

# Lower Gwynedd Little League 2023 Local Operating Rules





### **Mission Statement**

To teach boys & girls the fundamentals of baseball and core values of team play, skill development and a desire for lifelong learning.

### **Description of Document / Construction of the Rules**

These Lower Gwynedd Little League ("LGLL") 2023 Local Operating Rules ("LGLL Rules") were adopted by the LGLL Board of Directors ("LGLL Board") on January 17, 2023 and amended on April 12, 2023, in accordance with Article X, Section 3 of the LGLL Constitution. The LGLL Board reserves the right to enact additional rules and/or modify the LGLL Rules, as necessary and appropriate, to address any issues which may arise. The LGLL Rules have been constructed in a manner intended to conform to the Little League Baseball, Incorporated ("Little League") Official Regulations, Playing Rules and Operating Policies ("Little League Rules") and unless specifically stated otherwise herein, all Little League Rules will apply to the operation of LGLL programs.

Wherever the LGLL Rules stand silent, Little League Rules shall be followed. Wherever the Little League Rules state that a rule can be modified by local option and the LGLL Rules do not specifically modify the rule, the standard Little League Rules shall be followed. Wherever the LGLL Rules are in conflict with the Little League Rules, the Little League Rules shall prevail, unless the LGLL Rule is more stringent than the Little League Rules.

In any situation in which a modification noted in this document needs to be interpreted, the modification should be interpreted in such a manner as to promote and safeguard the integrity of the intramural program and to, as much as possible, benefit all players regardless of skill level.

## Table of Contents

<b>Mission Statement .....</b>	<b>2</b>
<b>Description of Document / Construction of the Rules .....</b>	<b>2</b>
<b>2023 Spring Season Program Summary .....</b>	<b>5</b>
<b>Regular Season Pitching Restrictions Summary Sheet .....</b>	<b>7</b>
<b>General Rules .....</b>	<b>9</b>
<b>LGLL Important Dates .....</b>	<b>9</b>
<b>Financial Assistance .....</b>	<b>9</b>
<b>Registration Refunds.....</b>	<b>9</b>
<b>Code of Conduct.....</b>	<b>9</b>
<b>Schedules.....</b>	<b>10</b>
<b>Director on Duty.....</b>	<b>10</b>
<b>Division Commissioners .....</b>	<b>11</b>
<b>Managers and Coaches.....</b>	<b>11</b>
<b>Team Selection Procedures .....</b>	<b>12</b>
<b>Requests for Players Playing “Up” or “Down” .....</b>	<b>14</b>
<b>Tournament Team Procedures .....</b>	<b>15</b>
<b>Local Playing Rules – All Divisions.....</b>	<b>19</b>
<b>Pre-Game and Field Preparation .....</b>	<b>19</b>
<b>Starting/Playing the Game .....</b>	<b>19</b>
<b>Post-Game .....</b>	<b>20</b>
<b>Season Length / Playoffs .....</b>	<b>20</b>
<b>Time Limits (General) .....</b>	<b>21</b>
<b>Doubleheaders.....</b>	<b>21</b>
<b>Official Game.....</b>	<b>21</b>
<b>Suspended Games (applicable to Major and “AAA” divisions).....</b>	<b>22</b>
<b>Umpire Procedures .....</b>	<b>22</b>
<b>Safety and Equipment .....</b>	<b>22</b>
<b>Pitching Rules .....</b>	<b>23</b>
<b>Call-Up Rules.....</b>	<b>24</b>
<b>Minimum Play .....</b>	<b>24</b>

<b>Protests .....</b>	<b>25</b>
<b>Standings.....</b>	<b>26</b>
<b>Playoff Structure .....</b>	<b>26</b>
<b>On-Field Conduct .....</b>	<b>26</b>
<b>Division Rules .....</b>	<b>28</b>
<b>Quickball .....</b>	<b>28</b>
<b>Minor Division.....</b>	<b>29</b>
<b>“A”– Instructional Machine Pitch.....</b>	<b>29</b>
<b>“AA” – Machine Pitch / Instructional Player Pitch .....</b>	<b>32</b>
<b>“AAA”– Player Pitch .....</b>	<b>36</b>
<b>Major Division.....</b>	<b>38</b>

## 2023 Spring Season Program Summary

LGLL offers various divisions of baseball as summarized below. For a fuller description of each division, see **Division Rules** on page 28. Players eligible by age for multiple divisions can choose their division, subject to the further eligibility requirements set forth herein. Players outside the indicated ages for divisions can play in that division only in accordance with the LGLL Playing Up / Playing Down Policy (See **Requests for Players Playing “Up” or “Down”** on page 14). All ages in this section are Baseball League Age as determined by Little League (See below Chart).

