observed.
 - iv. If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
 - v. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
 - vi. A pitcher that delivers more than 40 pitches in a game cannot play catcher for the remainder of that day.

- vii. A catcher that catches four (4) or more innings may not play the position of pitcher for the remainder of that day.

- c. Pitch Count Totals will be recorded by both teams each game. Home team pitch count is the official pitch count. The pitch count will reside in Game Changer and be kept by the Home Team. This visiting team may do GameChanger if the Home Team agrees. Pitch counts are monitored daily. If it is found that a team alters pitch count following the game, that TEAM will be suspended for their next scheduled game.

Note: The first violation of these pitching rules will result in a one game suspension of the team's manager/coach. A first violation of these pitching rules from any Rincon Little League Board Members who are also a manager and/or coach will result in a two-game suspension for that person. Additional violations may result in the immediate forfeiture of the game and the permanent removal as manager/coach. During the suspension, the manager/coach cannot be at the park during their team's pre-game, during the game or during the post-game.

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)

- d. 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.
- e. Deleted
- f. A player is not eligible to pitch in two (2) games on the same day, e.g. double headers, regardless of pitch count. Any player who pitches in the first game is not eligible to pitch in the second game.
- g. For the calculation of rest required, final pitch count is defined as the first pitch thrown to the last batter faced (NOT the last pitch thrown!)

Game Administration

- 1. Games shall be played in an instructional format and an official score will be kept. Teams should maintain a scorebook to enforce this rule.
- 2. Five (5) run limit per half inning in all innings.
- 3. Each team will place up to 10 fielders in the field. The extra fielder will be positioned in the outfield.
- 4. 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.
- 5. A continuous batting order will be used per rule 4.04, e.g. batting lineup must include all players on the team.
- 6. Free defensive substitution. No player shall be on the bench more than 1 inning in a row.
- 7. Game Changer is the official scorebook and pitch count record. This is the responsibility of the Home Team unless agreed that the Visiting Team will keep Game Changer.
 - a. Each team in the league MUST use the League-provided Game Changer set-up.
 - b. Deleted
 - c. Deleted

8. AA teams may use the player pool system as defined below, or with the opposing manager's agreement, to borrow a defensive player from the opposing team in order to field a minimum of nine (9) players when players are absent. The following statements apply to the player pool system only:
 - a. The player pool is managed by the Player Agent
 - b. Whether borrowing a player or using the player pool system, the player may not pitch.
 - c. A list of pool players will be established at each level by all player agents.
 - d. A manager will call the player agent as soon as they realize they will not have the minimum number required to play.
 - e. A manager may not request a pool player by name.
 - f. The pool player **MUST** meet minimum playing time per Little League Rules.
 - g. The pool player must play in their own division.
 - h. The pool player may play in their own uniform or the gaining team's uniform.

Game Play

1. The pitching distance is 40 feet. A temporary plate may be used or a chalk line must be drawn six feet in front of the pitcher's plate. Pitchers may choose to pitch from the pitcher's 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.
2. Bunting is allowed and should be taught.
3. Dropped third strike rules, and infield fly rules, are not in effect.
4. Players may advance up to one base on an overthrow, at risk of being put out. If the ball is recovered and overthrown again on the same play, the runners may **NOT** advance.
5. The dropped third strike rule will not be in effect for the AA level.
6. Rules regarding stealing in the game include:

- a. Stealing second and third is allowed, one base per pitch. They may not advance to third on an overthrow to second by the catcher during a steal or home on a steal of third base.
 - b. There is no stealing of home.
 - c. 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 by the batter.
7. 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.
- a. Example: A player stealing third may not advance to home on an overthrow. However, if a fielder attempts a back-pick on a runner at third, the runner may advance at risk of being put out.
8. 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.

Game Lengths

1. Game lengths are in accordance with the Little League Rule Book with the exceptions listed below:
 - a. No new inning may start after 1:45 hours (105 minutes) after the scheduled game start time. Note: Exceptions to drop-dead times can be made by the Park Boss for special circumstances as long as it does not interfere with the next scheduled game on that field.
2. The game start time will be the scheduled start time, not the time of the first pitch.
3. No pitch shall be thrown after 10:00 p.m. Game shall end with no make-up.
 - a. 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.
4. Per rule 8.03, teams may take only one (1) minute or eight (8) warmup pitches between innings, whichever comes first.

