

Glendora National Little League Local Rules
2023 Season

Governed by Little League Rules, Regulations and Policies

- I. The Glendora National Little League (GNLL) Local Rules shall be subordinate and supplementary to the Little League Rules, Regulation and Policies and the Little League Operating Manual.
- II. These local rules may be changed only by a quorum vote at an official meeting of the GNLL Board of Directors and are in effect only during regular season play, including the league playoffs, tournament and fall season.
- III. City Series and All-Star play shall be governed by the Little League Baseball Official Regulations
- IV. Little League Official Regulations and Playing Rules and GNLL Local Rules shall be available to all managers, coaches, and the Umpire Association.

GNLL Code of Ethics

- I. This Code, adopted by the Board of Directors on December 14, 2022, is intended to supplement the bylaws of GNLL, and is intended to guide team managers, coaches, and umpires in achieving the objectives of GNLL.
- II. The umpires are in complete charge of every game, and discussions with the umpires will be conducted in a dignified and respectful manner.
- III. It is the manager's and coach's responsibility to supervise their team and control the team's conduct both on the field of play and in the dugout.
- IV. It is the manager's responsibility to see that the lineup is presented to the official scorekeeper and the umpire in charge.
- V. It is the manager's responsibility to ensure that the players on their team follow all safety regulations and rules. This includes any and all equipment regulations.
- VI. The managers and coaches will be an example of conduct for all players and parents.
- VII. The use of profanity will not be tolerated in any manner whatsoever at any GNLL game or event.
- VIII. All player reprimands by a manager or coach will be conducted in a manner that will not draw the attention of those not participating directly in the game or practice.
- IX. Only rostered players, managers, coaches, and the umpires are allowed on the field of play during a game. This includes warming up players prior to the game.
- X. The managers and coaches shall conduct themselves in a manner that encourages fair play and sportsmanship.
- XI. The managers are responsible for the care and return of all GNLL property. All GNLL property provided to the managers shall be returned in substantially the same state in which it was provided.
- XII. The managers and coaches are never to leave their players unattended, whether at a scheduled practice or an official game.
- XIII. The GNLL Protest and Grievance Policy for violation of this Code may be found at:
<https://www.glendoranational.com/local-rules>
- XIV. There is to be no smoking of any substance whatsoever at any GNLL-maintained facility. This is in accordance with the policies of the Glendora Unified School District.
- XV. The managers, coaches and umpires shall not appear at any practice or game under the influence of alcohol or any other controlled substance.
- XVI. Any manager, coach or player who is ejected from a game shall serve an automatic one game suspension, beginning at the next scheduled game (subject to appeal to the GNLL Board). Any manager, coach or player who is ejected from a game for a third time during the same season shall be suspended for the remainder of that season, including any postseason tournament games.

- XVII. Any manager, coach, spectator, player, or any other person who contacts an umpire in an intentional aggressive manner will serve an automatic three game suspension beginning the next scheduled game (subject to appeal to the GNLL Board). In the case of a second occurrence, the offending party shall be suspended for the remainder of the season, including any postseason tournament games.
- XVIII. Violation of any of the above rules could result in disciplinary action by the GNLL Board in accordance with the GNLL bylaws and constitution.