**Quickball** – A division for players Ages 4, 5 and 6. This division operates as a non-competitive instructional league and follows the USA Quickball curriculum.

**Minor Division – “A” Instructional Machine Pitch** – A division for players Age 6-7. This is a non-competitive, introductory Machine Pitch baseball division utilizing a 60-foot baseball field. This division operates with a combination of Machine Pitch and use of a Tee. **Players Age 6 must have played at least one Spring season in the Quickball division.**

**Minor Division – “AA” Machine Pitch / Instructional Player Pitch** - A division for players Age 7-8. This is a semi-competitive, advanced Machine Pitch / introductory Player-Pitch baseball division utilizing a 60-foot baseball field with a pitching distance of 46 feet. **Players Age 7 must have played the prior Spring season in the Machine Pitch division.**

**Minor Division - “AAA”** - A division for players Age 9-10. This is a competitive, instructional Player-Pitch baseball division utilizing a 60-foot baseball field with a pitching distance of 46 feet.

**Major Division** - A division for players Age 11-12. This is a competitive, advanced Player-Pitch baseball division utilizing a 60-foot baseball field with a pitching distance of 46 feet.

**Junior Division** - A division for players Age 13-14. This is a competitive interleague baseball division played on a 90-foot baseball field. Teams compete in a district-wide game schedule with some travel to neighboring leagues required.

**Senior Division** - A division for players Age 15\*-16. This is a competitive interleague baseball division played on a 90-foot baseball field. Teams compete in a district-wide game schedule with some travel to neighboring leagues required.

\* 15-year-olds may play in the Junior Division if no Seniors Division team(s) are supported. 15-year-olds playing in Junior Division will not be eligible for the Junior District Team.

## 2023 Little League® Age Chart



Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2019	2019	2019	2019	2019	2019	2019	2019	2018	2018	2018	2018	4
2018	2018	2018	2018	2018	2018	2018	2018	2017	2017	2017	2017	5
2017	2017	2017	2017	2017	2017	2017	2017	2016	2016	2016	2016	6
2016	2016	2016	2016	2016	2016	2016	2016	2015	2015	2015	2015	7
2015	2015	2015	2015	2015	2015	2015	2015	2014	2014	2014	2014	8
2014	2014	2014	2014	2014	2014	2014	2014	2013	2013	2013	2013	9
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	10
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	11
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	12
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	13
2009	2009	2009	2009	2009	2009	2009	2009	2008	2008	2008	2008	14
2008	2008	2008	2008	2008	2008	2008	2008	2007	2007	2007	2007	15
2007	2007	2007	2007	2007	2007	2007	2007	2006	2006	2006	2006	16

NOTE: This age chart is for BASEBALL DIVISIONS ONLY, and only for 2023.

# Regular Season Pitching Restrictions Summary Sheet

All children who are enrolled in LGLL recreational baseball programs will be required to comply with the following pitching restrictions and mandatory rest periods detailed in this section.

## Pitch Counts

League Age	Pitches Allowed Per Day
13 - 16	95 Pitches
11 - 12	85 Pitches
9 - 10	75 Pitches
7 - 8	50 Pitches

## Rest Periods (Little League Age 14 and under)\*

Number of Pitches Thrown in One Day	Mandatory Rest Period
66 or More Pitches Thrown	Four Calendar Days
51-65 Pitches Thrown	Three Calendar Days
36-50 Pitches Thrown	Two Calendar Days
21-35 Pitches Thrown	One Calendar Day
1-20 Pitches Thrown	Zero Calendar Days

\* See Regulation VI of the Little League Rules for rest periods and other restrictions applicable to 15 and 16-year-olds.

Under no circumstance shall a player pitch in three (3) consecutive days.

**A pitcher's pitch count for the purposes of day(s) rest threshold is determined by the first pitch thrown to a batter. The pitcher may not start a new batter once the limit imposed in Regulation VI(c) of the Little League Rules has been met.**

**Summary of Additional Restrictions** (See Regulation VI of the Little League Rules for full details)

- Any player on a regular season team may pitch (other than players "Playing Down" a division). Players "called up" may not pitch.
- A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- A player who has played the position of catcher for four (4) or more innings cannot pitch on that day.