Post Season

1. The AA playoff format will follow the same format as the AAA division, which is bracket play, determined by a blind draw.
 - a. Deleted
2. There will be a one-game championship between the winners of each pool. There will not be an “if game.” The singular championship game will decide the Champion.
3. The time limit for the post-season playoffs will be the same as the regular season with the following exceptions:
 - a. All games must be complete.
 - i. A game will be considered complete only after four (4) innings, or three and a half (3 ½) innings if the home team is ahead).
 - ii. If the time limit is reached before 4 innings are reached, the game will continue past the time limit until 4 innings are completed.
 - iii. An inning started, must be completed unless the home team is winning after the top half of the inning.
 - iv. If the 10 p.m. curfew is reached and the game is not complete, the game will continue on another date.
4. The AA Championship Game is played for four (4) innings with no time limitations, except the 10 p.m. rule.
5. No family member will umpire their child’s game during post-season play.

H. AAA Ball

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, but teams should try their best to win the game at this level in preparation for Majors.

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

Game Preparation

The home team is responsible for the following:

1. Complete field preparation 30 minutes prior to the scheduled game start or ASAP.
 - a. Any team found not to be completing their field maintenance duties will be issued a warning by the Park Boss on first violation.
 - b. Upon the second violation for failure to complete field maintenance duties, the Manager will be suspended for one (1) game.
 - c. If you have not been trained in field preparation, please ask your Coaching Coordinator to demonstrate proper field preparation.
 - d. NOTE: Any delays will affect field warm-up times accordingly and remaining time shall be split between teams equally.
2. The home team will provide game balls. Game balls will be provided to managers by Rincon Little League prior to the start of the season.

The visiting team is responsible for field clean up after the game.

1. 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.

For both teams, it is the responsibility of the manager that the team cleans the dugout before leaving.

Guidelines

1. Adherence to these guidelines is considered during the managerial grading and selection process.
2. The final scores of the games will be recorded, but the team's overall win-loss record shall not be kept or considered for post-season tournament seeding.
3. 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. This does not apply to teaching “taking a strike” with a 3-0 count as this is a baseball fundamental.

4. Managers should give every player a chance to learn each position.
5. Keep good records of positions played by each player on your team; be able to produce them upon request.
 - 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. If an umpire is not secured, it is recommended that both team managers seek a parent, sibling, or other volunteer at the park. Request assistance from the UIC and/or Park Boss if needed. As minors is considered developmental, there should be no argument of who the umpire is or their affiliation with either team. This is not important at this level. Player reps are the priority, not winning and losing.
 - b. In the event sufficient numbers of umpire volunteers are not acquired, managers and coaches will be required to umpire a number of games equal to all managers. Managers may delegate their responsibility to another volunteer. Managers and coaches do not have to be the individuals umpiring. However, it is their responsibility to ensure the duty is covered.

Rules

1. Coaches
 - a. 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.
 - b. Other than base coaches, offensive coaches must remain inside the dugout.
2. Equal Play
 - a. 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.
 - b. 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.

3. Safety

- a. The next batter may take warm up swings between half innings while the pitcher is warming up. No other players are allowed outside the dugout. There will be no on-deck batter outside of the dugout once the half inning begins.
- b. 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 their way out of the dugout handles a bat at any time.
- c. All males must wear a protective cup.

4. Pitch Count

- 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.
 - i. **Age 11: 85 Pitches**
 - ii. **Age 9-10: 75 Pitches**
 - iii. **Age 7-8: 50 Pitches**
 - iv. The final pitch count for a pitcher is the FIRST pitch thrown to the LAST batter they face in accordance with Little League rules.
- b. 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.
- c. Pitchers must adhere to the following rest requirements during the regular season:
 - i. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - ii. 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 days of rest must be observed.

- iii. If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
 - iv. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
 - v. A pitcher that delivers over 40 pitches in a game cannot play catcher for the remainder of that day.
 - vi. A catcher that catches four (4) or more innings may not play the position of pitcher for the remainder of that day.
- d. Pitch Count Totals will be recorded by both teams each game. Home team pitch count is the official pitch count. The pitch count will reside in Game Changer and be kept by the Home Team. This visiting team may do GameChanger if the Home Team agrees. Pitch counts are monitored daily. If it is found that a team alters pitch count following the game, that TEAM will be suspended for their next scheduled game.

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 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)

- i. 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.

- ii. A player is not eligible to pitch in two (2) games on the same day, e.g. double headers, regardless of pitch count. Any player who pitches in the first game is not eligible to pitch in the second game.

