



Bayside Area Little League LOCAL RULES

Approved February 2014

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Section 1 - Bayside Area Little League General Information

Section 1 - Welcome

Welcome to Bayside Area Little League (BALL), a chartered member of Little League Baseball Inc. We offer quality baseball programs, take great pride in our facilities and expect all our members to do the same. You should remind yourself daily that we do this for the players of our league. Most of the difficulties you will experience as a Little League manager or coach will come from the adults. The players just want to play the game and win. We encourage you to utilize the knowledge and experience of the many long standing managers and Board members.

The League President, and VP of Baseball, appoints the managers and coaches on an annual basis and they are subject to approval by the Board of Directors.

The Manager is responsible for all of the activities and actions of their team and is accountable to the Board of Directors for the activities and actions of their players and coaches. Managers and coaches are expected to be fully knowledgeable of the regulations and playing rules of Little League Baseball, Inc. and of Bayside Area Little League.

Team Managers are responsible for helping to stimulate interest among team members and parents for all Little League functions. This includes, but is not limited to, fund-raisers, Opening Day, maintaining playing fields, fulfilling umpire duties, fulfilling assignments to staff the concession stand, assisting with tournament teams and all other functions through the final action of collecting BALL equipment and turning that back in to the league.

Section 2 - Information

Original regular season schedules are drawn up by the VP of Baseball and approved by the Board of Directors.

The number of games to be played by each team during the regular season is established annually by the Board of Directors and recorded in the minutes.

The Duty Officer is responsible for canceling games due to weather or unfit field conditions before the start of the game. Once a game has begun, the Umpire is responsible for interrupting the game due to weather or unfit field conditions. The Duty Officer is responsible for restarting games halted due to weather.

At your first team meeting you should ask for volunteers for the following positions:

1. Team Mom: Coordinates team activities off the field (e.g. Opening Day, concession stand work schedules, phone calling duties, team pictures, etc.) Works with the VP of Team Support.
2. Scorekeeper(s): Attends the score keeping clinic held by the league approximately two weeks prior to opening day. The home team must provide the official scorekeeper (18 years of age or older), who keeps the official records of lineups, substitutions, score, batters, and official pitch count.
3. Head/Assistant coaches: You will need a head coach and 1 or 2 assistant coaches depending on the division you are in. The coaches must fill out a coach's application before they work on the practice field or in a game.
4. Umpires: All drafted league managers will be required to umpire games. You will need to provide 2 or more umpires for each game you are assigned. BALL is a self umpired league of volunteers. All candidates are welcome. All umpires will work through our VP of Umpires. An umpiring clinic will be held by BALL and District 14 will also conduct an umpire's clinic. Attendance at one of these clinics is mandatory. It is a responsibility of a Manager to provide umpires for games that they are scheduled. Failure to meet this requirement may result in not receiving a team in the future.

Equipment: BALL will provide each manager with a dozen practice balls. Managers may contact the VP of Equipment about purchasing additional practice balls through BALL at the same cost that BALL pays. These are not an unlimited resource. Home run balls are rewarded to the player. "Game" balls should not be awarded. Little

League Inc. discourages the awarding of “game” balls. Instead, save them and award them to all players at the end of your season if you choose. Each team will receive an equipment bag consisting of batting helmets, a catcher’s helmet, chest protectors and shin guards. Tee ball teams will receive a batting tee. Some bats are available upon request. Each manager will be required to deposit \$130 (cash/check) to BALL for their issued equipment bag and key. This deposit will be held and returned to the manager upon the return of the equipment bag, and key, to BALL at the end of the season.

Section 3 - Conduct

- A. The actions of the Players, Managers, Coaches, Umpires and League Officials must be above reproach.
- B. Team members, Managers, Coaches and spectators shall not heckle or in any way “ride” or distract members of the opposing team.
- C. Code of Conduct must be signed by all Managers and Coaches and will be adhered to.

