

**Local Rules and Regulations**  
**Glendora National Little League**  
**2022 Season**

**Governed by Little League Rules, Regulations and Policies**

- A. The Glendora National Little League (GNLL) Local Rules and Regulations shall be subordinate and supplementary to the Little League Rules, Regulations and Policies and the Little League Operating Manual.
- B. These Local Rules may be changed only by a quorum vote at an official Board of Directors meeting and are in effect only during regular season play, including the league playoffs and/or tournament.
- C. Little League Baseball Official Regulations and Playing Rules govern City Series and All-Star play.
- D. The League President and Board of Directors shall approve the selection of every manager. The League President shall maintain the official list of approved managers of each team.
- E. Little League Official Regulations and Playing Rules and GNLL Local Rules and Regulations shall be provided to all managers, coaches and the Umpires Association. All managers and coaches shall sign a statement confirming they have read and understand both sets of these rules.

**Code of Ethics**

- A. This Code, adopted by the Board of Director on January 31, 2018, is intended to supplement the bylaws of the GNLL, and is intended to guide the team managers, coaches and umpires in achieving the objectives of the League.
- B. The umpires are in complete charge of the game, and discussions with the umpire will be conducted in a dignified and respectful manner.
- C. It is the manager's and coach's responsibility to supervise their team and control the team's conduct both on the field and in the dugout.
- D. It is the manager's responsibility to see that the lineup is presented to the official scorekeeper and the umpire in charge.
- E. 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.
- F. The managers and coaches will be an example of conduct for all players and parents.
- G. The use of profanity will not be tolerated in any manner whatsoever at any GNLL game or event.
- H. All player reprimands should be done in a manner that will not draw the attention of those not participating directly in the game or practice.
- I. Only rostered players, managers, coaches and the umpires are allowed of the field of player during a game. This includes warming up players prior to the game.
- J. The managers and coaches shall conduct themselves in a manner that encourages fair play and sportsmanship.
- K. The managers are responsible for the care and return of all League property. All League property provided to managers shall be returned in substantially the same state in which it was provided.
- L. The managers and coaches are never to leave their players unattended, whether at a scheduled practice or a game.
- A. (Putting in new grievance procedure)

- M. There is to be no smoking of any substance whatsoever at any GNLL-maintained facility. This includes (but is not limited to): e-cigs, vapes or any tobacco product. Alcoholic beverages of any kind and any controlled substances are also strictly prohibited.
- N. The managers, coaches and umpires shall not appear at any practice or game under the influence of alcohol or any other controlled substance.
- O. 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 a single season shall be suspended for the remainder of the season, including any postseason tournament games.
- P. Any manager, coach, spectator, player or any other person who makes contact with an umpire in an aggressive manner while in the course of an argument will serve an automatic three game suspension beginning on the next scheduled game. In the case of a second occurrence, the offending party shall be suspended for the remainder of the season, including any postseason tournament games.
- Q. Violation of any of the above rules could result in disciplinary action by the Board of Directors of GNLL in accordance with the Constitution and Bylaws of GNLL.

#### **Field Decorum (Rule XIV of the Little League Regulations)**

**The following regulations are directly taken from the Official Regulations and Playing Rules Handbook published by Little League Baseball, Inc., and apply to all levels of play.**

- A. The actions of players, managers, coaches, umpires and League officials must be above reproach. Any player, manager, coach, umpire, spectator or any other person who is involved in a verbal or physical altercation (or any incident of unsportsmanlike conduct) at a GNLL game site or League activity is subject to disciplinary action by the GNLL Board of Directors.
- B. Uniformed players, news photographers, managers, coaches and umpires shall only be permitted within the confines of the playing field just prior to and during games. Batboys and/or batgirls are not permitted. Except for the batter, baserunners and base coaches at first and third bases, all players shall be on their benches in their dugouts or in the bullpen when their team is at bat. When the team is on defense, all reserve players shall be on their benches or in the bullpen.
- C. Two adults may base coach, provided at least one adult manager or coach remains in the dugout at any time players are present in the dugout.
- D. A manager or coach shall not leave the bench or dugout except to confer with a player or an umpire, and only after receiving permission from an umpire.
- E. The use of tobacco, E-cigs, vaping and alcoholic beverages in any form is prohibited on the playing field, benches or dugouts.
- F. Safety Code for Little League
  - a. Responsibility for safety procedures should be that of an adult member of the local league.
  - b. Arrangements should be made in advance of all games and practices for emergency medical services.
  - c. Managers, coaches and umpires should have some training in first-aid. First-Aid Kit should be available at the field.
  - d. No games or practice should be held when weather or field conditions are not good, particularly when lighting is inadequate.
  - e. Play area should be inspected frequently for holes, damage, glass and any other foreign objects or hazards.