Evaluations, Drafts and Vacancies

- I. All regular season managers will be appointed by the GNLL Board following an interview process. These elected managers will participate in the evaluations and draft.
- II. During evaluations, each candidate will be provided the opportunity to:
- Hit three pitches (either off live pitching or a pitching machine)
 - Field fly balls and ground balls
 - Makes throws from the outfield and infield
 - Run the bases.
- III. Each of the skills will be graded on a scale from 1 to 5.
- IV. These evaluation periods will be conducted in the presence of all managers of the respective divisions who shall observe the ability of each candidate.
- V. All players not attending evaluations are eligible for the draft.
- Any player not in attendance will be placed on a team at the discretion of the GNLL Player Agent.
 - If an 11-year-old fails to attend evaluations but wishes to be in the Majors division, the player's parent will be required to notify the Player Agent, and all managers will rank the player in question prior to the draft for consideration.
- VI. To encourage all players to participate in the evaluation process:
- All children of managers and coaches must attend at least one of the evaluations
 - If a manager's/coach's child does not attend evaluations, then that child will be slotted in the pre-draft meeting by the Player Agent as a first-round draft pick automatically
 - If BOTH a manager's and coach's child on the same team do not attend evaluations, the two players in question will be slotted as first and second round draft picks.
- VII. Division Ages
- Majors Division – Ages 10, 11, 12
 - 10-year-olds will only attend evaluation for the Major's division at parent's request and will have to attend both the Majors and AAA evaluations.
 - The amount of 10-year-olds allowed to move into the Majors division will be determined by:
 - Available space in the Majors and AAA divisions as determined by the Player Agent when registration is complete
 - Being drafted into the Majors division in the first four (4) rounds of the draft
 - Any 10-year-old moving into the Majors division will not be eligible to be a manager's or coach's option unless approved by a 2/3 vote of the GNLL Board
 - AAA Division – Ages 9, 10, 11
 - 9-year-olds will be eligible to attend evaluations for the AAA division only at parent request and will be required to attend both the AA and AAA evaluations.
 - The amount of 9-year-olds allowed to move into the AAA division will depend on:
 - Space in the AAA and AA divisions determined by the Player Agent when registration is complete
 - Being drafted into the AAA division in the first four (4) rounds of the draft.

- iii. 9-year-olds moving into the AAA division are not eligible to be manager's or coach's picks unless approved by a 2/3 vote of the GNLL Board.
- c. AA Division – Ages 7, 8, 9
 - i. 7-year-olds will be eligible to attend evaluations for the AA division only at parent request, and will be required to attend both the AA and Single A evaluations
 - ii. The amount of 7-year-olds allowed to move into the AA division will depend on:
 - 1. Space in the AA and Single A divisions as determined by the Player Agent when registration is complete
 - 2. Being drafted into the AA division in the first four (4) rounds of the draft.
- d. Single A Division – Ages 5, 6, 7
 - i. 5-year-olds will be eligible to attend evaluations for the Single A division only if they have played at least one (1) year of TBall and at parent's request
 - ii. Any 5-year-old seeking to play in the Single A division **MUST ATTEND EVALUATIONS.**
 - iii. The amount of 5-year-olds allowed to move into the Single A division will depend on:
 - 1. Space in the Single A Division and TBall determined by the Player Agent when registration is complete
 - 2. Being drafted by a Single A division manager.
- e. TBall Division – Ages 4, 5, 6
 - i. There will be no draft for the TBall division, teams will be assigned by GNLL.

VIII. Drafts

- a. Prior to each draft, all managers from each division will meet with the Player Agent and Division VP, where all manager children and coach's picks will be slotted by the Player Agent according to manager rankings during evaluations.
- b. Drafts shall be conducted as follows:
 - i. Draft will be held in a closed meeting with approved managers, Player Agent, and Division VP in attendance
 - ii. Single A, AA and AAA will all follow the standard serpentine method of draft
 - iii. Majors division will utilize a collaborative player assignment method of draft

Identification Cards

- I. All Board members, team parents, managers, coaches, and volunteers shall wear an authorized GNLL identification card/badge when working directly with players.
- II. Qualification for receiving this identification card/badge will include a formal background screening through Little League as well as a Live Scan background check.

Official Scorekeepers / Scorebook

- I. The appointed Umpire Coordinator is responsible for notifying the Umpire's Association of all regular season, playoff, and tournament games.
- II. The HOME TEAM **must** provide an official scorekeeper who may not sit in the dugout and may not be a manager from either team.
- III. The designated scorekeeper shall use the scoring function in the GAMECHANGER application:
 - a. Once each game is complete, the scorekeeper shall email the official score PDF to the applicable GNLL Division VP the same day as the game in question;
 - b. The GNLL Division VP will be responsible for keeping all electronically submitted scores on record for possible review if necessary.

- IV. If a player is removed from a game for disciplinary reasons, the official scorekeeper shall be informed, and the action recorded, and notification sent to the applicable Division VP.
- V. In the event the designated HOME TEAM fails to keep score in the manner described above:
 - a. That team will forfeit the game by a score of 6-0;
 - b. The manager of that team will be given a formal warning. Upon a second infraction, the team will again forfeit, and the manager will be suspended for the next game.