Game Administration

1. Five (5) run limit per half inning in all innings.
2. 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.
3. A continuous batting order will be used per rule 4.04, e.g. batting lineup must include all players on the team.
4. Free defensive substitution. No player shall be on the bench more than 1 inning in a row.
5. Both teams must keep pitch count and should keep a scorebook (League-Provided GameChanger).
 - a. Home team is responsible for the official and pitch count. Please assign these responsibilities to parents or coaches from your team.
 - b. At game completion, the pitch count should be reviewed by both teams. If a discrepancy occurs, the coaches shall work with the coaching coordinator prior to the next game to decide official pitch count.
 - c. Maintaining a team scorebook (GameChanger) is required to verify All-Stars eligibility.
6. AAA teams may use the player pool system as defined below, or with opposing manager's agreement), to borrow a defensive player from the opposing team in order to field a minimum of nine (9) players when players are absent. The following statements apply to the player pool system only:
 - a. Whether borrowing a player or using the player pool system, the borrowed player may not pitch.
 - b. The player pool is managed by the Player Agent
 - c. A list of pool players will be established at each level by all Player Agents.
 - d. A manager will call the Player Agent as soon as they realize they will not have the minimum number required to play.

- e. A manager may not request a pool player by name.
- f. The pool player will play at least 9 consecutive defensive outs and 1 at bat.
- g. The pool player cannot play against their own team, and must play in their own division.

Game Play

1. Game lengths are in accordance with the Little League Rule Book with the exceptions listed below:
 - a. The umpire keeps the official time.
 - b. No new inning may start after 1:45 hours (105 minutes) after the scheduled game start time.
 - c. An inning started, must be completed. If the home team is ahead after the top half of the new inning, the home team will not bat and the game is over.
 - d. Exceptions to the 1:45 game times can be made by the Board for special circumstances when it will not interfere with another scheduled game.
 - e. 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.
 - f. No pitch shall be thrown after 10:00 pm. Games that are called for curfew will not be made up.
 - i. Note: If the game did not start on time due to weather or unexpected field conditions, a Board member will work with the Managers to play the scheduled games given the time allotted.
2. The following rules concerning stealing are:
 - a. Stealing second and third is allowed. Only one base per attempt may be taken. For example, if a runner is stealing second and the catcher overthrows the base or the runner is safe/out, the runner and all other runners may only advance only one base, at risk.
 - b. There is no advancing home on a return throw to the pitcher. The runner can only advance home if a play is attempted on any runner between pitches or the ball is put into play by the batter. (ex; if there are runners on first and third and the catcher attempts to pick off the runner at first, the runner on third may advance home. If the runner attempts to steal

second, the runner on third may advance home if there is a play on the stealing runner. Runners may not advance home on a pass ball or wild pitch.

- c. When a batter is walked, the batter-runner may only advance to first base. They shall not attempt to take second until the next pitch is thrown. All other runners on base when forced to advance on a walk may only take one base.
3. Teams shall field only nine (9) players on defense.
 4. Per rule 8.03, teams may take only one (1) minute or eight (8) warm up pitches between innings, whichever comes first.
 5. Dropped third strike rules, and infield fly rules, are not in effect

Post-Season Play

1. A blind draw will be used to determine seeding for postseason
2. A double-elimination playoff is used to determine the league champion.
3. There will be a one-game championship between the winners of each pool. There will not be an “if game.” The singular championship game will decide the Champion.
4. The time limit for RLL post-season playoffs will be the same as the regular season with the following exceptions:
 - a. Four (4) innings, or three and a half (3 1/2) innings if home team is ahead, must be played to constitute a complete game.
 - b. If the time limit is reached before this point in time, the game should continue until 4 innings have been completed. If the home team is ahead after the top half of the fourth inning, they may not bat in the bottom half. The game is considered complete.
 - c. If a game is called due to weather concerns or 10 p.m. curfew, it will be considered a “suspended” game and will be rescheduled. If the game was suspended after the 4th inning, the game will be rescheduled to complete the current inning only.
 - d. At the championship round with only two teams remaining in the playoff, the remaining game(s) will be played to six (6) innings with no time limitations. If tied at the end of 6 innings, the game will be continued until a winner is determined.

- e. A coin flip will determine the home team. In the championship game, the undefeated team will be home. This is not negotiable between teams.
- f. No family member is allowed to umpire their own player's team in the playoffs

I. Majors

Objective

Majors is a competitive division that follows the Little League Green Book rules.

<https://www.littleleague.org/playing-rules/rules-regulations-policies/>

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.