- i. Dugouts and bat racks should be positioned behind screens. Only players, managers, coaches and umpires are permitted on the playing field during play and practice sessions.
  - ii. Responsibility for keeping bats and loose equipment off the field of play should be that of a regular player assigned for this purpose.
  - iii. Procedure should be established for retrieving foul balls batted out of the playing area.
  - iv. During practice sessions and games, all players should be alert and watching the batter on every pitch.
  - v. During warm up drills, players should be spaced so that no one is endangered by errant balls.
- f. Equipment should be inspected regularly. Make sure it fits properly. Pitching machines, if used, must be in good working order (including extension cords, outlets, etc.) and must be operated only by adult managers and coaches. Batters must wear protective NOCSAE helmets during practice, as well as during games.
  - g. Catchers must wear catcher's helmet (with facemask and throat guard), chest protector and shin guards. Male catchers must wear long model chest protector (divisions below Junior League), protective supporter and cup at all times. Skull caps are not permitted.
  - h. Except when a runner is returning to a base, head first slides are not permitted. This applies only to Little League (Majors), Minor League and Tee Ball.
  - i. During sliding practice, bases should not be strapped down.
  - j. At no time should "horse play" be permitted on the playing field.
  - k. Parents of a player who wears glasses should be encouraged to provide "Safety Glasses."
  - l. Players must not wear watches, rings, pins, jewelry or other metallic items.
  - m. Catchers must wear catcher's helmet, face mask and throat guard in warming up pitchers. This applies between innings and in bullpen practice. Skull caps are not permitted.
  - n. Batting/catcher's helmets should not be painted unless approved by the manufacturer. Regulations prohibit on-deck batters. This means no player should handle a bat, even while in an enclosure, until it is his/her time at bat. This applies only to Little League (Majors), Minor League and Tee Ball.
  - o. Players who are ejected, ill or injured should remain under supervision until released to a parent or guardian.

#### G. Role of the Parent

- a. The parents of millions of Little Leaguers combined with their child, league officials, umpires, managers, coaches and countless volunteer agencies including sponsors, represent an imposing cross section of our world. Little League is not a club in which membership implies babysitting benefits and entertaining privileges. Parents must take the initiative to make the local program successful.
- b. Practically speaking, Little League is an adult, volunteer project constructed, supervised and assisted by parents who want to extend this benefit to their children. The parent who shirks this responsibility cannot, in turn, expect others to assume the burden.

#### H. Evaluations , Drafts and Vacancies

- a. During evaluations, each candidate will be given the opportunity to (1) bat, (2) field fly balls, (3) field ground balls, (4) throw, and (5) run in competition with children having the same League age. Each of the skills will be graded on a 1 to 5 scale. A total score of 25 points is the highest rating. These evaluations periods will be conducted in the presence of all managers of the respective divisions who shall observe the ability of each candidate.