Game Notifications, Situations, Cancellations, Terminations, Protests and Rescheduling

- I. Only the League President or Umpire Coordinator (in conjunction with the Umpire of the game) may cancel a game. In the event of a game cancellation, the Umpire Association shall be advised at least one (1) hour prior to the scheduled game time.
- II. GNLL has elected to adopt the Little League Rule 4.16 to allow a team to play with eight (8) players should the manager be unable to obtain a ninth player through the player pool
 - a. In the case that a manager plays with eight (8) players, the ninth spot in the batting order shall not constitute an automatic out
 - i. EXCEPTION: All managers must make a good faith attempt to notify the Player Agent at least two (2) hours prior to the game time. If a good faith attempt is not made, the ninth spot in the batting lineup will be counted as an out.
 - b. If, at the start of a game (start time determined by the umpire), a team does not have eight (8) eligible players in the dugout ready to play:
 - i. The game will be postponed to the next available Friday makeup day. It is the responsibility of the manager of the team who could not field eight (8) players to arrange for an umpire for the rescheduled game with the Umpire Coordinator
 - ii. If the same team does not field eight (8) players at the rescheduled game, that team forfeits the game and the opposing team is awarded a 1-0 victory
 - iii. If the opposing team at the rescheduled game cannot field eight (8) players, the game will be rescheduled to the next available Friday makeup day
 - iv. If either team cannot field eight (8) players at the rescheduled game, that team forfeits the game and the opposing team is awarded a 1-0 victory
 - v. If BOTH teams cannot field eight (8) players at the rescheduled game, the result will be a tie
- III. The League President may reschedule games in Majors, AAA, AA if both managers and the Division VP are notified at least seven (7) days in advance and all agree.
- IV. Games delayed due to rain will be made up on the first available Friday for all divisions.
 - a. Any manager who attempts to manipulate a rescheduled game intentionally may face review by the GNLL Board for possible discipline including forfeiture of the game and suspension.
- V. Game Curfew
 - a. Weekday games will have an established curfew set for the sunset time as published by: <https://sunrise-sunset.org/us/glendora-ca>
 - i. Both managers of any relevant game affected by darkness shall refer to the website for sunset time and last light, subject to the discretion of the umpire.
- VI. Any game that has been cancelled or delayed **MUST** be rescheduled and played based on the above terms. This is subject to time and date availability to be determined by the League President, relevant Division VP and the managers involved in the game.

Field Preparation, Maintenance and Utilization

- I. No scheduled practices shall conflict with scheduled field maintenance. If there is a conflict, the manager shall not initiate practice until contacting the Division VP or League President.
- II. Both team managers, coaches and parents are responsible for picking up trash on their respective side of the field and around the general playing areas after each game.
- III. HOME TEAM is responsible BEFORE each game for the following:
 - a. Bringing out trash cans
 - b. Dragging the field
 - c. Chalking batter's boxes and base lines
 - d. Preparing the pitcher's mound
 - e. Properly installing the bases
 - f. Establishing an official scorekeeper for the game
- IV. VISITING TEAM is responsible BEFORE each game for the following:
 - a. Getting the appropriate game balls from the snack bar
- V. VISITING TEAM is responsible AFTER the game for each of the following:
 - a. Dragging the field
 - b. Watering the field
 - c. Returning all equipment and bases to the appropriate lockup
 - d. Emptying trash cans and returning them to their appropriate lockup
- VI. During interleague play hosted by GNLL, the HOME TEAM is responsible for all field set up, break down, cleaning and securing all equipment.
- VII. If a manager does not comply with their respective field duties:
 - a. Two (2) verbal warnings will be provided by the Division VP, each following by email confirmation
 - b. A third violation may result in disciplinary action by the GNLL Board, including suspension.
- VIII. Batting Cages
 - a. On days when games are being played concurrently on the Majors, AAA, and AA fields, one (1) batting cage will be allotted for each division for each game.
 - i. HOME TEAM will have use of the cage for 25 minutes beginning one (1) hour before game time
 - ii. VISITING TEAM will have use of the cage for the last 25 minutes prior to the start of the game
 - b. Batting cages are assigned as follows:
 - i. The game assigned to the AA field will have use of the cage closest to the AA field
 - ii. The game assigned to the AAA field will have use of the cage closest to the garden
 - iii. The game assigned to the Majors field will have use of the cage closest to the snack bar
- IX. Infield Practice
 - a. The VISITING TEAM make take infield practice 30 minutes before the start of the game for a ten (10) minute period
 - b. The HOME TEAM may take infield practice 20 minutes before the game for a ten (10) minute period.