Section 4 - Policies

- A. All Managers shall be appointed by the President, and VP of Baseball, with approval of the Board. Coaches may be nominated by the Managers, but shall be appointed by the President, and VP of Baseball, and are subject to approval by the President and the Board of Directors.
- B. The Home Team is responsible for providing the official scorekeeper. The scorekeeper must be at least 18 yrs.
- C. The Visiting Team is responsible for supplying the announcer and score board operator for each game.
- D. Managers or their designee shall be responsible for signing the official score book, and pitch count book if necessary, after each game. Game statistics shall be checked and any discrepancies resolved prior to signing the scorebook. Official league scorebooks shall be the only league reference in case of protest, resumed games or tiebreakers.
- E. The Home team is responsible for preparing and marking the field prior to the game. The Visiting team is responsible for raking the field and putting up the bases after the game. Cooperation is encouraged.
- F. All Managers and Volunteer Umpires are required to attend a Regulations and Playing Rules interpretation clinic. Attendance at the clinic provided by District 14 is strongly encouraged. However, a class will also be provided by BALL for those unable to attend the District 14 class.
- G. Managers will be required to supply volunteer umpire crews (minimum of 2), and concession stand workers, when scheduled. Failure to honor your volunteer duties as manager will result in the following disciplinary actions:
 - 1. 1st Violation: Two (2) additional umpire duties.
 - 2. 2nd Violation: One (1) game suspension
 - 3. 3rd Violation: Three (3) game suspension and no managing a team the following year
- H. Managers are responsible for cleaning up their respective dugout, batting cage, pitching cage, and bleacher areas following games. A team representative must get a trash bag from the concession stand and cleanup around the dugouts/bleachers after each game. Food is not permitted in the dugouts during games. Managers should not permit players to leave the dugout to purchase and consume food.
- I. Use of the game fields for practice is permitted. The VP of Baseball will set practice times for each league after the draft is complete. The fields and batting cages are controlled by this schedule and should not be changed without approval of the VP of Baseball.
- J. With the exception of the Umpire's on-field duties, the league Officer on Duty has total authority and responsibility for events at the BALL complex. The league Officer on Duty is charged with the responsibility of reporting to the Board of Directors any incidents that are adverse to the principles of Little League Baseball.

- K. The combination of game and practice time during the Spring season shall not exceed 10 hours per week, shall not exceed 5 hours per week in the Fall season. Games are assumed to last as follows: TBALL, 60 minutes; Coach Pitch, 75 minutes; Dixie games, 90 minutes; Texas games, 105 minutes; Major games, full 6-innings; & Intermediate (50/70) games, 110 minutes with drop-dead rule in effect (game ends when time expires.) Sunday practices are considered optional. Under no Circumstances should disciplinary action be taken against a player for missing a Sunday practice.
- L. When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. **(Note: A player ejected from a game may remain in the dugout if their parent(s) and/or guardian(s) are not at the 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 from which they are suspended.
- M. The league Disciplinary Action Committee shall be composed of the President, VP of Baseball, Player Agent and two other members as appointed by the President.
- N. Any player throwing equipment (helmet, bat, glove etc.) in anger may be warned or ejected by the Umpire. The manager and scorekeeper will be advised of this warning. A second infraction of this type during a game will result in the Player's ejection. The player's manager is responsible for notifying the Duty Officer of the ejection following the game.
- O. Use of **tobacco or alcohol** in any form is **prohibited** on the playing field, benches, dugouts or anywhere on the Bayside Area Little League complex. For Managers and coaches this will become an immediate suspension.
- P. Rescheduling of postponed, incomplete, or tied games is the sole responsibility of the VP of Baseball. Postponed, incomplete or tied games will generally be scheduled for the next available time slot in the same chronological order as the original published schedule and on the same field. If possible, games that must be resumed will be completed immediately preceding the next scheduled games between the teams involved.
- Q. Players may be deliberately withheld from games for only the following reasons:
 - 1. Illness
 - 2. Parent/Guardian request
 - 3. Player disciplinary action

The reason for deliberately withholding a player from a game must be stated on the pre-game lineup card. The scorekeeper must also record the reason in the official scorebook. Players may not be withheld from a game for disciplinary reasons without the prior approval of the league President, Player Agent, or Duty Officer. The approving officer shall indicate approval by initialing the pre-game lineup card and scorebook. The approving officer must report such action at the next meeting of the Board. Deliberately withheld players are not subject to minimum playing time rules for that game. The entire team roster must be listed in the game score book for every game. Any absences must be noted. If a manager is found to have deliberately withheld a player from a game without prior approval, he/she will be suspended for the next 3 games his/her team is scheduled to play and the team will forfeit the game in question from which that the player was withheld.

- R. Spectators: Alcohol and tobacco products are **not** permitted at BALL facilities. Managers and Coaches should monitor the behavior of their spectators and discourage unacceptable behavior. Unacceptable behavior may include but is not limited to "riding" or "heckling" umpires or members of the other team, attempting to distract members of the other team and directing derogatory comments toward other players.

The Duty Officer may eject any spectator exhibiting unacceptable behavior. If ejected, a spectator may wait in their vehicle until the end of the game. However, under no circumstances shall an ejected spectator return to view or participate in a game at BALL facilities that day unless approved by the league President or Executive Vice President and agreed to by the Duty Officer.

- S. Batboys/Batgirls are not allowed in the dugout during the games.
- T. No visitors will be allowed in the dugout during games.

U. Eligibility (league age determined as of 04/30/2014):

1. **Intermediate (50/70) League** baseball will be composed of eligible players registered by the end of player evaluations and players selected by draft from a pool of eligible players of league ages 11-13. All players league age 13 will be drafted on a 50/70 team.
2. **Major league** Baseball will be composed of eligible players registered by the end of player evaluations and players selected by draft from a pool of eligible players of league ages 10-12. All players league age 12 will be drafted on a Major league team.

