



*THE PURPLE
BOOK*

2019 Edition





Angleton Youth Baseball Association, Inc. Local Policies and Rules Manual – 2019 Edition “The Purple Book”

The Angleton Little League (ALL) Board of Directors (The Board) has adopted this Local Policies and Rules Manual (a.k.a. The Purple Book or By-laws), to supplement the Official Little League Rulebook. The Board of Directors has the final authority to interpret the Local and Official Little League Rules, which includes ruling on all matters not covered by these Rulebooks, and amending the Local Rules as required.

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2018 Purple Book Rules Committee Members and Board members:

Shawn Dorsett (chair)	ALL President	Brent Jensen	ALL Vice President
Lyha Dawn	Secretary		
Teresa George	Treasurer		
Nathan Martinez	Player Agent		
Beau Lara	Safety Officer	Daniel Del Herrio	Facilities/Maint. Director
Andrew Shumaker	Equipment Manager	All	Equipment/Facilities Asst.
Jeff Dahse	Majors Director	All	Field/Facilities. Assistant
Craig Johnson	Minors Director	All	Field/Facilities. Assistant
Andrew Shumaker	Machine Pitch 2 Director	Jeff Dahse	T-Ball and ITB Director
Patrick Krsack	Machine Pitch 1 Director	Krystal Nixon	Sponsorship Coordinator
Carissa Martinez	Concessions Assistant	Carissa Martinez	Concessions Manager

Anyone wishing to join the A.L.L. Board is encouraged to contact the League President or Secretary at president@angletonlittleleague.org or angletonlittleleague@gmail.com respectively.

Field Rules:

1. Protests of games are managed by Little League Rule 4.19. Before leaving the ballpark;
 - a. The manager and umpire should notify the Duty Board Member (DBM) about the protest.
 - b. The umpire(s) must fill out the Protest Report.

NOTE: All formal protests must be decided within two weeks.

Summary: If a manager believes an umpire’s decision to be in violation of the playing rules before the next pitch is thrown;

- c. The manager may inform the umpire that the game is being played under protest.
 - d. The umpire will consult with the other umpire(s) and/or the DBM to reverse or uphold the rules decision.
 - e. If the umpire does not reverse the decision, the umpire will announce the game is being played under protest and the current game situation will be logged in the official scorebook.
2. Prior to games, team warm-up activities will be conducted in the outfield grass. On game days, individuals and/or teams are not allowed to take infield practice on the game fields.

3. Home team: *Third Base Side Dugout*

BEFORE	<ul style="list-style-type: none"> ● Chalk the batter’s boxes and PAINT the base paths (15 minutes prior to
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THE FIRST GAME	<p>game)</p> <ul style="list-style-type: none"> ● (MP1, TBall) Paint the “halfway” marks between bases (no line between 1st and home & NO CHALK IN THE GRASS)
AFTER THE LAST GAME	<ul style="list-style-type: none"> ● Collect the garbage from inside the dugout, around the field and bleachers ● Empty and reline the canisters after every game.

4. **Visiting team:** *First Base Side Dugout*

BEFORE THE FIRST GAME	<ul style="list-style-type: none"> ● Rake all Base Dirt areas to include home plate.
AFTER THE LAST GAME	<ul style="list-style-type: none"> ● Rake & water fields (unless told otherwise by DBM) ● Secure portable mounds and bases in Home (3rd base side) dugout. ● Empty trash in the dug-out and bleacher area.

5. Cages are closed until the fields are ready to be played on, pending approval by DBM.
6. Approved waiver of Little League Rule 5.07, with regard to the maximum number of runs allowed in a half-inning: In ITB and Tee Ball a team may score a maximum of 5 runs in an inning. In the Machine Pitch 1, & Machine Pitch 2, a team may score a maximum of 5 runs in an inning. The only exception to the five run rule occurs when an over the fence homerun causes more than five runs to score (e.g. if a team has already scored four runs and, with runners on base, a batter hits an over-the-fence homerun, then all runs count).
7. In order to minimize confusion regarding pitching eligibility, during pregame, managers will provide all players who are ineligible to pitch during the current game to the umpire, and the umpire will record those players as ineligible on the official game pitch count card. Failure to do so (resulting in a violation of Little League Eligibility Rules) shall result in a one (1) game suspension for the Manager. This suspension will be applied to the immediate following game.
8. Approved waiver of Little League Rule 3.04 with regard to “Courtesy Runner”: With two outs, all teams can insert a courtesy runner for the pitcher or catcher of record. This is encouraged to aid in speeding up play, but is not required. The courtesy runner must be the player who made the last recorded out.
9. As a supplement to the rule waiver for defensive substitutions under the Continuous Batting order: mandatory play for players on teams in the TB division through Minor division must be completed by the end of the 4th inning.

Field & Park Decorum:

1. Little League Regulation XIV outlines appropriate behavioral expectations for members of Angleton Little League. Any member of Angleton Little League who violates Field & Park



Decorum rules will be subject to discipline by the Board of Directors or its designee. The Board authorizes Directors at the park to act immediately in the best interest of the reputation of ALL when a violation of these rules occurs.

2. No tobacco in any form will be allowed on the playing field at any time, this includes players, any volunteers, and or parents. No alcohol consumption will be permitted on the premises of the ballpark during the hours of competition or play.
3. The umpires shall have the authority to eject from the premises of the ballpark any individual displaying or having used unsportsmanlike conduct, intoxication, or obscene language. Further any parent, coach, or individual displaying or having used unsportsmanlike conduct, intoxication or obscene language on the premises of the ballpark will be subject to disciplinary action by the Board of Directors up to suspension from league activities.
4. In providing the safest and most positive experience at the park:
 - a. Directors of Angleton Little League are granted the authority to remove anyone from the park at their discretion for the remainder of any calendar day for violations of Field Decorum that the Director witnesses directly.
 - b. Directors of ALL are instructed to fill out incident reports for any actions that they witness (and act on) or that are reported to them. These reports should be given to the Duty Board Member or the League President (or Senior Vice President, if the report is on the League President) for follow-up by The Board or its designee.
 - c. Directors of ALL may not issue suspensions (rule 4.07) against any member of the league without first receiving consent of the Board of Directors. Suspensions may or may not be immediately appealable at the discretion of the Board of Directors.
 - d. Directors must follow the incident resolution process (appendix A) and, within one week, provide notification to The Board and impacted individuals of any actions or penalties that result from the incident.
5. A specific act of unsportsmanlike conducts ct under Regulation XIV occurs if: during an at-bat when the pitcher is on the mound, a batter assumes a bunting position and, prior to the pitch, moves the barrel or handle of the bat in a way that, in the judgment of the umpire, is an attempt to visually distract or heckle a struggling pitcher (such as, but not limited to, a motion known as “wagging the bat”). The penalty for this act of unsportsmanlike behavior will be that the pitch is called a strike, regardless of location, and no runners may advance.

Safety

1. Any major injury during the game will constitute an automatic “time out”. All runners, whether forced or not, will advance one base. A major injury occurs whenever a player is struck by the ball and the player does not immediately continue play. Safety is our first concern. In cases of a prolonged injury needing medical assistance, the DBM or umpire may “stop the game clock”.
2. During games or practices at freedom park fields, players are not allowed to chew gum or eat food in dugouts or on the field itself.
3. Dugouts will be kept in a neat and orderly manner to prevent accidental injuries to players who may otherwise trip over bats, balls or other equipment. Coaches are asked to clean up dugouts after each game to prevent a buildup of trash throughout the day.
4. All games will be governed by the Angleton Little League Safety Program.