- A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more in the same day, may not return to the catcher position on that calendar day.
  - **EXCEPTION:** If the pitcher reaches the 20-pitch limit while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat.
- A player may not pitch in more than one game in a day.
- Effective pitching eligibility based on pitches thrown or innings played at catcher shall also be enforced across games pitched with Lower Gwynedd Baseball Club or other travel team programs.
  - Managers for intramural teams and managers for Lower Gwynedd Baseball Club teams must share pitch count and catching innings information so that the appropriate rest and eligibility can be enforced.
  - If a player pitches or catches in a LGLL intramural program game, the effective rest and pitcher eligibility should apply to any subsequent Lower Gwynedd Baseball Club game played.
  - If a player pitches or catches in a Lower Gwynedd Baseball Club game, the effective rest and pitcher eligibility should apply to any subsequent LGLL intramural game played.

# General Rules

## LGLL Important Dates

Prior to the opening of player registration for the Spring 2023 Season, the LGLL Board will adopt a schedule of “Important Dates.”

The schedule of Important Dates will be posted to the LGLL website and shall only be modified as necessary and with the approval of the LGLL Board. Any material modifications to the schedule of Important Dates will be communicated to the LGLL community via email and updated on the LGLL website.

## Financial Assistance

LGLL wants to ensure that all youth in our community have the opportunity to play baseball, irrespective of their financial situation. In addition to making families aware of third-party programs that may be available to assist with registration fees, LGLL will offer scholarships to families with financial hardship. For players that are accepted into the program, league fees for the season in question will be paid partially or fully by LGLL. Scholarships are neither permanent nor automatically renewed every year and will expire at the end of each season. In financial hardship cases, a scholarship may be requested for each player in a family. The LGLL Board will determine if full or partial scholarships will be awarded. Every applicant will be evaluated on their own merit that has met the eligibility requirements. To be confidentially considered for a scholarship, the following information must be provided: (i) a brief explanation of why a scholarship is being requested and (ii) proof of residency (e.g., driver's license, utility bill, etc.).

## Registration Refunds

After a player has registered and paid the registration fee, if they withdraw prior to being assigned to a team, they will automatically be granted a refund, minus a \$10 processing fee to account for the cost of registration to LGLL. Once a player has been assigned to a team – regardless of whether they ever practice or play a game – no refunds will be considered except in extreme circumstances and only with approval of the LGLL Board.

## Code of Conduct

The LGLL Board has adopted the LGLL Code of Conduct, which has been posted to the LGLL website. During registration all managers, coaches, players and parents will be required to agree to the LGLL Code of Conduct. The LGLL Board will review all infractions of the LGLL Code of Conduct. Depending on the seriousness or frequency, the LGLL Board may assess additional disciplinary action up to and including expulsion from the league.

The LGLL Board will consider any complaints regarding LGLL Board members, managers, coaches, parents, players, fans or spectators brought to its attention in writing by the complaining party. Complaints should be sent to [info.lgbaseball@gmail.com](mailto:info.lgbaseball@gmail.com). The LGLL Board will discuss the complaint and if, in its discretion, the complaint warrants additional investigation, it will conduct the same. The LGLL Board shall have complete discretion in determining any sanction or penalty, if any, of any manager, coach, parent, player, fan or spectator.

## Schedules

The President will appoint one or more LGLL Board members to develop a Master Schedule. The Master Schedule shall be posted to the LGLL website and shall be available no later than the date that team rosters are announced. For divisions other than the Quickball division, every effort will be made to ensure each team has at least two (2) scheduled practices per week prior to the start of the regular season and one (1) per week after the start of the regular season. Due to the limited number of fields and the large number of teams, many fields will have two practices per night. With input from the Division Commissioners, the Scheduler will be responsible for developing the game schedule. The Scheduler shall also be responsible for rescheduling cancelled events, subject to field availability, however, not all practices/games are guaranteed to be rescheduled beyond the minimum number of games required by each division. Older divisions shall be given priority over younger divisions with respect to game schedules (“Major” before “AAA” before “AA” before “A”). Requests for Master Schedule changes must be communicated through the Division Commissioner and will be subject to approval of the Scheduler. Requests for additional events beyond those provided for in the Master Schedule must be reviewed and approved by the Scheduler.