“Minor League” includes the Texas league and Dixie I, II and III divisions

3. **Texas league** baseball will be composed of eligible players ages 10 & 11 not selected in the Major league draft.
4. **Dixie I** - league baseball teams will be composed of eligible players league age 9 who have attended player evaluation and have been selected by draft from a pool of eligible players.
5. **Dixie II** - league baseball teams will be composed of eligible players of league age 6 - 8 who have attended player evaluation and have been selected by draft from a pool of eligible players. Players who are league age 6 & 7 must participate in evaluations to be considered eligible.
6. **Dixie III** - league baseball teams will be composed of eligible players of league age 7, and 8 not drafted into the Dixie I or Dixie II league. Players league age 6 may participate if they have played one season of spring Coach Pitch/T-Ball at BALL in a previous season.
7. **Coach Pitch** - league baseball teams will be composed of eligible players of league age 5 and 6. Players league age 5 may participate if they have played one season of spring Tee Ball at BALL in a previous season.
8. **Tee-ball** - league teams will be composed of eligible players of league age 4 and 5.
9. **Challenger** – league teams will be composed of boys and girls with physical and mental challenges, ages 4-18, or up to age 22 if still enrolled in high school.

V. Time Limits: **The umpire-in-chief or a designated timekeeper shall be the sole judge of time limit expiration.**

As outlined in Little League regulation X(c), leagues scheduling more than one game on the same field may impose time limits on games prior to the last game. Time will be considered expired 15 minutes before the starting time of the game immediately following your game (only if a game is scheduled on the same field following the game.) No new inning may start after the time has expired. In addition, there is a 105-minute time limit for all Texas games. Dixie I, II and III will have a 90-minute time limit. These time limits are in effect regardless of whether there is a game scheduled after the game being played. No new inning may start after the time has expired. Coach Pitch games will have a 75-minute time limit. There is a 60-minute time limit for Tee-ball league games. *No warm-up or infield practice is guaranteed.*

For single games or the last game of the day, no new inning shall start after 10:00 p.m. local time.

In event of a tied game or a game not yet official, the game will continue until a winner is determined, even if exceeding the time limit. Dixie 3 games will end after the 90 minute time limit, Coach Pitch games will end after the 75 minutes time limit, and Tee-ball games will end after the 60 minutes time limit unless the visiting team has started a new inning. In that case, the home team will be allowed to bat and the game will then end.

- W. For Majors, Texas & Dixie I an official record will be kept by each manager which will reflect his or her players' pitch counts for said game. At the completion of each game the official score keeper and opposing manger will sign the managers pitch count document. Before the start of any game the opposing manager may request to see the other teams pitch count document from previously played games. (Please see Section Seven (7) - PITCHING RULES.)
- X. All managers and coaches will be required to stay in the dugout while their team is on defense with the gates to the dugout closed.

Section 2 – Drafted Leagues Draft Plan

The Draft Plan will be identical for Majors, Texas, Dixie 1 and Dixie 2. There will be no draft for Dixie 3, Coach Pitch, or T-Ball.

1. **Every Drafted League Manager** will attend the player evaluations for their division.
2. At the Managers draft meeting, but prior to the draft:
 - a. The Managers will draw numbers to determine draft order. No trading of initial draft order will be allowed.
 - b. Managers will inform the Player Agent and President/Executive VP who their (1) "Coaches' Lock" will be. Player Agent or President/Executive VP will confirm the agreement with the Coach. Coaches' locks are subject to Executive Board approval.
 - c. Managers' and "coaches' lock" children will be assigned to a specific round according to the following rules:
 - All Managers' and "coaches' lock" children must attend an evaluation.
 - Each Manager will vote as to which round they believe each manager's and "coaches' lock" children should be drafted in.
 - The President or Executive VP will tally the votes and make a final decision on the appropriate draft round.
 - A manager's or "coaches' lock" child (Player) who was on the "All Star" Team the previous year must be drafted no later than the 2nd round, within reason. (i.e. previous year's 10-yr old All Star playing in Majors does not automatically get force ranked above an older player in the same division. Managers must agree prior to starting the draft regarding placement of younger All Star players.)
 - d. Siblings will be assigned to a specific round prior to the draft according to the same rules described above for Managers' child.
3. The first round of the draft will be from first to last by numbers drawn. After the first round, the order of the draft will be reversed. The serpentine draft order will be as follows:

| 6 Teams | Round 1 | Round 2 | Round 3 | Round 4 | Round 5 |
|---------|---------|---------|---------|---------|---------|
| A | 1 | 12 | 13 | 24 | 25 |
| B | 2 | 11 | 14 | 23 | 26 |
| C | 3 | 10 | 15 | 22 | 27 |
| D | 4 | 9 | 16 | 21 | 28 |
| E | 5 | 8 | 17 | 20 | 29 |
| F | 6 | 7 | 18 | 19 | Etc. |

4. The Draft is an Open Draft, meaning that each Manager may pick from all available players during his/her round. There will be a 2 minute time limit per Manager, per round.
5. Every Manager must select his child and his "Coaches' Lock" child in the round in which he/she was placed.
6. Trades are allowed after completion of the draft if both managers are in agreement. All trades must happen in the room while all managers are still present and are subject to Player Agent or President/Executive VP approval.