5. As a local addendum to Little League Rule 6.06, for all twelve-year-old (12) and under divisions, a batter is out for illegal action when;
 - a. Slap Bunting (also known as ‘Fake Bunt/Slash’ or ‘Slash Bunting’), which is defined as the act of showing bunt and then swinging at the pitch whether or not contact is made
 - b. Also, base runners may not advance.
6. Smoking is only permitted in the parking lot. This includes electronic cigarettes and vaping.
7. No pets of any kind, other than service animals, are allowed on the park premises. If in possession of a service animal, proper paperwork must be produced upon request by the DBM or designee. Refusal to produce proper paperwork upon request will result in ejection from the premises.
8. All accidents should be reported to the Safety Officer within 24 hours.
 - a. See the Safety Manual for procedures
9. Batting helmets must be worn in the batting cages at all times.
10. No bats shall be swung outside the batting cages or soft toss areas (game fields excluded) unless under the direct supervision of a coach or volunteer while in the individual soft-toss stations.
11. No pickup baseball games/practices using real bats and/or live pitching shall occur on ALL fields or the surrounding Freedom Park facility without prior written authorization from the Board of Directors.
12. Music during games will not be allowed.

Team Managers and Coaches

1. All Manager/Coach applications will be submitted to the ALL Board. Recommendations from Division Directors for Managers and Coaches will be taken from those applications submitted.
2. The Manager must select a Team Mom to aid in the team operation.
3. Each Manager is responsible for providing the following volunteers for game duties:

HOME TEAM (3rd base side)	In the designated area*: <ul style="list-style-type: none"> ● Official game scorer (scorebook) ● Game announcer Kid pitch leagues, in 3 rd base stands: <ul style="list-style-type: none"> ● Pitch count cross-checker
VISITING TEAM (1st base side)	In the designated area*: <ul style="list-style-type: none"> ● Game scoreboard operator ● Official game pitch counter Kid pitch leagues, in 1 st base stands: <ul style="list-style-type: none"> ● Pitch count cross-checker

*Designated areas are the score booths on all four fields or open area immediately to the left or right of the booth.

NOTE: Clip boards and Pitch Count sheets for the Official Pitch Counter and Cross-Checkers are available in the concession stand where scorebooks are kept.

4. Each team will perform field maintenance duties.



- a. **Penalty:** If a team fails to perform its assigned field maintenance duties, then that team’s Manager will be deemed ineligible to participate with their team during the team’s next scheduled game.
5. A Manager may refuse to play a player in a game because of disciplinary reasons relating to behavior in games or in practices. Before refusing to play a player in a game, the Manager must notify and discuss the penalty with the Division Director and the player’s parents. The player must be listed as ineligible on the lineup card and the reason must be recorded in the Official Score Book.
 - a. **NOTE:** If a player is penalized for any reason, then any other player on the team shall be penalized likewise for the same infraction.
6. Regulation IV(a) NOTE 2 and Tournament Rule “Participation in Other Programs” (T-4). Angleton Little League recognizes that Little League allows players to participate in multiple baseball programs and participate in the Tournament program. Consistent with the Manager’s ability to conduct the affairs of the team, a player who repeatedly misses practices or games for any reason first must be referred to the Division Director for investigation immediately.
 - a) If the Division Director is unable to resolve the truancy issue, the player and the parents of the player in question will be referred to the Board of Directors (or the Board’s approved designee) for further action, up to and including removal from league eligibility and forfeiture of registration fees.
 - b) A manager may use Rule #5 of this same section to request a game suspension of a player provided the Division Director has notice at least 48 hours prior to the proposed suspension to validate the circumstances for the absences and if the suspension is in alignment with the treatment of other players. The division Director must approve or deny the Manager’s request no later than 12 hours prior to the start of the game or the suspension is allowed.
7. All Managers/Coaches must submit a completed Volunteer Application and the Safety Director must approve each Volunteer Application. During games, three Managers/Coaches may be in the dugout (four Manager/Coaches in ITB, T-Ball, MP1 Baseball). When on defense, two Manager/Coaches can be in right outside the dugout in foul territory During Major games or other division games played on the Major Field, unless coaching the bases, Managers/Coaches must remain in their dugout.
 - a. ITB and TBall – Two defensive coaches can be in the field of play in between 1st and 2nd or 2nd and 3rd BEHIND THE DEFENSE!! NOT in the infield.
 - b. Machine Pitch 1 – Two defensive coaches may be on the field of play but **MUST BE IN FOUL TERRITORY AND BEHIND 1ST OR 3RD BASE.**

Game Time Limits:

All Divisions: Teams must be ready to start every game at the scheduled start time.

	Instructional 1 T-Ball	T-Ball	Machine Pitch 1	Machine Pitch 2	Majors and Minors	Juniors
Pre-Game	If possible, 5 – 10 minutes prior to start of game					



Clock Starts	Upon Umpire Starting the Clock					
Time Limit (NO NEW INNING)	55 min	1 hr	1 hr 20 min	1 hr 30 min	1 hr 45 min	2hr
Weeknight Start (Early Game)	6:00:00 PM (If Umpire is late, the game will start upon their arrival)					
Weeknight End/Susp. (Early Game)	n/a	7:35PM	8:00PM	8:00 PM	8:00pm	
Weeknight Start (Late Game)	n/a	7:15PM to 7:30 PM+				
Nightly End/Susp. (Curfew)	n/a	9:30PM	10:00PM	10:00 PM	10:30PM	
Weekend Game Susp.	1 hr 5 min (game complete)	1 hr 30 min*	2 hr*			
½ Inning Start	Within 2 min (stipulation in green book 8.03) ***					

+ Or 10 minutes after the conclusion of the previous game, whichever is later. Games may start earlier if both teams and the umpire are present/ready to go.

*The last game on a weekend will be allowed to continue play until the designated curfew time.

** The weeknight late game can begin early, but cannot start later than 8:30 PM.

*** Umpire regulates ½ inning start. Should the offense team cause the game delay, the umpire can use judgement and begin calling strikes every 30 seconds, until the batter is in the box. Should the defense team cause the game delay, the umpire can use judgement and begin calling balls every 30 seconds.

****Coaches meeting starts 10 minutes prior to start time.

NOTE: If time expires before an official game is completed, then the game must be resumed at a later date, determined by the scheduler. **All games MUST meet Little League's 4-inning requirement.**

Games may start earlier, if both teams and the umpire is ready

Suspended & Make-Up Games:

1. The Scheduler shall re-schedule all make –up games and all suspended games at the earliest possible time on any day so long as thirty-six (36) hours of notice is given. If both managers agree, then the notice requirement can be waived. If a rainout or resumed game cannot be played because of the inability of either team to place nine (9) players [(8) for MP2 and below] on the field before the game begins, this shall constitute grounds for a forfeit.
 - a. ITB, T-Ball, Machine Pitch 1 and Machine Pitch 2 CAN start play with eight (8) players.
2. The Scheduler will attempt to reschedule games in which a team cannot field 9 players due to a school or religious function. Games rescheduled for school or religious functions will be scheduled



on the next available day. The manager not requesting the original reschedule may ask for another reschedule if he/she cannot field a team of 9. The game would then be rescheduled for the next available day, and that game may not be moved again. The manager requesting the original reschedule may not request to move the rescheduled game for any reason.