The Scheduler shall ensure communication around the schedule (and any updates thereto) with all necessary parties including Division Commissioners, the Umpire-In-Chief, Concessions Manager, etc.

## Director on Duty

Every member of the LGLL Board of Directors shall serve periodically as assigned as Director on Duty during the regular season.

- The Director on Duty shall be responsible for the daily running of the day’s games.
- The Director on Duty will be responsible for addressing any issues that arise during his/her shift, including any issues relating to the day’s games.
- During any Director on Duty assignment that falls on a weeknight, the Director on Duty must arrive at the field complex at 5:30 pm and remain at the complex until 8:30 pm when his/her shift is completed.

Director on Duty responsibilities shall include, but not be limited to:

- The Director on Duty will check in with the Snack Stand at the beginning of his/her shift and periodically thereafter.
- The Director on Duty will be responsible for ensuring that all Snack Stand assignments are fulfilled.
- At the end of his/her shift, the Director on Duty will assist with the closing of the Snack Stand, remaining until the Snack Stand is closed and locked.
- The Director on Duty will open all field sheds at Ingersoll as needed for that day’s games.
- The Director on Duty will open all restrooms at the field complex prior to the day’s games.
- At the end of his/her shift, the Director on Duty will make sure that fields are properly closed and all sheds at Ingersoll are locked.

On Saturdays during the regular season when games are being played, there will be multiple Directors on Duty assigned shifts throughout the day.

- During any Director on Duty assignment that falls on a Saturday, the Director on Duty assigned the first shift of the day will open all field sheds at Ingersoll as needed for that day's games and the restrooms.
- During any Director on Duty assignment that falls on a Saturday, the Director on Duty assigned the final shift of the day will make sure that all fields are properly closed, all corresponding sheds at Ingersoll are locked and the restrooms are locked.

During playoffs, Little League International Tournament games and Fall Season, Directors on Duty will be assigned according to the applicable schedule.

## **Division Commissioners**

During the February meeting, the LGLL Board shall appoint Division Commissioners for each of the following: Senior/Junior, Major, "AAA", "AA", "A", Quickball and Fall Ball. Division Commissioners may be (but are not required to be) members of the LGLL Board. Division Commissioners shall serve as the liaisons between the LGLL Board and the respective division managers as well as coordinate activities within their respective divisions. Prior to the start of the regular season, Division Commissioners shall hold a meeting with their respective division managers to review the LGLL Rules, including but not limited to division specific rules and frequently communicate with managers thereafter to keep managers informed of relevant information. Division Commissioners shall distribute uniforms and equipment to Division Managers and ensure that equipment is returned following the end of each season. In the "A", "AA", "AAA" and Major divisions, Division Commissioners shall coordinate with the Player Agent to ensure that all managers complete year end player evaluations.

## **Managers and Coaches**

Coaches are essential to ensuring players and parents have a fun, meaningful Little League experience. Without committed volunteers, LGLL would not be able to provide kids with the opportunity to have fun with their friends and play the game they love.

### **Selection**

All individuals interested in managing or coaching a team must submit an application during player registration. The deadline for manager and coaching applications will be set forth in the LGLL schedule of Important Dates. The Coaching Coordinator will review the manager and coaching applications to provide a list of recommended manager candidates for each division to the President. Following review and any modifications to the Coaching Coordinator's recommendations, the President will present the list of managers for each division to the LGLL Board for approval. This list of managers as approved by the LGLL Board will be subject to completion of the background check required by the Little League Rules. Managers are appointed and approved each year for the current season only. No manager is guaranteed to be reappointed in subsequent years nor are they guaranteed to have the same team. The President can manage or coach a team.

### **Responsibilities**

The most important responsibility of a manager or coach is NOT winning games but rather is the safety and welfare of all players. Quickball and "A" division programs will be run as instructional divisions where friendly competition will be emphasized along with important life lessons such as sportsmanship

and teamwork. “AA”, “AAA”, Major and Junior/Senior divisions will be more competitive, but sportsmanship and teamwork must also be emphasized. All managers and coaches will be held to the highest possible standards when dealing with players and their families.