Section 3 – General League Rules

A. Minimum Play Rule

For Texas, Dixie I, Dixie II, Dixie III, Coach Pitch, & Tee Ball, defensive substitutions are unlimited and need not conform to consecutive inning rules or Little League substitution rules so long as ALL players meet the minimum requirement of 2 innings of defensive play per game. ALL defensive substitutions must be made no later than the third inning to ensure that minimum play is met. The Majors division will follow the minimum play requirements as spelled out in the Little League Rule Book Section IV-The Players.

B. Regulation Games: Consistent with Little League Rule Book Official Playing Rules Section 4.10

- C. The combination of game and practice time during the Spring season shall not exceed 10 hours per week, shall not exceed 5 hours per week in the Fall season. Games are assumed to last as follows: TBALL, 60 minutes; Coach Pitch, 75 minutes; Dixie games, 90 minutes; Texas games, 105 minutes; Major games, full 6-innings; & Intermediate (50/70) games, 110 minutes with drop-dead rule in effect (game ends when time expires.) Sunday practices are considered optional. Under no circumstances should disciplinary action be taken against a player for missing a Sunday practice.

D. Rescheduling Games

1. Games may be rescheduled if managers contact VP of Baseball at least 2 weeks prior to the scheduled game. Rescheduled games are permitted for player absences due to school functions that affect a player's grade. (*Rescheduled games must be approved by the Executive Committee*).
2. If a team shows up with 8 players on game day, and no PUP is available, it is a forfeit.
3. At the scheduled game time, 9 or more players must be present. No extended waiting to begin the game. In case of extenuating circumstances a player's parent may call the coach and alert him that he/she is on the way (i.e., traffic).
4. Rescheduled games will be scheduled within 2 weeks of the postponed game date.

E. Ten Run Rule

Bayside Area Little League will use the 10-run rule as explained in the LL Rule Book Section 4.10(e)

F. Run Limit

For the Minor Leagues and Tee Ball only, no team will be allowed to score more than five (5) runs in its offensive half inning.

G. Number of Players on Field

Coach Pitch and T-Ball are the only leagues allowed to have more than nine (9) defensive players on the playing field at one time.

H. For Minor Leagues Only

An injured or sick player unable to complete batting or running the bases must be replaced by the player who made the last out.

I. Field Use

No full field practice on fields at least 1 hour prior to start of game. Any manager in violation of this rule will be subject to disciplinary action of 1-game suspension.

J. Determining Drafted League Champion

Intermediate (50/70), Majors, Texas, Dixie I & Dixie II

- 1) All teams in each division will play a single elimination tournament at the end of the season to determine League Champion. The seeding for the end of season tournament is determined by each team's regular season ranking. Higher seed is home team. Any ties will be broken using the following criteria:
 - a) Head to head won-loss record.
 - b) Total Runs Allowed (entire season)
 - c) Total Runs Scored (entire season)
 - d) Coin flip or Playoff if both coaches can agree and can easily fit without negatively impacting the Tournament Teams

- 2) There will be no League Champion declared in Dixie III, Coach Pitch, and Tee Ball.
- 3) All bracket games, up to the Championship game in each division, will be played according to the time limits listed above in Section 2, Item C. The Championship game in each division will be a full 6-inning game. All run rules will still be in effect.

K. League Draft Plans

1. Majors

Player pool is comprised of all league age players 10-12 years old who register and attend an evaluation. Every 12 year old must be drafted to a Majors team. Any 10-11 year old players not drafted to a Majors team will reenter the draft in the Texas division.

2. Texas

Player pool is comprised of all league age players 10-11 years old who register and attend an evaluation. Every 10-11 year old in the Texas draft will be drafted to a Texas division team.

3. Dixie 1

Player pool is comprised of all league age 9 year olds who register and attend an evaluation. Every 9 year old must be drafted to a Dixie 1 team.

4. Dixie 2

Player pool is comprised of all league age players 6-8 years old who register and attend an evaluation. Any 6-8 year old players not drafted to a Dixie 2 team will be assigned to a team in the Dixie 3 division.

5. Dixie 3

- a. The Dixie 3 league teams will be formed by the Player Agent and composed of eligible players league ages 7-8, and eligible players league age six (6) who have played Spring Coach Pitch at BALL in the previous season.
- b. Prior to the formation of teams, players will be assigned to teams by the Player Agent governed in order by the following priorities:
 - i. Parent request
 - ii. Area of residence
 - iii. Child's age

6. Coach Pitch

- a. The Coach Pitch league teams will be formed by the Player Agent and composed of eligible players league age 6 not playing in Dixie 3, and eligible players league age five (5) who have played Spring T-Ball at BALL in the previous season.
- b. Prior to the formation of teams, players will be assigned to teams by the Player Agent governed in order by the following priorities:
 - i. Parent request
 - ii. Area of residence
 - iii. Child's age

7. T-Ball

- a. The T-Ball league teams will be formed by the Player Agent and composed of eligible players league ages 4-5 years old.
- b. Prior to the formation of teams, players will be assigned to teams by the Player Agent governed in order by the following priorities:
 - i. Parent request
 - ii. Area of residence
 - iii. Child's age

L. Player Waiting Lists

- 1) Any players registering after the final weekend of evaluations, and/or initial team assignments will be placed on the waiting list for their respective division based on the players' age. Should a team in that division lose a player, and the board approves to add a player to that team, a player will be assigned according to the order that they were placed on the waiting list.
- 2) Players refusing to report to an assigned team, as requested, will forfeit their right to play for the current season.