- b. All players not at evaluations are eligible for the draft. However, they will be placed on a team at the discretion of the Player Agent (subject to review by the GNLL Board).
  - i. If an 11 year old fails to attend evaluations but wishes to be in Majors, 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.
- c. Division Ages
  - i. Majors Division – Ages 10, 11, 12
    - 1. 10 year olds will only try out for the Majors Division at the parent's request, and will have to attend both the Majors and AAA evaluations.
    - 2. The amount of 10 year olds allowed to move into the Majors division will depend on:
      - a. Space in the Majors and AAA divisions determined by the player agent when registrations are completed
      - b. Being drafted into the Majors division in the first four (4) rounds of the draft
    - 3. 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
  - ii. AAA Division – Ages 9, 10, 11
    - 1. 9 year olds will be eligible to try out for the AAA division only at parent request, and will be required to attend both the AA and AAA evaluations
    - 2. The amount of 9 year olds allowed to move into the AAA division will depend on:
      - a. Space in the AAA and AA divisions determined by the player agent when registrations are completed
      - b. Being drafted into the AAA division in the first four (4) rounds of the draft
    - 3. 9 year olds moving into the AAA division are not eligible to be a manager's or a coach's option unless approved by a 2/3 vote of the GNLL Board
  - iii. AA Division – Ages 7, 8, 9
    - 1. 7 year olds will be eligible to try out for the AA division only at parent request, and will be required to attend both the AA and Single A tryouts
    - 2. The amount of 7 years olds allowed to move into the AA division will depend on:
      - a. Space in the AA and Single A divisions determined by the player agent when registrations are completed
      - b. Being drafted into the AA division in the first four (4) rounds of the draft
  - iv. A Division – Ages 5, 6, 7
    - 1. 5 years old will be eligible to try out for the A division only if they have played at least 1 year of tee ball and at parent's request
    - 2. Any 5 year old seeking to register in the A division MUST attend tryouts
    - 3. The amount of 5 year olds allowed to move into the A division will depend on:
      - a. Space in the A division and TBall determined by the player agent when registrations are completed

- v. They must be drafted by the A division managers
- vi. Tee Ball Division – Ages 4, 5, 6
  - 1. There is no draft for the tee ball division. Teams will be assigned by GNLL.
- d. There will be coach's options for drafts in the Majors, AAA, AA and Single A divisions.
- e. Drafts
  - i. In the Majors, AAA, AA and Single A divisions, drafts shall be conducted as follows:
    - 1. Draft will be held in a closed meeting and will include ONLY the approved division managers, League President, League Secretary, Division VP and Player Agent.
    - 2. Single A, AA and AAA shall follow the standard serpentine method of draft selection.
    - 3. The Majors draft will follow a team selection method where all Majors managers divide available players on all Majors teams and the drafted teams are then randomly assigned by the Player Agent.
- I. Identification Cards
  - a. All Board Members, snack bar managers, team parents, managers, coaches, parents or other volunteers must wear an authorized GNLL identification card/badge when working directly with players. Qualifications for receiving this identification card/badge include, but are not limited to, a screening by the GNLL Board, fingerprinting and formal background check.
- J. Official Scorekeepers / Scorebooks
  - a. The Umpire Coordinator is responsible for notifying the Umpire's Association of all regular season, playoff and tournament games
  - b. The home team must provide an official scorekeeper who may not sit in the dugout and may not be a manager or coach from either team. The official scorekeeper shall record the game's start time as established by the home plate umpire in the official scorebook prior to the first pitch of the game. The official scorekeeper must sign the official scorebook along with both managers at the conclusion of the game. Managers will ensure pitching records are recorded in the official scorebook (i.e. inning pitched in a game, etc.).
  - c. An official scorebook shall be maintained for each division and are stored in the snack bar cabinet drawers. Official scorebooks will not be removed from the premises except by the Umpire-In-Chief or the League Scorekeeper. Changing the official scorebook after a completed game shall only be performed by the Umpire Coordinator or the League Scorekeeper, with the direct approval of the GNLL Board.
  - d. Should the scorekeeper choose, they may use the scoring function in the Gamechanger application
    - i. If they choose to do so, they must email the official score to the applicable GNLL Division VP the same day as the game in question
    - ii. The GNLL Division VP will be responsible for keeping all electronically submitted scores on record for possible review if necessary
  - e. If a player is removed from a game for disciplinary reasons, the official scorekeeper shall be informed and the action shall be recorded in the official scorebook.
- K. Game Notifications, Situations, Cancellations, Terminations, Protests and Rescheduling
  - a. Only the League President or Umpire Coordinator in conjunction with a GNLL Board Member can cancel a game. In the event of a game cancellations, the Umpires Association shall be advised at least one (1) hour prior to the scheduled game time.
  - 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 make-up 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-In-Chief.
  - 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 one (1) point
  - iii. If the opposing team at the rescheduled game cannot field eight (8) players, the game will again be rescheduled to the next available Friday make-up 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 one (1) points
  - v. If BOTH teams cannot field eight (8) players at this third rescheduled game, the result will be a tie and each team will receive ½ point.
  - vi. Exception applies to rescheduled games which fall within or would affect interleague play, which will be rescheduled at a later date.
- c. For Majors, AAA, AA divisions, the League President may reschedule games if both managers and the Division VP are notified at least seven (7) days in advance and all agree to the rescheduling. The League Scorekeeper, Umpire-In-Chief, Safety Director, Field Maintenance Director and Snack Bar Manager should also be informed of the reschedule.
- d. Games delayed due to rain will be made up on the first available Friday for the Majors, AAA and AA divisions. Any manager who intentionally attempts to manipulate a rescheduled game will face review by the GNLL Board and possible disciplinary action.
  - i. Exception applies to rescheduled games that fall within or would affect interleague play, which will be rescheduled for a later date.
- e. Weekday games will have an established curfew set at Sunset time as published by <https://sunrise-sunset.org/us/glendora-ca>. The applicable location for purpose of this rule will be Glendora, CA 91741. A list of the sunset times, by date, will be available in the GNLL Snack Bar for reference.
- f. Any game that has been cancelled or delayed MUST be rescheduled and played based on the above terms, subject to time and date availability to be determined by the League President and Division VP.