3. All games MUST meet Little League's 4-inning requirement (see: Game Time Limits). If time expires before an official game is completed, then that game has not reached official status, which is defined as at least 3.5 innings if the home team is ahead, or 4 innings if the visiting team is ahead.
4. If a game is interrupted by weather after it has reached official status, then the game will not be resumed, and the final score will revert back to the score at the last completed inning.

Tie Games:

1. ITB, T-Ball, and Machine Pitch 1 : A tie baseball game will count as a tie
2. Machine Pitch 2, Minors and Majors: Extra innings will be played if time limit/curfew permits.
3. Machine Pitch 2, Minors and Majors games shall not end in a tie. Tie games halted due to weather, curfew, or light failure shall be resumed from the exact point at which they were halted in the original game. (Reference Little League Rule 4.12)

League Winners & Tie Breakers:

1. The champion of the in each division will be the team with the best winning percentage at the conclusion of the season schedule. All games played will be factored into the decision.
2. Tie Breakers will be determined as follows:
 - a. Head to head vs. all teams in the tie
 - b. Record against in-division opponents
 - c. Strength of victory
 - i. A team's strength of victory is the total games won by each opponent that a team has beaten.
 - ii. Each win by the opponent counts as one game and each tie by the opponent counts as one-half game.
 - iii. If a team has beaten the same opponent twice, then that opponent's win total is counted twice.
 - iv. For example: If Team A and Team B finished tied with a 12-2 record and the twelve opponents beaten by Team A won 84 games and the twelve opponents beaten by Team B won 82 games, then Team A has a better strength of victory.
 - d. Coin flip
 - i. Coin flips will eliminate only one team from a tie, at which point the tiebreakers will be applied again with the remaining teams.

NOTE 1: In the case of ties with more than two teams, once a team is eliminated from the tie, start back over at the top of the tiebreakers with the remaining teams; if multiple teams are eliminated at the same step, they are all eliminated. For example: If four teams are tied and the strength of victory tiebreaker is to be applied and the teams have strength of victory scores of 50, 50, 48, and 47, the teams with 48 and 47 are eliminated and the two teams with 50 scores go back to head to head.



NOTE 2: In the event of an unbalanced schedule, only record in division will count towards final division standings.

Practice Limitations:

1. Pre-season practice can begin on the day after a league's draft (i.e. teams can practice on Sunday following a Saturday draft) so long as the Angleton Little League Charter and Insurance has been approved by Little League International.
2. Majors and Minors
 - a. May have unlimited team functions (i.e. practices, batting cage sessions, practice games, games, etc.) per week.
 - b. No team function should exceed 2 hours.
3. Machine Pitch 2, Machine Pitch 1 and T-Ball
 - a. May have no more than 3 mandatory and 1 optional team function(s) (i.e. practices, batting cage sessions, practice games, games, etc.) per week.
 - b. No team function should exceed 2 hours.
4. Instructional T-Ball
 - a. May have no more than 2 team functions (i.e. practices, practice games, games, etc.) per week.
 - b. No team function should exceed 2 hours.

Coach Selection:

1. New Manager Applications will be accepted after July 1 for the upcoming year. All Manager/coaches applications must accompany the completed volunteer form with a driver's license copy prior to any coach being confirmed or being allowed to have any contact with a team. All volunteer applications and declarations must be given to the President of the league or his designee.
2. All manager, coaches and volunteers are appointed by the League President and must be approved by a majority vote of the Board of Directors and League Officers in attendance. No coach will be approved if the A.L.L Board or Division Manager thinks that he/ she will not actively coach.
3. Managers will continue in that capacity until re-appointed or until a successor is appointed by the League President and approved by a majority vote of the Executive Board of Directors.
4. At the conclusion of each season, the President, Vice President, Division Manager, Coaching Coordinator and Player Agents will grade each Manager/ Coaches performance. Only those with acceptable performance will be allowed to manage in successive years. Splitting of coaching staff to create new teams or pull one coaches child from a team to move him to a new team will generally not be permitted.
5. An individual will only be approved to manage, coach or be an assistant coach on one team within Angleton Little League unless board approved.
6. Those desiring to coach in A.L.L are required to participate in all approved coaching sessions and umpire training. Failure to accomplish this could reflect on future applications.
7. Managers are responsible for returning league issued equipment to the equipment manager at the close of each season or will face civil liability to reimburse the cost of the gear issued. The league may impose a reasonable deposit (\$175) to insure return of the issued equipment.



Player Placement:

League age is as defined by Little League Baseball.

1. Player Placement – Player Contracts and Roster Sizes

- a. Major Division teams must have 12 players on their opening day roster & maintain an 12 player roster for the season. – **Pending approval by Little League Baseball**
- b. Minor, Machine Pitch 2 and Machine Pitch 1 teams are intended to have no more than 12 player rosters. – **Pending coach availability**
- c. T-Ball and Instructional T-Ball teams will have no more than 9 player rosters (relative to the amount of player/coach availability)
- d. If a team loses a player through injury, illness, change of address, or any other reason, the team manager must notify both the Player Agent and Division Director within 24 hours.
 - a. The Player Agent will attempt to fill the roster spot via the waitlisted players.
 - b. If the Player Agent presents the manager with a list of eligible players for addition, the manager has 72 hours to identify three possible replacement players, in order of preference, to the Player Agent.
 - c. The Player Agent will then contact the player’s parents and get consent for the player to be added to the league.
 - d. The Player Agent will then inform the manager of his new player, which completes the transfer, and the manager may then contact the player and his parents. Players will be eligible to play immediately after joining the team.
 - e. Players will not be added to a team that has less than five games remaining on its schedule. A manager’s failure to notify the Player Agent and Division Director about the loss of a player within the 72-hour period will result in the manager’s immediate suspension for 2 games & possible further discipline as determined by the ALL Executive Board.
 - f. If a waitlisted player is not available, then replacement players will be used to fill in on a game by game basis. See “Replacement Player Rules”.
- e. Before the player transfer is made official by the Player Agent, the manager (or anyone affiliated with the team) may not, under any circumstance, contact a player or a player’s parents.
- f. Anyone who circumvents this player transfer process will be deemed to have committed a serious violation of Angleton Little League rules. The Player Agent must refer all violations to the Angleton Little League Board of Directors for appropriate action.

2. Player Placement – All Divisions

- a. All players League age 8yrs old and up must participate in at least one available tryout to be eligible for All-Star Selection.
 - a. League age 4 through 7 will NOT tryout.
- b. Players who do not attend at least one available tryout, without valid reason (ie. injury, illness), must contact the ALL board prior to the ALL draft, and discuss their reason for failing to attend a tryout.
- c. Players who register after Regular Registration, determined each year by the ALL Board, will be placed on the “Waitlist”, and added to a roster on an as-needed basis.