Team managers are responsible for the following duties:

- Attend all Manager Meetings, Coaching Clinics, and Safety Clinics conducted by LGLL / Division Commissioners unless prior conflict communicated to the Division Commissioner
- Performance and conduct of the team and its spectators at all team functions
- Knowledge of the Little League Rules, including all pitching rules. See **Regular Season Pitching Restrictions Summary Sheet** on page 7.
- Appoint a team representative responsible for coordinating team communication and Snack Stand coverage
- Assume responsibility for any equipment supplied to the team by LGLL and for returning the equipment at the end of the season
- Preparing or assisting in preparation of the field for each game if grounds crew volunteer is not available
- Maintain all tryout, evaluation and/or draft information on a strictly confidential basis and prohibit access to this information by unauthorized persons, including family members
- Distribute uniforms to player members of their respective team
- Be present at all games and practices unless extenuating circumstances prevent it
- Provide a safe, fun and instructional atmosphere during practices and games and uphold the LGLL Code of Conduct at all times
- Enforce the LGLL Code of Conduct amongst assistant coaches, players, parents, and spectators
- Follow all safety policies and rules as outlined in the current LGLL Safety Plan and directed by the League Safety Officer

Failure to adhere to these principles and policies may be grounds for removal as manager.

## **Team Selection Procedures**

Within each division, the LGLL Board will determine the number of teams and the number of players on each team based upon the results of registration. The method of player selection varies depending on the specific division (outlined below). If the Player Agent is a manager in one or more of the divisions, the Vice President will assume the Player Agent’s duties regarding conducting the draft for those divisions only. If both the Vice President and Player Agent are managing teams in the same division, then the President shall designate another member of the LGLL Board to assume the Player Agent’s draft responsibilities for that division.

### **Quickball / “A” Divisions**

There will be no player draft in the Quickball and “A” divisions. Teams will be formed by the Player Agent with input from Division Commissioners following the conclusion of registration. Siblings will be automatically placed on the same team. During player registration, a player may make one (1) friend request, which the Player Agent will attempt to honor when possible. It is not guaranteed that the Player Agent can honor friend requests in all circumstances, especially with respect to late registrations. After the Player Agent forms the teams, the team rosters will then be distributed to the managers by the Division Commissioners and posted to the LGLL website.

## “AA”

There will be no player draft in the “AA” division. Teams will be formed by the Player Agent with input from Division Commissioner to ensure competitively balanced teams following the conclusion of registration. Siblings will be automatically placed on the same team. After the Player Agent forms the teams, the team rosters will then be distributed to the managers by the Division Commissioners and posted to the LGLL website.

## “AAA” / Major / Junior / Senior Divisions

Draft meetings will be conducted as indicated on the LGLL schedule of Important Dates for the following Divisions: Senior (as applicable), Junior (as applicable), Major and “AAA”. Prior to the draft, player evaluations will be conducted in the Major and “AAA” divisions. Each division draft meeting is a closed meeting. The results of the players’ performance during evaluations (as applicable), prior year manager evaluations and their position of selection in the draft are secret. Attendance at the draft meeting shall be limited to:

### *Mandatory Attendance:*

- Player Agent
- Division Commissioner
- Division managers

### *Optional Attendance:*

- President

If for any reason a manager is not able to attend the draft meeting, then the Player Agent or his/her designated representative has the authority to draft on behalf of the absent manager. Except as otherwise set forth above, no other persons are permitted to attend or participate in the draft meeting.

Prior to the draft, a Player Agent’s List will be provided to the managers. The Player Agent’s List will include all eligible players and will be ranked in order of their perceived ability. The ranking on the list will be derived from past performance in league games, evaluation performance (as applicable), and/or interviews with past managers. The Player Agent’s List will also indicate coaching volunteers.

The rules and policy guidelines applying to the draft will be reviewed with all participants. Also, any special circumstances affecting an eligible player, such as family issues or physical limitations, will be discussed. **Coaches shall not be appointed until after the draft and any coaches appointed must register as a coach with LGLL and complete the required background checks.**

Before the commencement of the draft, any manager with a child in the draft may exercise an option to claim that player, as follows:

- The manager announces prior to the start of the draft, his/her intent to exercise the option to select the said child on or before the proper round.
- The Player Agent’s List will be the basis for determining the round in which the player must be selected.
- The proper round in which the affected player is to be selected by this option is determined by adding the player’s rank in the Player Agent’s List to the number of teams in the division. Using this score, the player must be selected at or before this round in the draft is reached.
- **Options for coach’s son(s) / daughter(s) do not exist and are prohibited.**

During the draft, any manager who selects a player who has a sibling in the draft must exercise an option to claim the sibling, as follows:

- The Player Agent's List will be the basis for determining the round in which the sibling must be selected.
- The proper round in which the affected player is to be selected by this option is determined by adding the player's rank in the Player Agent's List to the number of teams in the division. Using this score, the player must be selected at or before this round in the draft is reached.
- If the round in which the sibling should be picked has already passed, the player will automatically be selected in the next available round.