### **Field Preparation, Maintenance and Utilization**

- A. No scheduled practices shall conflict with scheduled field maintenance
- B. Both teams are responsible for picking up trash on their respective sides of the field and around the general playing areas after each game. Both managers of the last game are responsible for staying until the respective field is clean and secured.
- C. Visiting teams are responsible before each game for the following:
  - a. Bringing out the trash cans from the equipment room
  - b. Dragging the field
  - c. Chalking the baselines
  - d. Preparing the pitcher's mound
  - e. Properly installing the bases
  - f. Preparing the field
- D. Home teams are responsible before each game for the following:
  - a. Bringing the appropriate game balls and scorebook to the field from the GNLL snack bar
- E. Home teams are responsible after each game for the following:

- a. Dragging the field
  - b. Returning all equipment and bases to the appropriate location
  - c. Emptying all trash cans and returning them to their appropriate location
  - d. Cleaning the field, dug outs and spectator areas
- F. For games on the Majors field, the home team shall stay at the field and escort the snack bar crew to their cars after they have cleaned up. During interleague play hosted by GNLL, the HOME TEAM is responsible for all field set up, clean up and securing all equipment.
- G. If a manager does not comply with their respective field duties two verbal warnings will be issued by the division Vice President, each followed by email confirmation. The third violation may result in disciplinary action from the GNLL Board.
- H. Batting Cages
- On days when games are played concurrently on the Majors, AAA and AA fields, one cage will be allotted for each game. Home team will have use of the cage for 25 minutes beginning one hour before game time. The visiting team will have the cage for the last 25 minutes prior to the start of the game.
- i. The game on the Majors field will have the cage closest to the Majors field
  - ii. The game on the AAA field will have the cage closest to the tennis court
  - iii. The game on the AA field will have the cage next to that field
- I. Visitors may take infield practice 30 minutes before the game for 10 minutes. Home team may take infield practice 20 minutes before the game for ten minutes.
- J. All Star, Postseason and Interleague Play
- a. A single game between the winner of the regular season and the winner of the end of season tournament will determine which team in each division plays in the City Series game.
  - b. Selections for All Star Team Managers shall be determined by a vote of the GNLL Board
  - c. Selection of All Star Players will be as follows, pending the number of registered players in each division and determination by the managers of each division subject to review by the GNLL Board:
    - i. There may be five (5) "Sanctioned Little League" All Star teams. Senior, Junior, 11-12 years old (Little League Tournament), 10-11 years old, 9-10 years old
    - ii. There may be one 8 and 9 year old team if allowed by District 20 and the league hosting the tournament
    - iii. There may be one 7 and 8 year old team if allowed by District 20 and the league hosting the tournament
    - iv. There may be one 6 and 7 year old team if allowed by District 20 and the league hosting the tournament
    - v. All players of eligible age and who have played in 60% of regular season games shall be on the ballot (with the exception of 12 year old Minors players)
      - 1. .
    - vi. Selection of the players shall be made as follows:
      - 1. Majors managers will choose the 11-12 year old team
      - 2. Majors manager will choose the 10-11 year old team
      - 3. AAA managers will choose the 9-10 year old team
      - 4. AA managers will choose the 8 and 9 year old teams
      - 5. A managers will choose the 6 and 7 year old teams
    - vii. Prior to voting, the managers of each division will have an opportunity to discuss players on their team that should be voted as All Stars. Managers may cast votes for