- a. No fees will be charged up front for any player who is placed on the waitlist.
- b. A waitlisted player will be placed on a team in their appropriate division if there is a spot open for a player.
- c. If a waitlisted player joins the team prior to the start of games, then the player will be responsible for paying all regular registration fees, including candy sales and raffle tickets.
- d. All fees need to be paid in full prior to the player joining team practice or games.
- e. If a waitlisted player joins the team after the start of games (due to the departure of one of the team's original roster players) then the player will pay in accordance with ALL's pro-rated fees rule (see Pro-Ration of Fees).
- f. All fees must be paid in full prior to the player joining team practice or games.
- d. League age four (4) year old players will play in the Instructional T-Ball Division.
- e. League age five (5) year old players will play in the T-Ball Division.
- f. League age six (6) and seven (7) year old players **must** participate in Machine Pitch 1 or higher division.
- g. League age eight (8) year old players must participate in the Machine Pitch 2 or higher Division and **must** try out to be eligible for the Blue/Grey Tournament All-Stars.
- h. League age nine (9) year old players will play at least in the Minors but can tryout for any higher division. They **must** try out to be eligible for the All-Stars.
- i. League age ten (10) year old players will play at least in the Minors but can tryout for any higher division. They **must** try out to be eligible for the All-Stars.
- j. League age eleven (11) year old players will play in the Majors Division and are eligible for the Major draft unless they elect "Minor Preferred". Players not selected into Major Division will play in the Minors Division. Player **must** try out to be eligible for the All-Star team.
- k. League age twelve (12) year old players may participate in the Major Division or the 50/70 Division. Players **must** try out to be eligible for All-Stars.
- l. League age thirteen (13) year old players may participate in the 50/70 or Junior Divisions. Players **must** try out to be eligible for All-Stars.
- m. League age fourteen (14) year old players must participate in the Junior/Senior division. Players **must** try out to be eligible for All-Stars.
- n. League age fifteen (15) year old players must participate in the Junior/Senior division. Players **must** try out to be eligible for All-Stars.

**Exception: Players (ages 7,8,9, and 10) may play up one Division level as long as identified spots are available, they are chosen in the draft and have attended tryouts in both their "play up" and "regular age" divisions. Notification of intent MUST be submitted in writing to the President or designee before the scheduled tryout for that division.*

Draft:

1. All divisions, T-Ball through Senior, will have snake drafts. The last round of each draft in the Senior, Junior, Major, Minor, MP2, MP1 and TB divisions which do not have enough players for each team will then be decided by draw where each team will select from a hat either a blank (no



draft choice required – one can be made if so desired by trading a number with someone willing to do so who also draws a number), or must draft a player choice with a number until all players are drafted. All teams not having a player in the uncompleted round will then draw numbers from a hat for placement of any additional children (players). The Player Agent and President will be the only individuals to know the order in which additional children (players) are to be placed. If the 11th round is the final round of the draft, then the order of picking shall be randomized.

2. **No Draft Requests:** Parents may request that their child not be drafted by a coach or manager.
 - a. The League must receive each request before the draft.
 - b. LATE REQUESTS WILL NOT BE ACCEPTED.
 - c. Each request must identify the coach or manager by name and must provide a specific reason or reasons for the request.
 - d. All requests will be reviewed by the Player Agent, who will only honor good faith, reasonable and legitimate requests.
 - e. If such a request is honored, then the manager or coach will not be permitted to draft that player.
 - f. The requests will remain confidential.
3. No trades are permitted after the draft process is complete.
 - a. The draft process for a team is complete once the list of players drafted has been turned in by the manager/coach to the Player Agent, or acting Player Agent, & signed by both.
4. **Manager's Option:** The manager's son or daughter may be claimed as a “manager’s option” and may not be drafted by other teams.
 - a. The manager must draft his son or daughter by the fifth (5th) round.
5. **Coach's Option:** The coach's son or daughter may be claimed as a “coach’s option” and may not be drafted by other teams.
 - a. The 1st assistant coach's son or daughter must be drafted by the fifth (5th) round.
 - b. The 2nd assistant coach's son or daughter must be drafted by the fifth (5th) round.
 - c. To exercise a coach option during the draft, the coach's application must be in the hands of an ALL Board Member by the night of the draft.
6. **Brother/Sister Option:** Any team selecting a player who has a sibling eligible as an option, must select the other sibling with the next available consecutive draft choice.
 - a. If neither sibling is drafted prior to the 9th round, one sibling will become a hat pick to be selected at random during the Hat Pick round, with the sibling becoming their teammate during the last full round of the draft.
7. **Hat Picks:** Any player who does not try out will either be a 9th round ‘hat pick’, or placed into the draft.
 - a. The decision to place a player into the draft or leave him as a ‘hat pick’ will be decided by the Player Agent in consultation with the Division Director.
 - b. In making that decision, the Player Agent and Division Director will seek input, from each team, on the players who did not try out.
 - c. If the Player Agent and Division Director determine that the player's skill level is significantly greater than a 9th round draft pick, then the player shall be placed into the draft.



- d. Prior to the draft, the Player Agent or Division Director shall explain the value/skill of the player to the managers and coaches.
 - e. No trades of hat picks will be allowed.
- 8. Transportation Options:** No transportation options will be considered, honored, or accepted, except for in Machine Pitch 2, Machine Pitch 1, Tee ball or ITB.

Pitch Count Procedures for Pitching Divisions:

1. Pitch count sheets will be kept by parents on both teams.
 - a. When the pitch count gets to 15 pitches from the maximum allotted number for that pitcher (dependent on player's age), the umpire and manager will be alerted of the pitch count.
 - b. When a pitcher reaches his maximum allotment, the umpire and manager will be told and the pitcher must be removed from the game before the next batter (the pitcher can finish pitching to the current batter).
 - c. At every pitcher change, both managers will confirm the previous pitcher's pitch count with the umpire and sign the official scorecard held by the umpire.
2. At the immediate conclusion of every game, both managers will sign the official scorebook held by the Official Scorebook Keeper, which will verify the final score and pitch counts.
3. After every game, the Home Plate Umpire will sign the official scorebook and verify the final score.

Website Updates (Pitch Counts/Days Rest/Scores)

1. Home Team Managers must report score & pitch counts for their team within 48 hours of game being played
2. Visiting Team Managers must validate the score and enter pitch count for their team within 48 hours of playing

Rainout Policy:

1. Although decisions will frequently be made 90 minutes before the scheduled game time, games can be cancelled at ANY TIME (i.e. at a time close to the game's start time, after it becomes clear that the field will not be ready despite the preparation being done on the field).
2. The initial decision to cancel games may or may not cancel all games for the day.
 - a. Ex1: The 6:00 p.m. game could be cancelled and the 7:30 p.m. game could still be played.
 - b. Ex2: A game on Field #4 may be cancelled & a game on Field #1 still played.

**Please be aware of what games have been cancelled and what games may still be played*
3. On days that it rains, teams scheduled to play must send at least two workers, as early as possible and prior to any team activities, to help get the fields ready for play. Anyone else available should come to the fields as early as possible to help get the fields ready for play.
4. In deciding whether to cancel a game, the following factors will be considered:
 - a. The amount of rain and the current condition of the field
 - b. The weather forecast (i.e. is additional rain expected)



- c. The likelihood of getting the field ready by the game start time
- d. The amount of help available to get the field ready
5. As soon as practical, cancellations and updates will be made available via Angleton Little Leagues website, ALL's Facebook page, text messaging and Bonzi Alerts (You must register to receive updates via text message).