All Star, Postseason, and Interleague Play

- I. The winner of the postseason tournament in the AA, AAA and Majors division will play in the City Series game.
- II. Selection of All Stars Team managers shall be determined by a vote of the GNLL Board.
- III. To be eligible to be selected for All Stars, a player must:
 - a. Have played in 75% of regular season games

- i. In the case of an appropriately documented player injury, GNLL may apply the Little League rule of 8 games played (in the discretion of the Player Agent and the manager of the player in question)
 - b. Have demonstrated excellent skills in all areas of baseball play
 - c. Have demonstrated good sportsmanship and leadership skills throughout the regular season
 - d. Shown commitment to prior All Stars teams (when applicable)
- IV. All Star Team Selection
 - a. There may be five (5) “Sanctioned Little League” All Stars Teams
 - i. Seniors, Juniors, Little League (12U), 11U, 10U
 - b. There may be one (1) 9U team if allowed by Little League District 20 and the local league hosting the tournament
 - c. There may be one (1) 8U team if allowed by Little League District 20 and the local league hosting the tournament
 - d. There may be one (1) 7U team is allowed by Little League District 20 and the league hosting the tournament
- V. All Star Player Selection
 - a. All star players shall be selected by GNLL managers
 - i. Majors division managers shall select the 12U (Little League) team
 - ii. Majors managers shall select the 11U team in conjunction with AAA managers
 - iii. AAA managers shall select the 10U team
 - iv. AA managers shall select the 9U and 8U teams
 - v. Single A managers shall select the 7U team
 - b. All star player selection process shall be as follows:
 - i. Elected all-stars manager and the Player Agent shall collaborate with each division’s managers to nominate players for the top ten (10) all star spots in all divisions
 - 1. If a consensus of managers cannot be reached
 - a. The Player Agent will conduct a blind vote of all managers present
 - b. All votes will be counted by the Player Agent
 - c. The Player Agent will announce only the results of the vote and the player who is selected
 - ii. The All-Stars manager will have the opportunity to select additional players following selection of the top ten (10) at their discretion up to fourteen (14) total per Little League rules.
 - iii. There is no stipulation that all regular season teams be represented on the All-Star team.
 - iv. Every All-Stars team shall have at least twelve (12) players.
 - c. Each All-Stars player and family shall sign an All-Stars Commitment Form indicating that the player shall be present for all games and practices for the duration of the All-Stars tournament
 - i. If a selected player cannot be present for the games or otherwise declines to participate, they will be replaced with the next highest voted player
 - ii. The penalty for habitual absences to All Stars practices and/or failing to attend All Stars games shall be automatic ineligibility for future All Stars tournaments.

Individual Division Rules

- I. Tiebreaker Rule
 - a. For all divisions, if two teams are tied at the end of the regular season, the winner of the division shall be determined as follows:
 - i. Initially, by the winner of head-to-head games between the two teams in question

- ii. Second, by whichever of the two teams has allowed less runs (RA)
- iii. Finally, by whichever team has scored more runs (RF).

II. Majors Division

- a. Each team must bat the entire roster (continuous batting order).
- b. If a game is called before it has become a regulation game, but after more than one (1) inning has been played
 - i. It shall be resumed exactly where it left off at the next scheduled meeting between the teams OR
 - ii. The Friday preceding playoff games, whichever comes first
- c. Managers must have a valid pitching affidavit with them at ALL games
 - i. If the manager did not have an affidavit when requested
 - 1. First offense – Warning followed by email confirmation from Division VP
 - 2. Second offense – One (1) game suspension
 - ii. If any manager selects an ineligible pitcher to pitch (whether knowingly or unknowingly)
 - 1. First offense – Warning (followed by email confirmation from Division VP)
 - 2. Second offense – One (1) game suspension
- d. Protective cups are mandatory for all male players.
- e. Mercy Rule is in effect (Little league Rule 4.10)
 - i. When either team has a 15-run lead after the third inning
 - ii. When either team has a 10-run lead after the fourth inning
 - iii. Official score will be the score at the time of application of the Mercy Rule
 - iv. Any further game played after the application of the Mercy Rule shall be at the discretion of the managers involved and will solely be to allow for experience of the players and not any official game scoring.
- f. Game Length
 - i. Games do not exceed six (6) full innings, unless a game is tied after six (6) innings are played, in which case a seventh inning will be played, time permitting
 - ii. No new inning shall be played after 120 minutes (2 hours) of play
 - iii. If a game has been called due to darkness by the umpire after the game has reached complete game status, the final score shall revert back to the last completed inning.