up to ten (10) players, and cannot vote for their own players. Ballots will be tabulated with unanimous selections being counted first, followed by those falling one vote less than unanimous and so on

1. For the 6-7 year old All Star team, the managers will vote for all 12 players
- viii. The manager assuming the responsibility of the All Star team will have the opportunity to fill all remaining vacancies from all eligible players in each division, regardless of the number of votes received by those players.
1. For the 6-7 year old All Star team, the manager may select additional players over 12 once the team has been selected
- ix. There is no stipulation that every team be represented in each Division's final All Star tabulations.
- x. Every All Star team will have at least 12 players.
- xi. Each All Star player and family will sign an All Star commitment form indicating that they will be present for games and practices for the duration of the All Star Tournament. 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

## **Division Rules**

- A. Tiebreaker Rule
- a. If two teams are tied at the end of regular season play in their division standings, the winner of the division shall be determined as follows:
    - i. Initially, by the winner of head to head games between the two tied teams in question;
    - ii. Second, by whichever of the two teams has allowed less runs against (RA);
    - iii. Finally, by whichever team has scored more runs (RF).
- B. Majors Division Rules (In addition to Little League Rules)
- a. Each team must bat the entire roster
  - b. If a game is called before it has become a regulation game, but after more than one inning has been played, it shall be resumed exactly where it left off at the next scheduled meeting OR the Friday preceding playoff games, whichever comes first.
  - c. Managers must have valid pitching affidavits with them at all games. If a manager did not have affidavit:
    - i. He would get a warning, (followed by an email confirmation by the division Vice President)
    - ii. The next offense would be a one game suspension.
    - iii. Likewise, if any manager selects an ineligible pitcher (whether knowingly or unknowingly), he will receive a warning (followed by an email confirmation by the division Vice President). The next offense would be a one game suspension.
  - d. Protective cups are mandatory for all male players
  - e. Mercy Rule is in effect (called when any team has a 10+ run lead after the 4<sup>th</sup> inning). In the event of application of the Mercy Rule to any game:
    - i. The official score will be the score at the time of application of the Mercy Rule
  - f. Any further game played after application of the Mercy Rule will be at the discretion of the managers involved, and will be solely to allow for experience of the players and not toward any official game scoring
- C. AAA Division (In addition to Little League Rules)