The procedures of the actual draft are as follows:

- A team's pick will be determined by lottery.
- No players return to their teams from a previous year. All players are returned to the draft.
- It is mandatory to select all eligible players and the draft will continue until all players are drafted.
- Teams should not have more than 8 players of a particular age in accordance with Little League Rules
- The draft order is a "serpentine" draft.
  - Example:
    - 1<sup>st</sup> Round: 1, 2, 3, 4, 5, 6 (i.e., in order of draft/team number)
    - 2<sup>nd</sup> Round: 6, 5, 4, 3, 2, 1 (i.e., in reverse order of draft number)
    - 3<sup>rd</sup> Round: 1, 2, 3, 4, 5, 6
    - 4<sup>th</sup> Round: 6, 5, 4, 3, 2, 1, etc.
- There will be no trades.
- The President and Player Agent have the duty to ensure the draft is conducted fairly and without manipulation. They have the authority to void part, or all of the draft as required ensuring fair play.

## **Requests for Players Playing "Up" or "Down"**

The vast majority of LGLL players will play within the division of play designated for their Little League age. However, there are some players who, due to their skill level or other circumstances, may be allowed to play at a different division than their Little League age specifies. These exceptions are granted on an individual, year-to-year basis and must be approved by the LGLL Board following a recommendation by the Player Agent and the Division Commissioner for the designated division of play after player evaluations (if applicable for the division of play). If a family believes their child should play at a different level than their age designates then the parents must make a formal written request to the Player Agent (requests can be emailed to [info.lgbaseball@gmail.com](mailto:info.lgbaseball@gmail.com)).

### **Petition to "Play Up"**

"Play Up" requests are evaluated based primarily on roster space at the requested level and the skill level of the player. LGLL considers not only whether the player is sufficiently skilled to compete at the requested division, but also whether his or her skill level is such that participating in the level with his or her contemporaries would be unchallenging or present safety issues for other players. Some of the other factors that LGLL considers are the player's school grade, the proximity of his or her birthday to the August 31<sup>st</sup> age cutoff, and any family circumstances that may exist. The fact that a player may have the

skills necessary to play in the higher level is not sufficient reason alone to merit a “Play Up” exception. **LGLL expects to only grant “Play Up” requests in exceptional circumstances.**

All players are required to register for the division as determined by their birth date. The general policy is to never allow a player to skip a division. You may only petition to “Play Up” if the player has already completed a season in the division the player would otherwise be registered for. In addition, the policy recognizes a difference between players where the Little League age cutoff separates them from their grade level peers.

### **Petition to “Play Down”**

Players are eligible to petition to “Play Down” to the next lower division. The general policy is to allow a player to play down one (1) division at the request of their parents only if circumstances warrant.

- At age 9, players may petition to “Play Down” to “AA” if parents feel that the player is not ready to consistently face player pitching. If a 9-year-old does play “AA” they are not eligible to pitch.
- At age 11, players may petition to Play Down in the “AAA” division if parents feel that the player is not ready for the Major division. If an 11-year-old does play “AAA” they are not eligible to pitch.

**Note:** Any exceptions to the above pitching policy requires a unanimous vote by the division managers, Player Agent and President.

## **Tournament Team Procedures**

### **Overall Objective**

Post season tournament play shall remain a positive experience for all selected players. While tournament play by nature is more competitive, the goal for LGLL teams remains to field competitive teams, but co-equal goals are player development and sportsmanship.

### **Entry of Teams in Little League International Tournaments**

The Tournament Committee (“Tournament Committee”) of the LGLL Board will determine the Little League International Tournaments<sup>1</sup> LGLL will enter teams and the number of LGLL teams that will be entered. For the 2023 season, LGLL intends to support Little League International Tournament teams (“District Teams”) in the following divisions:

- 8 to 10 Year-Old Division (10U),
- 9 to 11 Year-Old Division (11U),
- Little League Division (10 – 12 Year-Olds) (12U) and
- Junior League (13 – 14 Year-Olds) (Junior).