III. AAA Division

- a. Each team must bat the entire roster (continuous batting order)
- b. There is a five (5) run maximum limiting the runs any team can score in a single inning. When the fifth run is scored, the batting team's at-bat is concluded.
- c. Protective cups are mandatory for all male players.
- d. No 12-year-old shall be allowed to pitch in the AAA division.
- e. Mercy Rule is in effect (Little league Rule 4.10)
 - i. When either team has a 15-run lead after the third inning
 - ii. When either team has a 10-run lead after the fourth inning
 - iii. Official score will be the score at the time of application of the Mercy Rule
 - iv. Any further game played after the application of the Mercy Rule shall be at the discretion of the managers involved and will solely be to allow for experience of the players and not any official game scoring.
- f. The Infield Fly Rule shall be in effect.
- g. Managers must have a valid pitching affidavit with them at ALL games
 - i. If the manager did not have an affidavit when requested
 - 1. First offense – Warning followed by email confirmation from Division VP
 - 2. Second offense – One (1) game suspension

- ii. If any manager selects an ineligible pitcher to pitch (whether knowingly or unknowingly)
 - 1. First offense – Warning (followed by email confirmation from Division VP)
 - 2. Second offense – One (1) game suspension.
 - h. Game Length
 - i. Games do not exceed six (6) full innings, unless a game is tied after six (6) innings are played, in which case a seventh inning will be played, time permitting
 - ii. No new inning shall be played after 120 minutes (2 hours) of play
 - iii. If a game has been called due to darkness by the umpire after the game has reached complete game status, the final score shall revert back to the last completed inning.
- IV. AA Division
- a. Each team must bat the entire roster (continuous batting order).
 - b. No player may sit two innings in any single game.
 - c. There is a five (5) run maximum limiting the runs any team can score in a single inning. When the fifth run is scored, the batting team's at-bat is concluded.
 - d. Home will remain closed until April 1 or following the first six (6) games of the season, whichever comes first.
 - i. For the entire season, in the event
 - 1. A catcher catches a pitch cleanly from the pitcher
 - 2. The catcher then throws the ball back to the pitcher directly and the pitcher catches that throw cleanly
 - 3. A runner at third MAY NOT steal home.
 - e. All pitchers will be limited to 50 pitches or less until April 1 or following the first six (6) games of the season, whichever comes first.
 - f. Mercy Rule is in effect (Little league Rule 4.10)
 - i. When either team has a 15-run lead after the third inning
 - ii. When either team has a 10-run lead after the fourth inning
 - iii. Official score will be the score at the time of application of the Mercy Rule
 - iv. Any further game played after the application of the Mercy Rule shall be at the discretion of the managers involved and will solely be to allow for experience of the players and not any official game scoring.
 - g. Protective cups are mandatory for all male players.
 - h. The following rules apply to pitchers in the division:
 - i. No wrist-breaking pitches will be allowed (this includes a curveball, slider or slurve).
 - ii. 10-year-olds who are drafted into the AA division will have full playing rights, including pitching
 - 1. EXCEPTION: In the event a parent request is made to keep a 10-year-old in the AA division, that 10-year-old will not be allowed to pitch in the AA division.
 - i. Managers must have a valid pitching affidavit with them at ALL games
 - i. If the manager did not have an affidavit when requested
 - 1. First offense – Warning followed by email confirmation from Division VP
 - 2. Second offense – One (1) game suspension
 - ii. If any manager selects an ineligible pitcher to pitch (whether knowingly or unknowingly)
 - 1. First offense – Warning (followed by email confirmation from Division VP)
 - 2. Second offense – One (1) game suspension.
 - j. Game Length
 - i. Games do not exceed six (6) full innings, unless a game is tied after six (6) innings are played, in which case a seventh inning will be played, time permitting