- a. Each team must bat the entire roster
  - b. There is a 5 run maximum limiting the runs any team can score in a single inning. When the 5<sup>th</sup> run is scored, the batting team's at-bat is concluded
  - c. Protective cups are mandatory at all times for all male players
  - d. The following rules apply to players as pitchers:
    - i. The strike zone is enlarged for more batter participation (approximately from the batter's knees to the shoulders)
    - ii. No 12 year old will be permitted to pitch in the AAA division
  - e. The dropped third strike rule will not be in effect until April 1 or following the first 6 games of the season, whichever occurs first.
  - f. Mercy Rule is in effect (called when any team has a 10+ run lead after the 4<sup>th</sup> inning). In the event of application of the Mercy Rule to any game:
    - i. The official score will be the score at the time of application of the Mercy Rule
    - ii. Any further game played after application of the Mercy Rule will be at the discretion of the managers involved, and will be solely to allow for experience of the players and not toward any official game scoring
  - g. The Infield Fly Rule will be in effect
  - h. Managers must have valid pitching affidavits with them at all games. If a manager did not have affidavit:
    - i. He would get a warning, (followed by an email confirmation by the division Vice President)
    - ii. The next offense would be a one game suspension.
    - iii. Likewise, if any manager selects an ineligible pitcher (whether knowingly or unknowingly), he will receive a warning (followed by an email confirmation by the division Vice President). The next offense would be a one game suspension.
  - i. Game Length – Games do not exceed 6 innings, except as noted below
    - i. Weekday games (Friday games included) do not have a time limit
    - ii. A maximum total game of 7 innings will be played if tied after the 6<sup>th</sup> inning
    - iii. If a game is called due to darkness by the official umpire after a complete game has been played, the final score will revert back to the last completed inning
    - iv. For weekend games, no new inning will be played after 120 minutes of play (2 hours)
      - 1. Once an inning starts, it will be completed
      - 2. All games continue to play regardless of the score until the 2 hour mark, or six inning have been reached, whichever occurs first
      - 3. In the event there is a tie score at the end of 6 innings and 120 minutes of game play has not been reached, the game shall continue one additional inning
- D. AA Division Rules (In addition to Little League Rules)
- a. Each team must bat the entire roster
  - b. No player may sit more than two innings in a game
  - c. There is a 5 run maximum that may be scored by any team in an inning. When the 5<sup>th</sup> run is scored, the batting team's at-bat is concluded
  - d. There is no Infield Fly Rule
  - e. Home will remain closed only on passed balls to the catcher from the pitcher until

- April 1 or following the first 6 games of the season, whichever comes first.
- f. All pitchers will pitch 50 pitches or less until April 1 or following the first 6 games of the season, whichever comes first.
  - g. Mercy Rule is in effect (called when any team has a 10+ run lead after the 4<sup>th</sup> inning)
    - h. The official score will be the score at the time of application of the Mercy Rule
    - ii. Any further game played after application of the Mercy Rule will be at the discretion of the managers involved, and will be solely to allow for experience of the players and not toward any official game scoring
  - i. Protective cups are mandatory for all male players
  - j. The following rules apply to pitchers in the division:
    - i. No wrist-breaking pitches.
    - ii. The strike zone will be enlarged for more batter participation (approximately from the batter's knees to the shoulders)
    - iii. 10 year olds who are not drafted into the AAA division will have full playing rights in the AA division, including pitching
      - 1. In the event a request is made to keep at 10 year old in the AA division, that 10 year old will not be allowed to pitch in the AA division
  - k. Managers must have valid pitching affidavits with them at all games. If a manager did not have affidavit:
    - i. He would get a warning, (followed by an email confirmation by the division Vice President)
    - ii. The next offense would be a one game suspension.
    - iii. Likewise, if any manager selects an ineligible pitcher (whether knowingly or unknowingly), he will receive a warning (followed by an email confirmation by the division Vice President). The next offense would be a one game suspension
  - l. Game Length
    - i. All games (weekday and weekend) – No new inning after 120 minutes of play (2 hours)
    - ii. Once an inning starts, it will be completed
    - iii. All games continue to play regardless of the score until the 2 hour time limit or six innings have been reached, whichever occurs first
    - iv. In the event there is a tie score at the end of six innings, and the 120 minute time limit has not been reached, the game shall continue one additional inning
    - v. If a game has been called due to darkness by the official umpire after a complete game has been played, the final score will revert back to the last completed inning
  - m. Field Use and Maintenance
    - For games on the AA field:
      - 1. The designated home team manager will be responsible for erecting the fence prior to the game, and the designated away team manager will be responsible for taking down the fence at the conclusion of the game.
      - 2. On Saturday, the home team manager of the first game is responsible for erecting the fence before the game and the away team manager of the final game is responsible for removing it afterward and returning it to the equipment area.
      - 3. A ball that rolls under or through the fence, touched or untouched, is

considered a double.