M. Replacement of Lost Players

- 1) When a player is lost to a team, due to illness, injury, or resignation, a replacement will be provided from the waiting list for that division by the Player Agent.
- 2) Managers are required to notify the Player Agent of the possible loss of a player. The Player Agent will confirm the loss and provide a replacement
- 3) If there are no players on the waiting list, the team will play short, provided that a minimum of 9 players are present. **If a team does not have all players listed on their roster present at a game, the manager will be required to:**
 - a. List the absent players on lineup cards given to the opposing manager and scorekeeper prior to the start of the game
 - b. Notify the opposing manager the reason why the player(s) is (are) absent
 - c. Notify the league what player(s) was(were) absent when reporting the score for the game.
 - d. Any manager found to be deliberately withholding a player from the game will be subject to disciplinary action including:
 - i. Suspension from the team's next three (3) games
 - ii. The manager's team will forfeit the game(s) in question if a player was deliberately withheld for any reason

N. BALL Pickup Player (PUP) Guidelines

- 1) Prior to the start of the season, managers will provide the Player Agent with a list of players from their team who have shown an interest in being a pickup player for a team within their division that has dropped below 8 rostered players due to illness, school function, etc. on any given game day.
- 2) BALL will follow the Pool Player (PUP) guidelines as set forth in Section V, Item (c) of the Little League Rule Book, with the following exceptions:
 - a. The names of the PUPs, along with their contact information, will be folded on individual pieces of paper and placed in an envelope for their respective division, located in the board room.
 - b. When a PUP is needed, a name will be drawn out of that division's envelope and that player will be contacted. If that player is unavailable, their name will be put back in the envelope and another name will be drawn, etc.
 - c. Once a player has successfully played as a PUP for a team, his/her name will be removed from that division's envelope for the season, unless there are no other names to choose from.
 - d. The Player Agent, and the board member on duty, will select the PUP. If the Player Agent is unavailable to select the PUP, the board member on duty (with an additional witness) will select the player.

Section 4 - League Specific Rules

A. Intermediate (50/70) Division:

- 1) Please refer to the 2014 Little League Rulebook for playing rules regarding the 50/70 division.

B. Majors Division:

- 1) Please refer to the 2014 Little League Rulebook for playing rules regarding the Majors division with the following exception:
 - a. The continuous batting option will be utilized in the Majors division through the first half of the regular season. Beginning with the second half of the regular season, through the playoffs, teams will follow the Little League rule book regarding batting a roster of 9.

C. Minors Divisions:

- 1) Please refer to the 2014 Little League Rulebook for playing rules regarding the Minors divisions with the following exceptions per division.
 - a. Texas:
 - b. Dixie 1:
 - i. All six innings of the Dixie 1 league will be kid pitch.
 - ii. Teams may have up to three (3) adult coaches, but all must be approved by the Bayside Board as managers or coaches.
 - iii. At least one adult must be in a coaching box at all times. A helmeted player or another adult may occupy the other coaching box. (See Little League rule 4.05)
 - iv. In case of an injury, play will continue. The manager or one of the coaches will be allowed to immediately go to the injured player. If, in the umpire's judgment, the manager or coach interferes with the play in any way, interference will be ruled and runners advance bases as determined by the umpire.
 - v. Base stealing is legal in accordance with Little League Rules.
 - vi. The infield-fly rule is not in effect for the Dixie 1 division.
 - c. Dixie 2:
 - i. Teams may have up to four (4) adult coaches, but all must be approved by the Bayside Board as managers or coaches. The fourth person is the team representative feeding the pitching machine. The representative must leave the playing field when not feeding the pitching machine. One adult must be in the dugout at all times. No defensive coaches are allowed on the field at any time.
 - ii. At least one adult must be in a coaching box at all times. A helmeted player or another adult may occupy the other coaching box. (See Little League rule 4.05)
 - iii. The Jug's Pitching Machine will be used in the place of a pitcher. All the provisions of Regulation VI – Pitchers and Rule 9.00 – The Pitcher and any other references to the position of pitcher are superseded by the rules and regulations set forth in these Special Playing Rules.
 - iv. The height of the machine must be such that the entire ball exits the machine at least three feet, but not more than four feet above home plate. No artificial material of any kind shall be placed under the leg(s) of the pitching machine.
 - v. A league-approved representative, 18 years old or older, from the team batting will feed the pitching machine. The adult feeding the machine will receive the ball from the pitcher but may not put it into the machine until the pitcher reaches his defensive position in the pitching area and all defensive players are in a position of readiness, as well as the batter. Except for safety considerations, this person will not do any coaching to either the batter or base runners or communicate in any way with the coaching staff on the field or in the dugout. Safety considerations involve a batter positioned in such a way that a pitched ball may injure them. If the representative coaches players, they will receive a warning. A second offense will result in ejection.