Angleton Little League All-Star Selection Process

The All-Star Selection Committee shall consist of; (1) The Little League President, (2) The Little League Vice President, (3) The Junior/Senior League Division Manager, and (4) The Player Agent.

Eligibility Clause:

In order to be eligible for consideration for the 8 (Blue/Grey), 9, 10, 11, 12, 13/14, 15/16-year-old All-Star teams, the player must attend at least one tryout. Any candidates that fail to attend the initial tryout or the make-up tryout will be declared ineligible to be considered for their division all-star game. A player that is picked up to a team AFTER the tryout and draft (by late signup, etc.) MUST play at-least 60% of their teams' games to be eligible for selection to the All-Star team for said division.

Managers and/or coaches with a child registered in ALL, who choose to leave the league for one or more seasons, will be ineligible to manage or coach an ALL All-Star team upon returning to the league until they reach their second consecutive spring season.

Step 1: Player Selection

1. During the month of May, the Player Agent will request that each team submit a list of players who wish to be considered for selection to the All-Star team.
2. Within seven days of this request, each team's manager must submit, to the Player Agent, a list of players who wish to be considered for selection to the All-Star team.

NOTE: Parents/Players must realize the time commitment for the All-Star season, & that any absence after the first day of practice will be cause for replacement, at the discretion of the All-Star manager.

3. The manager & coach of record for each team in each Division will meet in a separate meeting called by the Player Agent with at least seven days' prior notice.
 - a. If possible, the meeting should occur after first place has been decided.
 - b. At this meeting, the managers & coaches of record will be given a list of players who are eligible for All-Star consideration.
4. Before voting, the managers & coaches should openly discuss the eligible players so that everyone has input on the players being considered for the All-Star team. The discussion should help the managers/coaches rank the players & provide guidance for the All-Star manager.
 - a. Any information divulged during this meeting shall remain confidential & must not be discussed outside the selection meeting.
5. After the discussion, each manager & coach shall individually complete a ballot that rank-orders the eligible players.
6. Each ballot must rank-order a minimum of 14 & a maximum of 20 eligible players.
 - a. Ballots with less than 14 or more than 20 eligible players will be invalid & not used.
 - b. The players should be ranked based on their abilities with the best player being ranked number 1 and thereby receiving 20 points (see below).



1 = 20 points	6 = 15 points	11 = 10 points	16 = 5 points
2 = 19 points	7 = 14 points	12 = 9 points	17 = 4 points
3 = 18 points	8 = 13 points	13 = 8 points	18 = 3 points
4 = 17 points	9 = 12 points	14 = 7 points	19 = 2 points
5 = 16 points	10 = 11 points	15 = 6 points	20 = 1 point

Step 2: Tabulating Results

After the managers and coaches have submitted their All-Star ballots, the Selection Committee (Little League President, Little League Vice President, Junior League Division Manager, and Player Agent) will tabulate the ballots and create a rank-ordered list, with the point totals, of the top twenty players, including ties. In order to be considered official and complete, at least two members of the Selection Committee must be present during the vote tabulation. The rank-ordered list, with points total, will be given to the All-Star manager as soon as that manager is approved by the ALL Board.

Step 3: All-Star Manager Selection

The All-Star manager will be selected by a vote of the ALL Board of Directors in a special meeting called for that purpose. The Board must select the first-place manager as the All-Star manager, unless that manager declines consideration, or is ruled ineligible because of poor standing within Angleton Little League; including, but not limited to: unmet financial obligations, recurring, poor displays of sportsmanship, conduct and decorum both on and off the field of play, etc. If the first-place manager declines consideration or is ruled ineligible, then the Board must select the second-place manager as the All-Star manager unless that manager declines consideration, or is ruled ineligible because of poor standing within Angleton Little League; including but not limited to: unmet financial obligations, recurring, poor displays of sportsmanship, conduct and decorum both on and off the field of play, etc... If both the first and second place manager decline consideration or are ruled ineligible, then the Board of Directors must select the third-place manager as the All-Star manager. The Board will continue this selection process in sequential order of finish (i.e. fourth place manager, then fifth place manager, etc.), until an All-Star manager is selected. If all managers decline consideration or are ruled ineligible, the Board of Directors will select a suitable candidate to manage the All-Star team. All managers who are ruled ineligible will be given opportunity to appear before the Board and state their case regarding possible selection as All-Star manager.

Once approved, the All-Star manager may select up to two eligible coaches of record to assist as All-Star coaches. These coaches must be regular season manager or coaches of record. A manager or coach of record is a volunteer brought before the Board no later than April 15th as provided for in the Tournament Section of the Little League Baseball Rules and Regulations.

The eleven and twelve-year-old All-Star managers will be chosen from the Major Division, the nine and ten-year-old All-Star manager will be chosen from the Minor Division and the eight-year-old All-Star manager will be chosen from the Machine Pitch 2 Division.

Step 4: Final All-Star Team Selection



As soon as the All-Star manager is approved by the Board, the manager will be given the final list of the All-Star voting, noted in Step 2. The list will rank-order the top twenty players, including ties, and include the point totals. The manager may only share this list with approved All-Star coaches. The manager must select the All-Star team from this list. The manager may, however, select one “Wild Card” player, who will be an asset to the team, but who was not on the list. Before selecting a “Wild Card” player, the manager must meet with the Selection Committee to justify the “Wild Card” selection. Each All-Star team must maintain a minimum roster size of 12 players. If a player is unable to play for an extended period (i.e. due to injury, such as broken arm, leg, etc.), and the team falls below the minimum roster size, then the All-Star manager must immediately add a player to the roster. The additional player must be a player who was on the list of twenty players, originally presented to the All-Star manager.

This session is not an open public forum and all results from said meeting MUST be kept confidential until release of the teams are granted by District 18 according to Little League Rules. Violation of this confidentiality agreement could result in the forfeiture of that age groups All-Star team.

Step 5: Contact

Once the teams have been selected, each manager will be responsible for contacting each of his players. Teams shall not be released until the availability and eligibility of all prospective team members have been established. Teams may begin practicing starting on June 1st.

*** Due to time constraints for tournament approval, if the manager is unable to contact the selected player within 72 hours, that player may be replaced at the request of the manager and replaced with the first alternate.

***It is NOT up to Angleton Little League to ensure that any change in contact information is updated. If any change in contact information takes place throughout the season, it is up to the players’ parents to notify the manager, who will in turn, notify the League Secretary of said changes.

Special Rules:

1. **Little League Rule 4.04 - “Continuous Batting Order” is adopted for all divisions at A.L.L.**
 - a. Any player who the Manager declares as ineligible for the game due to illness, injury, or disciplinary reasons may not enter the current game unless the game becomes suspended and is resumed later per Rule 4.01(d).
 - b. A player arriving late to a game may not enter the game once their team’s lead-off batter has completed their second plate appearance. If the game is suspended, the player arriving late to the original scheduled game may enter the game per Rule 4.01(d).
2. **Substitution Rule – Rule 3.03 Note (1) Approved Waiver**
 - a. A substitute may be removed from the game prior to completion of his/her mandatory play requirements, so long as mandatory play is reached before the game’s completion.
3. **Little League Regulation VI – Pitchers**
 - a. Any player on a regular season team may pitch.
 - b. *Exception: Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.*



Official Clarification from Little League: In player pitching divisions, a player who has played the position of catcher in any part of four innings cannot be used as a pitcher for the rest of the day, regardless of the number of games remaining in the day.