- E. A Division Rules (In addition to Little League Rules) – The purpose of the A Division is to provide a transitional step between Tee Ball and competitive baseball. It uses a combination of instruction and limited competition to better prepare players for later years of baseball.
- a. A Reduced Impact Factor (RIF) ball #5 shall be used for both games and practices
  - b. Protective cups are mandatory for all male players
  - c. A mechanical pitching machine will be mandatory for all teams. The machine will be positioned 38' from the point of home plate without exception
    - i. All coaches will be provided a pitching machine for practice purposes
    - ii. GNLL will maintain a "Game Machine" to be used ONLY for formal scheduled games by all teams in order to avoid the time and effort of switching pitching machines in game. Machine settings for each game will be agreed upon by the coaches prior to the game as either 4/2/4 or 4/3/4.
    - iii. Any coach operating the pitching machine will do so according to the manufacturer's specifications (<https://s3.amazonaws.com/files.leagueathletics.com/Text/Documents/8977/97856.pdf>) in order to ensure safety and proper development of the players.
    - iv. During the first half (50%) of the season, up to 2 coaches will be allowed in the outfield to provide instruction to the players, along with the coach operating the pitching machine. During the second half (50%) of the season, the only adult allowed in fair territory other than the umpire is the adult pitcher who is operating the pitching machine.
    - v. If a batted ball hits the pitching coach or the pitching machine, the ball is deemed a dead ball single and all baserunners are allowed to safely advance one base
    - vi. The adult operating the pitching machine shall not move from the area of the pitcher's mound while the ball is in play
    - vii. Coaching of the baserunner is permitted from the pitching mound
  - d. NO COACHES ARE PERMITTED DOWN THE BASELINES. When on defense, ALL coaches must be sitting in the dugout at all times unless there is an injured player or the umpire has called "time" (aside from Rule A(d) above).
  - e. Managers are to exchange a lineup, which includes infield positions prior to the fifth inning to comply with rule E(i), prior to the start of the game.
    - i. It is the opposing manager's responsibility to check the opposing team's lineup. Any discrepancies must be brought to the umpire and opposing manager's attention at the time of the infraction.
    - ii. This is not a protest-able infraction. A warning will be issued for the first offense (by the division Vice President, followed by an email confirmation). One game suspension for the second violation.
  - f. Upper division managers and/or coaches will umpire all A Division games
  - g. Fielders play in regular defensive positions
    - i. Once a fielder has been placed into a defensive position, they will remain in that same position for the remainder of the inning. 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. There will be no defensive "shifting" allowed.
  - h. The pitcher plays to the right or left of the pitching machine, and no closer to the

- batter than the front of the pitcher's mound within arm's length of the pitching machine
- ii. Each team provides its own catcher in full gear. All players playing the Catcher position will be required to crouch in the "catcher's position" to make an attempt to receive each pitched ball.
  - iii. Outfielders will be required to play at least 10 feet back from the dirt of the infield
    - For the first 50% of the season, each team will play with four (4) outfielders to allow maximum participation.
      - If a team does not have sufficient players present at the game to allow for four (4) outfielders, they may play with only three (3).
    - For the second 50% of the season, each team will play with three (3) outfielders.
  - i. Players may not play more than two (2) innings in the infield before the 4th inning, and will only be allowed to play one (1) additional inning in the infield before the end of the 6th inning.
    - All players must play infield twice by the fifth inning of each game
    - Additional innings may be played in the infield if a lack of players attending the game forces a manager to do so. In these cases, the manager must continue to rotate players to the full extent of his/her ability to do so, so as not to allow one (1) or more players to dominate infield play by playing first base and/or pitcher.
    - Infield positions for the purpose of this rule do not include Catcher
  - i. No player shall sit on the bench for consecutive innings while the team is on the field
  - j. No player shall sit on the bench for more than two innings total in any game
  - k. Each player must be in the batting order line-up and teams must bat through the batting order. The inning is over when the offensive team scores 5 runs or the defensive team records 3 outs, whichever occurs first
  - l. Each hitter will be allowed five (5) pitches on offense.
    - i. In the event the fifth pitch is fouled off by the hitter, the hitter will be allowed additional pitches until they either strike out or place the ball in play.
    - ii. In the umpire's discretion, a ball that is unhittable may not count against the hitter's five pitches according to this rule. 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 1 warning
      2. If the coach in questions continues to delay, the umpire will request a different coach run the machine and in their discretion will add 15 minutes to the end of the game
  - m. No walks or advancement to first on hit by pitcher.
  - n. Bunting is not permitted in the division
  - o. When the batter hits a ball and it does not leave the infield, all base runners are not permitted to advance more than one base.
  - p. When the batter strikes a ball and it travels into the outfield, the batter and any base runners may advance at their own risk until EITHER:
    - i. An infield position player makes an attempt to throw the ball to the pitcher when the pitcher is within the circle of the pitcher's mound; OR