The representative should attempt to keep the pitching machine between himself and the defensive player making a play. If in the judgment of the umpire(s), Interference occurred, it shall be judged in accordance with the Little League Playing Rules.

- vi. The machine will be set at 40 mph.
- vii. At the beginning of each game, both managers, with the home team going first, will be allowed no more than 10 pitches to determine where they want to set the machine. Once the game is underway, and prior to the start of each half-inning, the manager, or his representative will be allowed a maximum of 3 pitches to make any direction changes on the machine. Once the machine is set, only the Umpire-in-Chief can request an adjustment be made or a setting be touched; and then, only if the pitches are consistently out of the strike zone. The unauthorized movement of settings will result in that person being ejected for the remainder of that game. Physical contact other than the use of a foot on the back of the machine is illegal while the machine is delivering a pitch. If this occurs, the Umpire will declare a "no pitch" and give the adult feeding the machine and that team a warning. Any further violations by the adult or any other adult from that team will cause those adults to be disqualified from feeding the machine. The entire ball must exit the machine at least three feet but not more than four feet above home plate.
- viii. When the machine is in use, there shall be a chalked 10 foot diameter circle centered at 46 feet from home plate as well as a pitcher's spot two feet toward first base and 48' 6" from home plate. The pitcher's spot shall be marked with a pitching rubber or line. The 10 foot pitching circle will be treated the same as the pitching rubber in a regular baseball game for the purpose of establishing when the ball is dead and when base runner(s) are required to return to their base. Unless a runner(s) has made a full commitment to running to the next base, prior to the pitcher entering the pitching circle, the base runner will be required to return to their previous base. A full commitment is considered facing the next base and running full speed in that direction. Side stepping or walking is NOT considered a full commitment. Whether or not the runner has met the qualifications, if he is tagged out while off the base, the out will stand. The umpire may declare a dead ball when, in their judgment, play has ceased.
- ix. The pitcher may leave his pitcher's spot only after the ball has been ejected from the machine and is flight toward the batter. One foot must remain in contact with the rubber or line until this time.
- x. No bases on balls will be allowed. If in the judgment of the plate umpire, the ball is pitched outside the strike zone and is not swung at, it will be called a "no pitch" and it is a dead ball and runners may not advance. However, if the ball is in the strike zone, it will be called as such and runners may advance. If two (2) 'no pitch' calls are made in a row, the umpire shall adjust the pitching machine.
- xi. The ball is considered 'Dead' when a batted ball strikes the pitching machine before being touched by the pitcher or any defensive player. It's considered a single and all runners advance one base if forced (Little League rule 6.08d.) The batter goes to first. Any thrown ball that strikes the machine is considered alive and in play.
- xii. In case of an injury, play will continue. The manager or one of the coaches will be allowed to immediately go to the injured player. If in the umpire's judgment the manager or coach interferes with the play in any way, interference will be ruled and runners advance bases as determined by the umpire.
- xiii. There is no infield fly rule.
- xiv. Stealing will be allowed the entire season in accordance with Little League Rules.
- xv. A player will be allowed only 1 base for each overthrow. The runner will still be "at risk". If a play is made on the runner and another overthrow occurs then only one additional base will be allowed. Any subsequent attempts on the runner and any resulting overthrow will allow only 1 base per overthrow.

d. Dixie 3:

- i. ***All Dixie 3 rules will be consistent with the Dixie 2 rules as stated above in item (c) with the exceptions listed below.***
- ii. Teams can have up to four (4) adults on the playing field but all must be approved as managers or coaches. The fourth person is the team representative feeding the pitching machine. One adult must be in the dugout at all times. During the first half of the season, one or two defensive coaches will be allowed on the field. After 50% of games have been played in the season, no defensive coaches will be allowed on the field.
- iii. The machine will be set at 38 mph.
- iv. Players will receive 5 pitches from the machine. The 5th pitch must be put into play or fouled. If either of these does not occur the player is called out.
- v. In the event that one team has a lead of 15 runs or more, the scoreboard must be turned off.

e. Coach Pitch:

- i. There will be three innings or a 75-minute time limit for all Coach Pitch games. The entire lineup will bat in each half-inning. Managers may elect to play 3-out innings at the halfway point of the season which may allow games to go more than 3 innings, but the 75-minute time limit will still be in effect.
- ii. Teams will clear the bases after each set of 3 outs but will continue to bat until their entire roster that is present on game day bats.
- iii. Coaches should focus on rotating their players to multiple positions while keeping safety as their top focus.
- iv. A pitching coach will be halfway between the pitcher's mound and home plate and will pitch the ball to the batter. Batters must take a full swing at the ball. Bunting is not allowed. Players will get 3 pitches from the coach. If the ball is not put into play after 3 pitches the player will then hit off of the tee.
- v. Four approved adults are allowed on the playing field or in the dugout.
- vi. Two of the other approved adults from the offensive team must occupy the coaching boxes at first & third bases. The fourth approved adult should occupy the dugout.
- vii. The defensive team may position up to three (3) approved adults behind the infield. These approved adults may instruct defensive players but must not interfere or obstruct play; they may also act as base umpires. At least one (1) adult must remain in the dugout if there are players remaining on the bench.
- viii. If advancing runners have not passed a halfway point between bases, they must return to the previous base once the pitcher has control of the ball in the pitching circle or the umpire has ruled the play dead.
- ix. A pitcher may run through the pitching circle in an attempt to tag a runner or base. Play should not be stopped in this circumstance.
- x. The pitcher must keep one foot in contact with the pitching rubber or line until the ball is hit. If the pitcher leaves the pitching rubber, or line, before the ball is hit, the play should continue. If the batter reaches base safely, the play will stand. If the batter is put out at first base, the play will be repeated.
- xi. A dead ball occurs when a player is injured, or when the coach pitching the ball is hit, with runners advancing only one base.
- xii. A batter shall be allowed five swings. If, after the fifth pitch, the ball is not hit, an out will be registered and the next batter called up or the inning ends on the third out. If on the third strike the ball is fouled, the batter shall be entitled to another swing. Swinging and missing the ball entirely is considered a strike.

- xiii. Stealing is not allowed. Runners must stay in contact with the base until the ball is hit. A runner leaving a base too soon must be returned back to the next available base if the batter has become a runner.
- xiv. When, in the umpire's judgment, or both managers' judgment if no umpires are present, a play has been complete; "Time" will be called.
- xv. A runner, or runners, may advance at their own risk on an overthrown ball. Only one base is allowed on each overthrow. There may be multiple overthrows on any one play entitling runners to advance one base on each overthrow. Runners may not advance on overthrows from the catcher to the pitcher.
- xvi. The infield fly rule will not be used.
- xvii. Only 6 players may be playing in the infield. The remainder of the team may play in the outfield but must remain in the grass portion of the field.

f. T-Ball:

- i. ***All T-Ball rules will be consistent with the Coach Pitch rules as stated above in item (e) with the exceptions listed below.***
- ii. There will be three innings or a 60-minute time limit for all Tee ball games.
- iii. A batting tee centered in front of home plate, with the back edge of the batting tee touching the front edge of home plate, will be used. Batters must take a full swing at the ball. Bunting is not allowed.
- iv. While the batting tee is being used, an approved adult of the offensive team must be near home plate to assist batters and remove the batting tee from the plate area should there be a possibility of a runner scoring. This approved adult will act as the home plate umpire.
- v. A ten (10) foot circle, measured from the rear of home plate, connecting the first and third base lines will be chalked and considered foul territory. Any ball coming to rest inside this area is foul and considered a strike. Any ball touching this line or any other foul line is considered fair.
- vi. A batter shall be allowed three swings while the batting tee is in use. If on the third strike the ball is not hit, an out will be registered and the next batter called up or the inning ends on the third out. If on the third strike the ball is fouled, the batter shall be entitled to another swing. Swinging and missing the tee entirely is considered a strike.
- vii. When, in the umpire's judgment, or both managers' judgment if no umpires are present, a play has been complete; "Time" will be called. The manager or coach at home plate will place the ball on the tee. After checking defensive players, the umpire will call "play" and the batter may swing at the ball.

g. Challenger:

- i. Please refer to the 2014 Little League Rulebook for playing rules regarding the Challenger division with the following exceptions.
- ii. Challenger games can be played as T-Ball games, Coach Pitch, Player Pitch, or a combination of the three.
- iii. Each player gets a chance at bat.
- iv. The side is retired when the offense has batted through the roster, when a pre-determined number of runs have been scored, or when three outs are recorded.
- v. No score will be kept during Challenger games.
- vi. "Buddies" will be used for the Challenger players and will come from the Majors division of teams at BALL. The buddies will assist the Challenger players on the field but will, whenever possible, encourage the players to bat and make plays themselves. However, the buddy is always nearby to help when needed.