4. **Little League Regulation VI – Pitchers (f)**
 - a. To improve communication, the official pitch count at A.L.L. will keep the current pitch count for both teams. However, the responsibility to follow the pitching rules rests solely on each manager.
5. **Little League Regulation IV – Pitcher (h): Use of an Ineligible Pitcher**
 - a. If it is determined by The Board that a team used an ineligible pitcher, then the offending team shall forfeit the game in question.
 - b. A team’s use of an ineligible pitcher and the subsequent forfeiture of the game can be protested at any time.
 - c. In addition, managers will be subject to discipline by the A.L.L. Executive Board whether the violation was protested or discovered later.
6. **Little League Rule 1.10 – Legal Bat Specifications/A.L.L. Stickers**
 - a. Managers are responsible for ensuring their teams are properly equipped prior to games under Little League Rule 3.01(a).
 - b. To help facilitate quick identification of legal bats, all bats used in Angleton Little League must be submitted to a Board Member for inspection prior to game use. Those bats which meet Little League’s specifications and standards will feature the USA BAT mark.
 - c. Little League Rule 6.06(d) will apply to any bat used in a game and found to be illegal by Little League rule.
7. **Approved Bats - T-Ball bats and the LLI Approved Bat list**
 - a. Tee Ball bats may not be used for Machine Pitch division.
 - b. Any bat that is NOT listed on the approved bat list issues by LLI at the beginning of the season will NOT be approved for use in a sanctioned Angleton Little League game. This rule supersedes Rule 1.10.
 - c. Angleton Little League reserves the right to identify and implement any safety rule out of concern for both the player, coaches and umpires on the field of play. These rules can go above/beyond but may not violate/redefine LLI established safety rules.
8. **Pick-up Player** - A player may be selected from the player pool from that division to fill roster spot to make nine (9) players for one game upon approval by the DBM and/or Player Agent so long as;
 - a. For a Majors Division game, the game can NOT be the 3rd game of the day for the player selected.
 - b. For a Minors/Machine Pitch 2 Division game, the game can NOT be the 2nd game of the day for the player selected.
 - c. Player selected for pick-up may NOT, under any circumstance play the position of Pitcher.



- d. All catching rules apply; if this is the second game of the day for the Majors player, he/she may NOT play the position of catcher for a second game in the day.
 - e. If possible, caliber of player picked up shall be equivalent or as close to the skill level of the player/s that are missing from the team.
 - f. A player CAN be selected from the opposing team so long as both Managers AND player parent agrees.
9. **Rule 6.02 and Tournament Rule 3 - (proposed for 2017 and adopted by A.L.L.)**
- a. Batters are required to keep at least one foot within the batter's box throughout the at-bat after entering the batter's box during the Little League International Tournament under Tournament Rule 3.
 - b. Angleton Little League Board of Directors has voted, with respect to Little League Internationals determination to speed up game play, to implement this rule for the regular season for all levels of play.

Special Rules for the Majors Division

1. Standard Green Book rules apply for all Majors Division games with the following exceptions.
 - a. Time limit for these games is 1hr 45 min regardless if it is the last game of the evening. See Game Time Chart on pg.6 for further explanation.
 - b. After a pitcher has thrown forty-one (41) pitches in a game, he/she will not be allowed to play the position of catcher for the remainder of the game.
 - c. After a catcher has caught fifty-one (51) pitches or four (4) innings, he/she will not be allowed to play the position of Pitcher for the remainder of the game. If the catcher takes the position of catcher at the start of the 4th inning and receives one (1) official pitch, this constitutes four (4) innings thus making the player ineligible to pitch for the remainder of the game.
 - d. The Manager **MUST** announce "Last hitter" if his intention is to pull the pitcher after the at bat in lieu of reaching desired pitch count threshold **BEFORE** the first pitch of that at bat. It **WILL** be documented in the Official Score Book and Pitch Count Log. If it is not announced **BEFORE** the at bat, the pitcher will then advance to the next pitching threshold/days' rest.
 - e. Turf shoes **WILL** be worn by the pitcher when pitching from the portable mounds.

Special Rules for the Minors Division

1. Standard Green Book rules apply for all Minors Division games with the following exceptions.
 - a. Time limit for these games is 1hr 45 min regardless if it is the last game of the evening. See Game Time Chart on pg.6 for further explanation.
 - b. After a pitcher has thrown forty-one (41) pitches in a game, he/she will not be allowed to play the position of catcher for the remainder of the game.
 - c. After a catcher has caught forty-one (41) pitches or four (4) innings, he/she will not be allowed to play the position of Pitcher for the remainder of the game. If the catcher takes the position of catcher at the start of the 4th inning and receives one (1) official pitch, this constitutes four (4) innings thus making the player ineligible to pitch for the remainder of the game.



- d. The Manager **MUST** announce “Last hitter” if his intention is to pull the pitcher after the at bat in lieu of reaching desired pitch count threshold **BEFORE** the first pitch of that at bat. It **WILL** be documented in the Official Score Book and Pitch Count Log. If it is not announced **BEFORE** the at bat, the pitcher will then advance to the next pitching threshold/days’ rest.
- e. Turf shoes **WILL** be worn by the pitcher when pitching from the portable mounds.

Special Rules for the Machine Pitch 2 (8U)

1. **MACHINE PITCH** - While on offensive half-innings, the individual occupying the Coach feeding the machine position may not communicate to batters in the batters box. Communication can start again after the at bat is complete, signified by the play being called dead or a new batter coming to bat.
NOTE: Communication includes non-verbal cues (i.e. hand signals).
Penalty: The first violation of this rule will be a warning. The second violation will result in the coach-pitcher’s removal from the game. Two coaches are allowed in the dugout for Machine pitch 2 Division games.
2. The Pitching Machine will be set so that the back leg of the machine is against the pitching rubber and will be set at 42 MPH.
3. A Coach feeding the machine must be designated before the game starts.
 - a. Coach feeding the machine position may be substituted at any time during a game with the notification and approval of the umpire.
 - b. Any Coach feeding the machine position of record who is relieved is ineligible to return to the position for the remainder of the game.
 - c. The DBM may remove a Coach feeding the machine position from a game at his/her discretion if said pitcher is compromising the ability of his/her team to be competitive.
4. The Coach feeding the machine must give all fielders the opportunity to play the ball by making every effort to stay out of their way.
 - a. If a batted ball hits the pitching machine, the umpire will declare a dead ball and it shall be ruled a single. Base runners will advance one base only.
 - i. The electrical cord is part of the machine.
 - b. If a batted ball hits the coach feeding the machine, the ball will be considered live and the batter and runners can advance at their own risk. However, if the umpire rules that the coach intentionally touched the ball, the batter will be ruled out, the runners return to their original base. If the coach touches the ball intentionally a second time, the coach will be ejected from the game.
5. If the Coach feeding the machine (in the umpire’s judgment) intentionally touches a legally batted ball, or interferes with any defensive play (including blocking the view of any defensive player), then interference will be called and the batter will be out. The umpire will return all other runners to the last base that was legally touched at the time of interference.
Penalty: The first violation of this rule will be a warning. The second violation will result in an ejection of the coach-pitcher.
6. Three swinging strikes or 4 pitches will constitute an out.