- ii. The pitcher obtains possession of the ball within the circle of the pitcher's mound;
    - iii. Judgment on infield control is in the umpire's discretion
  - q. 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. 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. On a batted ball put into play, all runners may advance at their own risk.
  - r. 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 when the play has been called dead. If a baserunner takes a step back toward a base after the halfway point, that baserunner may return to the prior base or continue, but at his own risk. Judgment on whether or not runners have reached the halfway point is in the umpire's discretion.
  - s. Baserunners are not to leave the base until the ball is hit. Stealing or advancement on passed balls by the catcher or overthrows back to the pitcher is not allowed.
  - t. An "out is an out" as determined by the umpire
  - u. Two adults may be base coaches at any time, however there must be at least one rostered adult coach in the dugout any time there are players present in the dugout
  - v. For the first 50% of the games at the start of the season, score will not be kept and the games will not count to the season standings. For the other 50% of the games, score will be kept and the games will count toward the standings.
  - w. The goal of the division is to have a system in place where there is an even opportunity for all players to gain infield and outfield players during games
  - x. Games shall not exceed six (6) innings in length and are subject to the following time limits:
    - i. Games shall last 1 hour 45 minutes or 6 full innings, whichever occurs first
    - ii. Once an inning starts, it shall be completed
    - iii. If the last out is made by the home team while batting before the 90 minutes mark, the teams will play another inning.
- F. Tee Ball Division (In addition to Little League Rules) – The purpose of the Tee Ball Division is to provide non-competitive instruction and enjoyment for players.
- a. The respective team's managers and/or coaches will umpire all games. Every inning each team will bat through the batting order and all players shall play the field. After every three outs, the bases will be cleared. Games are three complete innings. All practices and games are to be no longer than one (1) hour in length. The score is not to be kept and there are no league standings or playoffs.
  - b. Managers and coaches may be on the field when their team is on defense to assist their players.
  - c. No player is allowed to play pitcher, catcher or first base for more than one inning per game. A maximum of five (5) players are allowed to play the infield. Remaining players shall be appropriately positioned in the outfield. Players shall play regular baseball positions.
  - d. All batters shall hit off a batting tee for the first 4 games of the season. After the first 4 games, coaches may attempt three pitches either underhand or overhand at the appropriate speed. At that time, if the batter does not strike the ball, the tee is placed back in front of the hitter. A batter cannot strike out and bunting is not permitted.
  - e. A player moved one (1) base at a time EXCEPT:

- i. When the ball is hit into the outfield, in that case all baserunners may take up to two (2) bases
- f. When the last batter in the lineup hits the ball into play, all runners on base are allowed to attempt to advance to home plate
- g. Any players / players thrown out or tagged out are out and may not continue to run the bases
- h. Base stealing and sliding are not permitted on any base
- i. There will be no unassisted force-outs at bases by an outfielder
- j. Teams cannot play a “picket-fence” infield, only one player per position