Section 5 – All Star & Tournament Team Selection

A. General All Star Selection Information:

- 1) The Managers for the All Star & Tournament Teams will be appointed by the President and then approved by the Board of Directors. The selection will be based upon the following Little League rules and local criteria:
 - a. The President of the League, the District Administrator, or District Staff shall not serve as manager or coach
 - b. The manager and coach(es) shall be regular season team managers and/or coaches from the division that the age-respective All Star team is formed from (i.e. 9-year olds play in the Dixie 1 division, so the manager for the 9/10 International All Star Team, or 9-year old All Star team, may come from the Dixie 1 division)
 - c. Local Criteria for selection of All Star manager:
 - i. Behavior of the Manager
 - ii. Coaching Ability
 - iii. Fulfillment of umpiring and volunteer responsibilities
 - iv. Representation of Bayside Area Little League
 - v. Win/Loss Record
 - d. A District All Star team, formed with at least twelve (12) players, for each age level will be selected from eligible players in the division(s) that consist of the respective All Star team's age eligibility. Additionally, if there is sufficient interest, a post-season tournament team consisting of at least eleven (11) players will be formed from the remaining players on the ballot at each age level. If there are not enough interested players remaining to field a post-season tournament team then no post-season tournament team will be formed for that age level. The Manager of the All Star team will select the All Star team coaching staff, and the Manager of the tournament team will select the Tournament team coaching staff, which must be approved by the President and then the board of directors.
 - e. All parents and players must sign a consent form prior to being considered for All Star/Tournament team selection. The consent form will describe the commitment required from both the parent and the player for the All Star & Tournament Team. Players will select the All Star/Tournament team to which they wish to be considered provided they are age-eligible for that team. Players may only choose one team for consideration. Players not fulfilling their commitment will forfeit their eligibility to be placed on future All Star/Tournament team ballot at the board's discretion. Only players who have actively played in at least 60% of the regular season and/or pre-season games at BALL will be considered for their age level's All Star team. Any tournament player wavier must be presented to the President and then receive a majority approval vote from the board before the wavier will be submitted to Little League International to allow the player to be placed in consideration in the selection process. **Note:** *It can take over three weeks to receive an approval or denial from Little League International.*
 - f. **Majors, 10/11 International and 9/10 International only (all other age levels will start at (g):**
The Player Agent will prepare a ballot and conduct an election among the 12, 11, and 10-year old players in the Majors and Texas divisions. Eleven (11) year olds will only vote for players at their age level in the Majors division. Eleven (11) and Twelve (12) year old players will vote for 6 players at their age level, none of which may be from their own team. Ten (10) year old players will vote for 4 players at their age level, none of which may be from their own team. The four (4) 10 year old players receiving the most votes will automatically be on the 9/10 International All Star team, the top six (6) 11 year old players receiving the most votes will automatically be on the 10/11 International All Star team, and the top six (6) 12 year old players receiving the most votes are automatically on the Major League All Star team. Four team members for each All Star team will be selected using the following process:

- g. Round 1 – All managers will vote in a joint meeting with no discussion of the players. Any unanimous vote getters will automatically become All Star team members. Managers will vote only for players listed on the ballot and not on their team. ***Majors. 10/11, and 9/10 only:*** *The player agent will only list the top 10 players from the 12 & 11 year old player vote, and the top 12 players from the 10 year old player vote, that did not automatically make their respective age level's team. This makes the top 16 players by the vote of their peers available for the All Star team.*
- h. Round 2 – After the managers have discussed the eligible players from their teams, the managers will vote again to fill the remaining spots. Managers will vote only for players listed on the ballot and not on their team. Any unanimous vote getters will automatically become All Star team members.
- i. If there are any spaces available, they will be chosen via majority vote after discussion by the managers for as many rounds as needed until a total of ten (10) players have been selected to the All Star team.
- j. In the event of a tie, the All Star team Manager will select the players.
- k. The All Star team Manager will select the final 2 All Star team members. If the manager's child is not included on the All Star/Tournament team ballot the player may be taken with this selection. If the All Star team Manager chooses to have 13 players on his/her roster then he/she will select an additional player.
- l. Two reserves may be chosen based on the final rankings from the last round of balloting by the players.
- m. Immediately following the All Star team selection the post-season Tournament Team selection will begin providing there are enough interested players left on the ballot to field a team.
- n. The Tournament Team Manager will then begin the Tournament Team selection process following the All Star Team selection process as outlined in sections (g) through (k) above.

Section 6 – Pitching Rules

PLEASE SEE PAGE 40, SECTION VI IN LITTLE LEAGUE RULE BOOK FOR ALL PITCHING RULES

- (a) Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.)
- (b) A pitcher once removed from the mound cannot return as a pitcher.
- (c) Players may not pitch in more than one game in a day.
- (d) If suspended games are resumed on another day, pitchers of record at time game was suspended will be allowed to pitch to the extent of their eligibility for that day if they have rested the proper amount of days.
- (e) 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 any other position:

League Age:

| | |
|--------------|---------------------------|
| 13-16 | 95 pitches per day |
| 11-12 | 85 pitches per day |
| 9-10 | 75 pitches per day |
| 7-8 | 50 pitches per day |

Exception: If a pitcher reaches a day(s) of rest threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base
2. That batter is retired
3. The third out is made to complete the half-inning.

The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed before delivering a pitch to another batter.

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

(d) Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21-35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

PLEASE SEE LITTLE LEAGUE RULE BOOK FOR ALL RULES REGARDING TOURNAMENT PLAY