Game Preparation

The home team is responsible for the following:

1. Complete field preparation 30 minutes prior to the scheduled game start or ASAP.
 - a. 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.
 - b. If you have not been trained in field preparation, please ask your Coaching Coordinator to demonstrate proper field preparation.
 - c. NOTE: Any delays will affect field warm-up times accordingly and remaining time shall be split between teams equally.
2. Home team will provide game balls. Game balls will be provided to managers by Rincon Little League prior to the start of the season.

The Visiting team is responsible for field clean-up after the game.

1. 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.

For both teams, it is the responsibility of the manager that the team cleans the dugout before leaving.

Guidelines

1. The Umpire-In Chief will try to secure umpires for all scheduled games, up to 24 hours before game time.
 - a. 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. The Manager or Coach of either team will sign the “Umpire’s Card” for junior umpires at the end of every game.

Rules

1. Coaches
 - a. Defensive coaches are required to remain inside the dugout. Time must be called prior to leaving the dugout when the team is on defense.
 - b. Other than base coaches, offensive coaches must remain inside the dugout.
2. Playing Time
 - a. Playing time at the Majors level will be governed by the Little League Rule Book as it applies to the Majors division (Rule 3.03)
3. Safety
 - a. The next batter may take warm up swings between half innings. No other batter is allowed out of the dugout and there will be no on-deck batter once the half inning begins.
 - b. 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 their way out of the dugout handles a bat at any time.
 - c. All males must wear a protective cup.

4. Pitch Count

- 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.
 - i. **Age 11-12: 85 pitches**
 - ii. **Age 9-10: 75 pitches**
- b. 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.
- c. The final pitch count for a pitcher is the FIRST pitch thrown to the LAST batter they face in accordance with Little League rules.
- d. Pitchers must adhere to the following rest requirements during the regular season:
 - i. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - ii. 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 days of rest must be observed.
 - iii. If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
 - iv. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
 - v. A pitcher that delivers over 40 pitches in a game cannot play catcher for the remainder of that day.
 - vi. A catcher that catches 4 or more innings may not play the position of pitcher for the remainder of that day.
- e. Pitch Count Totals will be recorded by both teams each game. Home team pitch count is the official pitch count. The pitch count will reside in Game Changer and be kept by the Home Team. This visiting team may do GameChanger if the Home Team agrees. Pitch counts

are monitored daily. If it is found that a team alters pitch count following the game, that TEAM will be suspended for their next scheduled game. It is acceptable and recommended for games to be scored “head-to-head” in GameChanger.

- f. The first violation of these pitching rules will result in a one game suspension of the team's manager/coach. A first violation of these pitching rules from any Rincon Little League Board Members who are also a manager and/or coach will result in a two-game suspension for that person. Additional violations may result in the immediate forfeiture of the game and the permanent removal as manager/coach. During the suspension, the manager/coach cannot be at the park during their team’s 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

- g. 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 of the first pitch to the last batter they faced.
- h. A player is not eligible to pitch in two (2) games on the same day, e.g. double headers, regardless of pitch count. Any player who pitches in the first game is not eligible to pitch in the second game.

Game Administration

- 1. The Mercy rule will be in effect in the Majors Division. (Rule 4.10e)
 - a. Lead by 15 runs after 3 innings.
 - b. Lead by 8 runs after 5 innings

2. 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.
3. Line-up cards and changes shall go through the chief umpire of the game.
4. Major managers will use the “player pool” system to minimize the possibility of not having the minimum number of nine (9) players required. The following statements apply to the player pool system only:
 - a. The “player pool” is managed by the Player Agent.
 - b. A manager will call the Player Agent as soon as they realize they will have less than the minimum of nine (9) players only.
 - c. A manager may not request a pool player by name.
 - d. The pool player will play at least nine (9) consecutive defensive outs and one (1) at bat.
 - e. The pool player cannot pitch and must play in their own division.
 - f. In the majors division, the game is official with the pool player as long as nine (9) players are fielded.
 - g. The pool player may play in their own uniform or the gaining team’s uniform.
 - h. Pool players are allowed during post-season play, when less than nine (9) players are available only.

Game Play

1. Game lengths are in accordance with the Little League Rule Book with the exceptions listed below:
 - a. The umpire keeps the official time.
 - b. 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.
 - c. A Majors game that is tied after six (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.

- d. No pitch shall be thrown after 10:00 pm. Game shall revert to score of last completed inning or if a minimum of 4 innings are not completed, the managers must contact the Park Boss and Coaching Coordinator to schedule. The suspended game will be considered complete after four innings or if the home team is winning after the top of the fourth, the game is complete, and the home team will not bat.
- e. Dropped third strike and infield fly rules are effect.