- ii. No new inning shall be played after 120 minutes (2 hours) of play
 - iii. If a game has been called due to darkness by the umpire after the game has reached complete game status, the final score shall revert back to the last completed inning.
 - k. AA Removable Fence
 - i. The designed HOME TEAM shall be responsible for erecting the fence prior to the game.
 - ii. The designated VISITING TEAM shall be responsible for taking down the fence at the conclusion of the game.
 - iii. On Saturdays, the HOME TEAM manager of the first game is responsible for erecting the fence and the VISITING TEAM manager of the last game played is responsible for taking down the fence.
 - iv. A ball that rolls under or through the fence, touched or untouched, will be considered a double and all existing baserunners allowed to advance two bases.
- V. Single A Division
- a. The purpose of the Single A division is to provide a transitional step between TBall and competitive baseball. It uses a combination of instruction and limited competition to better prepare players to later years of baseball.
 - b. A Reduced Impact Factor (RIF) #5 ball shall be used for both games and practices.
 - c. Each team must bat the entire roster (continuous batting order).
 - d. Protective cups are mandatory for all male players.
 - e. There is a five (5) run maximum limiting the runs any team can score in a single inning. When the fifth run is scored, the batting team's at-bat is concluded.
 - f. A mechanical pitching machine will be mandatory for all teams
 - i. The machine will be placed 38' from the point of home plate without exception
 - ii. GNLL will maintain a "game machine" to be used by teams ONLY for formally scheduled games.
 - iii. Machine settings for each game will be agreed upon by the managers, and will be either 4/2/4 or 4/3/4
 - iv. To ensure safety and proper development of players, all coaches operating the machine will do so according to the manufacturer's guidelines
 - v. If a batted ball hits the pitching machine, the ball is deemed a dead ball and all baserunners allowed to safely advance a single base
 - vi. The coach working the pitching machine will not be allowed to move from the area of the machine while the team is at bat.
 - g. For the first half of the season:
 - i. Official score will not be kept, and games will not be counted toward season standings.
 - ii. Up to two (2) coaches will be allowed in the field to provide instruction to players, along with the coach operating the machine
 - iii. Teams will play with four (4) outfielders to allow for maximum participation
 - 1. If a team does not have enough players, they may play with three (3) outfielders for purpose of this rule.
 - h. NO COACHES ARE PERMITTED TO COACH UP THE BASELINES
 - i. When on defense, ALL coaches MUST be in the dugout at all times unless there is an injured player to the umpire has called for "time," (aside from Rule V(e) above)
 - i. Managers are to exchange a lineup prior to the game which includes infield positions prior to fifth inning to comply with Rule
 - i. It is the opposing manager's responsibility to check the opposing team's lineup
 - ii. Any infractions must be brought to the umpire's attention at the time of infraction
 - iii. This is not a protest infraction