- a. A batter will continue to receive pitches when fouling off the 3rd strike or final pitch.
 - b. If the batter does not foul the 4th pitch or put the ball in play, the batter is retired.
 - c. If the pitching machine malfunctions and a pitch, for example, fails to reach the plate, then at the umpire's sole discretion, an extra pitch shall be awarded to the batter.
However, if the batter swings at the pitch, then the extra pitch cannot be awarded.
7. There is no infield fly rule.
8. The player fielding the pitcher's position will take his or her position inside the 10-foot pitching circle but BEHIND the pitching **machine wheel** on either side of the pitching machine. If a pitcher charges in front of the machine before the ball reaches the plate, the umpire shall rule a dead ball and direct the base runners to advance one base.
- a. He or she can be to the left, or the right, or behind the coach-pitcher, but no closer than the 40-foot pitching line.
 - b. The player-pitcher will remain with both feet in the pitcher's circle until the ball has been hit or received by the catcher.
- Penalty:** If the player-pitcher violates this rule, the manager on offense can; (1) Accept the play As-Is or (2) Request a replay (*In the event of a replay, the prior pitch will not count & runners will return to their prior bases*).
9. The umpire will call "time" when a defensive player has control of the ball and has stopped the progress of the lead runner OR when the pitcher has possession of the ball within the pitcher's circle. When the umpire calls "time..."
- a. Any runner who has not completely passed the halfway mark must return to the previous base.
 - b. Any runner who has completely passed the halfway mark will be awarded the next base.
10. **Stealing is allowed for all bases after ball has crossed the plate. However, runners cannot steal home on the throw back from the catcher to the pitcher after an initial pitch.**
11. Home Plate Umpire can retrieve passed ball to speed up the game. **However, a runner from 3rd CAN SCORE on a passed ball by the catcher.**
12. **One** bunt per inning is allowed - *If a violation of this rule occurs, the ball/play will be declared dead; (1) The batter will be called back to the plate (2) The pitch will count (3) No runners will advance.*
13. All infielders must stay on the infield dirt until the batter has hit the ball.
14. All outfielders must stay in the outfield grass until the ball is hit.
- Penalty:** If a violation of this rule occurs, the manager on offense can; (1) Accept the play As-Is or (2) Request a replay (*In the event of a replay, the prior pitch will not count & runners will return to their prior bases*).
15. The defense is allowed 10 position players per inning. However, with 10 players, there shall be 4 outfielders who shall play no closer than 30ft to the infield/outfield line. No "rovers" are allowed.
16. Adjustment to the machine is only allowed at the beginning of each inning, both managers must agree. Adjustment of the pitching machine during the inning is only at the discretion of umpire and can't be requested by either coach.
17. A team can start a game with no fewer than eight (8) players. In the event of this situation, **the 9th position in the lineup will be an automatic out when this at-bat occurs.**



18. **Run Rule:** 16 after 3 complete innings, 11 runs after 4 complete innings, or 6 runs after 5 innings. The team behind must concede the game.

Special Rules for the Machine Pitch 1 Division

19. **MACHINE PITCH** - While on offensive half-innings, the individual occupying the Coach feeding the machine position may not communicate to batters in the batters box, signified by a pitch being delivered. Communication can start again after the at bat is complete, signified by the play being called dead or a new batter coming to bat.

NOTE: Communication includes non-verbal cues (i.e. hand signals).

Penalty: The first violation of this rule will be a warning. The second violation will result in the coach-pitcher's removal from the game. Two coaches are allowed in the dugout for Machine pitch 2 Division games.

1. The Pitching Machine will be set so that the back leg of the machine is against the pitching rubber and will be set at 36 MPH.
2. A coach-pitcher must be designated before the game starts.
 - a. Coach feeding the machine may be substituted at any time during a game with the notification and approval of the umpire.
 - b. Any Coach feeding the machine of record who is relieved is ineligible to return to the position for the remainder of the game.
 - c. The DBM may remove a Coach feeding the machine from a game at his/her discretion if said pitcher is compromising the ability of his/her team to be competitive.
3. The Coach feeding the machine must give all fielders the opportunity to play the ball by making every effort to stay out of their way.
 - a. If a batted ball hits the pitching machine, the umpire will declare a dead ball and it shall be ruled a single. Base runners will advance one base only.
 - i. The electrical cord is part of the machine.
 - b. If a batted ball hits the coach feeding the machine, the ball will be considered live and the batter and runners can advance at their own risk. However, if the umpire rules that the coach intentionally touched the ball, the batter will be ruled out, the runners return to their original base. If the coach touches the ball intentionally a second time, the coach will be ejected from the game.
4. If the Coach feeding the machine intentionally touches a legally batted ball, or interferes with any defensive play (including blocking the view of any defensive player), then interference is called and the batter will be out. The runners will return to the last base that was legally touched at the time of interference.

Penalty: The first violation of this rule will be a warning. The second violation will result in an ejection of the coach feeding the machine.
5. Three swinging strikes or 4 pitches will constitute an out.
 - a. A batter will continue to receive pitches when fouling off the 3rd strike or final pitch.
 - b. If the batter does not foul the 4th pitch or put the ball in play, the batter is retired (providing the 4th pitch is a reasonably hittable pitch, determined by the umpire).



- c. If the pitching machine malfunctions and a pitch, for example, fails to reach the plate, then at the umpire's sole discretion, an extra pitch shall be awarded to the batter. However, if the batter swings at the pitch, then the extra pitch cannot be awarded.
6. There is no infield fly rule.
7. The player fielding the pitcher's position will take his or her position inside the 10-foot pitching circle.
 - a. He or she can be to the left, or the right, or behind the coach-pitcher, but no closer than the 40-foot pitching line.
 - b. The player-pitcher will remain with both feet in the pitcher's circle until the ball has been hit or received by the catcher.
- Penalty:** If the player-pitcher violates this rule, the manager on offense can; (1) Accept the play As-Is or (2) Request a replay (*In the event of a replay, the prior pitch will not count & runners will return to their prior bases*).
8. Play will stop/dead when a defensive player has control of the ball and has stopped the progress of the lead runner OR when the pitcher has possession of the ball within the pitcher's circle.
 - a. Any runner who has not completely passed the halfway mark must return to the previous base.
 - b. Any runner who has completely passed the halfway mark will be awarded the next base.
9. There are no walks. A batter shall not become a base runner unless he or she hits the ball into fair territory, or the umpire calls catcher's interference.
 - a. If a pitched ball hits a batter, the ball is dead, the pitch will count, and the batter will finish his or her turn at bat.
10. No stealing is allowed.
11. No bunting.
12. All infielders must stay on the infield dirt until the batter has hit the ball.
13. All outfielders must stay in the outfield grass until the ball is hit. The Infield/Outfield Line will be marked.
Penalty: If a violation of this rule occurs, the manager on offense can; (1) Accept the play As-Is or (2) Request a replay (*In the event of a replay, the prior pitch will not count & runners will return to their prior bases*).
14. Base Coaches MUST stay within the coaches' box. Any encroachment to the plate will result in a warning. There will be no second warning. The coach will be instructed to return to the dugout and no base coach will be allowed for the remainder of the game.
15. The defense is allowed 10 position players per inning (4 outfielders only).
16. Adjustment to the machine is only allowed at the beginning of each inning, both managers must agree. Adjustment of the pitching machine during the inning is only at the discretion of umpire and can't be requested by either coach.
17. A team can start a game with no fewer than eight (8) players. In the event of this situation, **the 9th position in the lineup will be an automatic out when this at-bat occurs.**
18. **Run Rule:** 16 after 3 complete innings, 11 runs after 4 complete innings, or 6 runs after 5 innings. The team behind must concede the game.