Post-Season Play

- 1. Regular season standings are used to determine seeding for the postseason.
- 2. Tiebreakers: (only applies if two teams are tied)
 - a. i. Head-to-head
 - b. ii. Runs allowed
 - c. iii. Runs scored
 - d. iv. Blind draw
- 3. A double-elimination play-off is used to determine the league champion with a singular Championship game deciding the Championship. There will not be an "if game" scenario.
- 4. Time limit for Rincon post-season playoffs will be the same as the regular season with the following exceptions:
 - a. Four (4) innings, or three and a half (3 ½) innings if the home team is ahead, must be played to constitute a complete game. If the time limit is reached before this point in time, the game should continue until the game is "complete".
 - b. If a game is called due to weather concerns or 10 p.m. curfew, it will be considered a "suspended" game. The game is to be rescheduled and continued.
 - c. At the championship round (two teams remaining), the remaining game(s) will be played to six (6) innings with no time limitations. If tied at the end of 6, the game will be continued until a winner is determined.
 - d. No family member will umpire their child's game during post-season play.

- e. The higher seed will be the home team. For the Championship, the winner of the winner's bracket will be home team. This is not negotiable between teams.

J. Intermediate, Juniors, and Softball

- 1. Objectives, Guidelines and Rules – Follow Green Book from Little League International and District 12 interleague rules, regardless if the games are interleague or within Rincon Little League.

L. Rule Book Points of Emphasis Chart

(All Rule numbers are from the 2024 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.

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 catcher's 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.

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 the 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 left off.

Rule 4.19 (a and g)

Protests can only be made for 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 2025 Little League Rulebook and/or 2025 Rincon Local Rules. Contact the Park Boss immediately if a Protest is considered.

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

Please note if a 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. Majors 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 postseason 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

1. There will be a mandatory Managers/Umpire Clinic.
 - a. Coaches 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.
2. Managers are responsible for finding umpires for their games due to conflicts in schedules. UIC will have roster for umpires to keep track of the required games they are assigned. Coaching Coordinators for each level can assist in scheduling conflicts.
3. **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. An umpire's jurisdiction includes the field of play. If there is an issue with a spectator, the umpire may stop the game and consult with the Park Boss to remove a spectator if necessary.

E. Player Movement Procedures

Player Moves from Minors to Majors

1. The Majors Manager immediately notifies the Player Agent that a player was lost.
2. 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".
3. The Player agent contacts the player to verify they are leaving or cannot play and the reason why.
4. 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.

5. The Player Agent informs the Majors Manager that the player has been notified and provides the player's information, making the move "official."
6. The Player Agent notifies the Minors Manager that this player is no longer on their team.
7. The Player Agent completes a roster amendment for each team affected and communicates this information to the Board of Directors.

Player Moves between Baseball and Softball

1. 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.
2. The receiving Player Agent will evaluate the player and determine what level of play the player will fit into.
3. 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.
4. The Player Agent will contact the Manager of the team to let them know that they will be receiving another player.

Player Refusal to Move

See Regulation VIII (b) in the Orange book for reference.

1. 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.
2. 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.

Manager Coach Replacements & Roster Amendments

1. The Manager or Coach notifies the Player Agent and Coaching Coordinator there is a coaching change.
2. The President and Board of Directors approve changes involving Managers and Coaches since this involves adult volunteers.

3. After the Manager or Coach change is approved by the Board of Directors, the Player Agent and Coaching coordinator processes a roster change.
4. 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 Baseball/Softball

A. Rincon Little League offers a second season in the fall. While this season is considered developmental, the following rules apply

1. The same rules for the spring season apply to the second season (Fall Ball). The purpose is to keep consistency in development. The following exceptions apply:
 - i. The Rincon Little League Board of Directors may decide to interleague with another league within District 12. Adopted rules will be decided prior to the start of the season.
 - ii. In the Minors Divisions, coaches may and are encouraged to work on teachable moments during the regular season. Specifically, managers may call a brief time out to correct a player's positioning on the field, stance in the box, or other similar fundamentals. This may not be used as an uncharged mound visit. This exception shall also not be used to stall a game for the purpose of winning. If this occurs, an umpire may decide to eject the manager for making a "travesty of the game".
 - iii. In the Majors Division, teams shall use a continuous batting order with free defensive substitutions. All other rules apply, but flexibility for development is encouraged.
 - iv. The Code of Conduct still applies to all volunteers!