1. First offense – Warning to manager followed by email confirmation from Division VP
 2. Second offense – One game suspension.
- j. Upper division managers or coaches will umpire all Single A games.
- k. All fielders shall play in regular baseball defensive positions
- i. Once a fielder has been placed in a defensive position, they shall remain in that position for the remainder of the inning
 - ii. If a player is injured or must use the restroom, the manager will insert a bench player into the vacated position until the original player can return
 - iii. No defensive “shifting” will be allowed under any circumstances
 - iv. The player assigned to the “pitcher” position will play on either the right or left of the pitching machine, no closer to the batter than the front of the pitching machine
 - v. Each team will provide its own catcher in full catcher’s gear
 - vi. Outfielders will be required to play at least ten (10) feet back from the dirt of the infield
- l. Mandatory Play Rules
- i. Players may not play more than two (2) innings in the infield before the fourth inning and will only be allowed to play one (1) additional inning in the infield before the end of the sixth inning
 - ii. All players MUST play infield twice by the fifth inning of each game
 - iii. Additional innings may be played in the infield if a lack of players attending the game forces a manager to do so. In this instance:
 1. The manager MUST continue to rotate players to the full extent of their ability
 2. This is to avoid a single player dominating infield play
 - iv. For this rule, “infield” position does NOT include the catcher position.
 - v. No player shall sit on the bench for consecutive innings while in the field.
 - vi. No player shall sit on the bench for more than two (2) innings in a single game.
- m. Each hitter will be allowed give (5) pitches at each at bat
- i. In the event a fifth pitch is fouled off by the hitter, the hitter will be allowed additional pitches until they either strike out or place the ball into play.
 - ii. In the umpire’s discretion, a ball that is unhittable may not count against the hitter’s five (5) pitches according to this rule.
 - iii. The coach using the pitching machine will be subject to a 15 second rule to pitch the ball, as determined by the umpire
 1. In the event of repeated delays, the coach will be provided one (1) warning
 2. If the delays continue, the umpire will request a different coach run the machine, and in the umpire’s discretion 15 minutes may be added to the end of game time.
 - iv. No walks or advancement to first by “hit by pitch”
 - v. Bunting is not permitted
- n. Ball Put in Play Rules
- i. When the batter puts the ball in play and it does not leave the infield, all baserunners may only advance a single base
 - ii. When the batter puts the ball into play and it travels to the outfield, the batter and any baserunners may advance at their own risk UNTIL:
 1. An infield position player makes an attempt to throw the ball to the pitcher when the pitcher is in or near the pitcher’s mound OR
 2. The pitcher obtains possession of the ball in the circle of the pitcher’s mound
 3. Judgment on infield control is entirely within the umpire’s discretion.

- o. A player that has been placed in an outfield position at the beginning of an inning MAY NOT make a tag or force out of a player in the infield.
- p. Baserunning Rules
 - i. On a batted ball put into play, all baserunners advanced at their own risk.
 - ii. If, in the umpire's judgment, a baserunner has advanced at least halfway to the next base before a dead ball, the runner will be awarded the base.
 - iii. If, in the umpire's judgment, a baserunner has not advanced halfway to the next base before a dead ball, the runner must return to the previous base.
 - iv. If a baserunner takes a step back toward a base prior to the halfway point, he will not be permitted to advance and will be required to return to the prior base once a play is called dead.
 - v. If a baserunner takes a step back toward a base after the halfway point, that baserunner may go back or continue at their own risk.
 - 1. Judgment on whether runners have reached the halfway point is entirely in the umpire's discretion.
 - vi. There is no stealing allowed in the Single A division. There is no advancement on passed balls or balls which are overthrown back to the pitcher.
- q. There MUST be a coach in the dugout any time players are present in the dugout.
- r. Games shall not exceed six (6) innings in length and are subject to the following time limits:
 - i. Games shall last 90 minutes
 - ii. Once an inning is started, it shall be completed.

VI. TBall Division

- a. The purpose of the TBall division is to provide non-competitive instruction and enjoyment for players.
- b. Each team's managers and coaches will umpire all games.
- c. Games will be three (3) complete innings or one (1) hour. Any inning started will be completed.
- d. All practices in the TBall division are not to exceed one (1) hour in length.
- e. Managers and coaches may be on the field while their team is in the field
 - i. A coach MUST be in the dugout whenever there are players in the dugout
- f. Fielding Position Rules
 - i. No player shall play pitcher, catcher or first base for more than one (1) inning per game
 - ii. A maximum of five (5) players are allowed to play infield at any one time in regular baseball positions
 - 1. The remainder of players shall be placed into the outfield
- g. Batting Rules
 - i. All batters shall hit off a tee provided by GNLL for the first four (4) games of the season
 - ii. After the first four (4) games, coaches may attempt three (3) pitches to players at the appropriate speed
 - 1. If a player does not put the ball into play after three (3) pitches, the tee will be placed back in front of the hitter
 - iii. No batter will strike out under any circumstances
 - iv. No bunting is allowed.
- h. A player may move one (1) base at a time EXCEPT
 - i. When a ball is hit by a player into the outfield, all baserunners may move up to two (2) bases
 - ii. When the last batter in the lineup puts the ball into play, all remaining runners will be permitted to advance to home plate.

- i. At the discretion of the managers, any players thrown out / tagged out may or may not continue to run the bases.
- j. Base stealing and sliding are not permitted.