Special Rules for the Tee-Ball Division

1. The batter is allowed a total of four (4) swings. The batter is out if the 4th swing is a foul ball.
 - a. “Measuring up” does not constitute a swing, even if the ball is knocked off the tee.
 2. When a ball is hit into the infield, it will be considered a fair ball only if it travels into the grass.
 - a. Balls that come to a stop before the grass will be considered foul balls.
 3. All infielders must stay on the infield dirt until the batter has hit the ball.
 4. All outfielders must stay in the outfield grass until the ball is hit.
 - a. On fields with an entire dirt infield, the infielders must not cross the line of the bases until the batter has hit the ball.
 - b. The pitcher must have both feet touching the pitching rubber until the ball is hit.
- Penalty:** If a violation of this rule occurs, the manager on offense can; (1) Accept the play As-Is or (2) Request a replay (*In the event of a replay, the prior pitch will not count & runners will return to their prior bases*).
5. The catcher must wear a chest protector and a mask/helmet with a throat guard.
 6. The catcher must stand in the catcher’s circle on the first base side when a right-handed batter is hitting, and in the catcher’s circle on the third base side when a left-handed batter is hitting.
 7. Bunting is NOT allowed. An intentional bunt is an automatic out. The batter must take a full swing and follow through.
 - a. Judgment of a full swing will be the umpire’s decision.
 - b. Tapping the ball is not considered a swing and is not a foul.
 8. The tenth (10th) player on a team’s defense must be utilized as a 4th outfielder.
 9. Time will be called and play will be dead once a defensive player has control of the ball & has stopped the progress of the lead runner, or when the pitcher has possession of the ball within the pitcher’s circle. When the “time is called”;
 - a. Any runner who has not completely passed the halfway mark must return to the previous base.
 - b. Any runner who has completely passed the halfway mark will be awarded the next base.
 10. **Overthrow Rule:** The runner(s) will be permitted to advance at their own risk on the first overthrow, from the outfield or infield, but not more than one additional base. A second overthrow is irrelevant and does not allow for further additional bases. If a runner is tagged out while advancing in any way then they are out. An overthrow is defined as a ball that goes past the fielder at any base the thrower intends to throw, regardless of a misplay by the baseman or the thrower. The next base is set when the throw is made, based on where the runners are going at that time. If a runner goes past the furthest base allowed and is not tagged out, they will be allowed to return to the furthest base they achieved legally.
 - a. Ex1: if the short stop overthrows the first baseman, the batter can advance to second at his own risk.
 - b. Ex 2: If more than one runner is on base, the batter and the other runners can at most advance to the base they are in progress of going to and the one after
 - c. Ex 3: If a runner is not advancing at the time of an overthrow, at most they can gain the next base at their own risk.



11. **Run Rule:** 15 runs after 3 complete innings, or 10 runs after 4 innings. The team behind must concede the game.
12. A team may start an inning with any defensive alignment of their choice.
 - a. Teams are allowed to move players only once per game during an inning.
 - b. The team must call time & notify the scorekeeper when a move occurs during an inning.
 - c. The scorekeeper will annotate the book accordingly.
 - d. If a substitution must be made for issues such as injury, attendance, etc., then the manager may adjust the defensive alignment while making that substitution.
13. A team is allowed to start a game with no fewer than eight (8) players. In the event of this situation, **the 9th position in the lineup will be an automatic out when this at-bat occurs.**
14. **Game Time Limits:**
 - a. Drop dead for the game will be at 60 minutes, the batter at the plate at this time will finish their at bat.
 - b. If the home team is ahead, the Home team will be declared the winner. If the Visiting team is ahead or the game is tied, the score will revert back to that of the last completed inning.

Special Rules for the Instructional Tee-Ball Division

1. There will be no strikeouts.
2. Game score is not to be kept on the scoreboard.
3. Only the clock may be used during a game to keep game time.
4. When a ball is hit into the infield, it will be considered a fair ball only if it travels to the grass
 - a. Balls that come to a stop before the grass will be considered foul balls.
5. Up to twelve players can be on the field with no more than six infielders (i.e. the traditional infield positions, including the catcher).
 - a. All infielders must stay on the infield dirt until the batter has hit the ball.
 - b. One “rover” position can be utilized immediately behind second base.
 - c. All outfielders must stay on the outfield grass until the ball is hit.
 - d. On fields with an entire dirt infield, the infielders must not cross the line of the bases until the batter has hit the ball.
6. No catcher.
7. Bunting is NOT allowed. An intentional bunt is an automatic out. The batter must take a full swing and follow through.
 - a. Tapping the ball is not considered a swing and is not a foul.
8. Up to three defensive coaches will be allowed on the outfield grass to verbally instruct defensive players. Other defensive coaches should remain in foul territory.
9. For the hitting team, a coach may be utilized at home plate to assist each batter.
 - a. First & third base coaches should not leave the coaches boxes to escort players to the next base.
10. Coaches call “time” when;
 - a. A defensive player has control of the ball and has stopped the progress of the lead runner
 - b. A defensive player has control of the ball and no other play is being made
 - c. When the pitcher has possession of the ball.



11. When the coaches calls “time”;
 - a. Any runner who has not completely passed the halfway mark must return to the previous base.
 - b. Any runner who has completely passed the halfway mark will be awarded the next base.
12. No batter will advance any further than second base on a hit ball, which was stopped by an infielder, or came to rest before reaching the outfield grass.
 - a. For balls that are hit and reach the outfield grass, the batter may advance as many bases as he/she is able.
13. Unless the player is making an unassisted play at his or her own base (home for the pitcher, second base for the shortstop), the ball must be thrown to another player for a force out.
 - a. If the ball is not thrown to the base as described above, the runner will be declared safe.
14. **Game Time Limits:**
 - a. Drop dead for the game will be at 55 minutes, the batter at the plate at this time will finish their at bat.
 - b. If there is more than 15 minutes before the next official game time, the inning should be completed, regardless of score.
 - c. Any subsequent game will start at the later of the scheduled game time, or 10 minutes after the completion of the previous game.
15. No more than 4 runs will be scored in any half inning.
 - a. Any runs scored on the same play that scored the 4th run will not be counted.
16. A team is allowed to start a game with no fewer than eight (8) players. In the event of this situation, **the 9th position in the lineup will be an automatic out when this at-bat occurs.**