The maximum number of teams that can be entered in Little League International Tournaments are specified by the District 22 Administrator. District Teams must not enter in tournaments that conflict or overlap with any of the Little League International Tournaments.

### **LGLL Player Eligibility for Little League International Tournament Play**

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<sup>1</sup> Little League International / PA District 22 tournaments include the Little League Baseball Tournament (12U), the 9- to 11-Year-Old Division Baseball Tournament (11U), the 8- to 10-Year-Old Division Baseball Tournament (10U), the Intermediate (50-70) Division (Intermediate) Tournament, the Junior League (Junior) Tournament, and the Senior League (Senior) Tournament.

- All players must have played in at least eight (8)<sup>2</sup> regular season games (playoff games do not count towards this requirements), per Little League Rules. Players not meeting this criterion are ineligible for District Teams.
- Players must meet the criteria established by the Little League “Residency and School Attendance Player Eligibility Requirement” or have a valid waiver.
- Players are encouraged to have unrestricted availability for the tournament dates set forth by the District 22 Administrator for the appropriate team which they are selected and should be available for at least 80 percent of any practices that are conducted prior to the tournament start.
  - If a player cannot meet these commitments, he/she may be deemed ineligible for District Team consideration.
  - Parents must attest to the player’s availability prior to or at the tryouts.
- Any player that is placed on a District Team roster and then subsequently no longer participates on that team, unless participation is limited by injury, will be ineligible for consideration in the following season’s District Team.
- Players are presumed to be considered only for selection on the District Team for which the maximum age matches the player’s Little League Age, i.e., 11 year-olds (age as of August 31<sup>st</sup> of the current year) considered for 11U and 12 year-olds (age as of August 31<sup>st</sup> of the current year) considered for 12U.
  - LGLL applies the following rules for players who are younger than the maximum age in order for them to be selected to the “older” District Team:
    - Players who are younger than the maximum age of a District Team, may be selected to an “older” age District Team, provided that the player is planned to be one of the starting players on the “older” District Team. In the case of pitchers, a younger player must be considered to be one of the top two pitchers on the “older” team.
    - Players must be invited to tryout for an “older” District Team. Prior to such an invitation being issued, the Player Agent must be advised after the Tournament Committee has discussed the invitation.
    - Younger players will not be brought up for the sake of the “experience” or to fill a limited positional role, i.e. pinch runner, pinch hitter, etc.
    - **An exception to the foregoing shall be that all 8-year-olds and 9-year-olds are eligible for consideration on the 10U District Team(s) and all 13-year-olds are eligible for consideration on the Junior District Team(s).**
- Players may be eligible for selection to multiple District Teams, however these players may only be selected to one District Team at a time. Under no circumstances may these players be chosen for, practice with, or participate with more than one District Team at a time.

### Teams for Little League Sanctioned Games/Tournaments

- In addition to the District Teams, for the 2023 season, LGLL may support age specific teams at the 7U, 8U and 9U levels (“Non-District Tournament Teams”).
  - Players shall be considered only for a team for which the maximum age matches the player’s Little League Age absent approval of the Tournament Committee.
    - Players may play in select games with “older” Non-District Tournament Teams only with the prior approval of the primary team’s manager and only when such games do not conflict with primary team’s games.
    - Players who are playing for an “older” District Team shall be ineligible to play for and practice with their primary Non-District Tournament Team while the player’s

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<sup>2</sup> If a Senior District Team is supported, players do not have to play in a minimum number of games.

District Team is competing in the Little League International Tournament. This restriction shall also apply to Lower Gwynedd Baseball Club teams.

- The Tournament Committee will determine the number of LGLL supported teams in each age division.
- The Tournament Committee must approve entry by LGLL supported teams (i.e., both District Teams and Non-District Tournament Teams) in any non-Little League International tournaments.
  - The Tournament Committee shall not approve participation by LGLL supported teams in any non-Little League International tournaments and/or any tournaments in which non-Little League chartered teams are participating unless the proper approvals required by the Little League Rules are obtained.
- LGLL will pay the entry for in one (1) Little League sanctioned tournament for each Non-District Tournament Team.
- Under no circumstances shall LGLL supported teams play in games against non-Little League chartered teams unless the proper approvals required by the Little League Rules are obtained.

### **Player Selection Process**

- A player's performance during the regular season will be the primary basis for selection to a tournament team. Those players with the best overall season's performance will be rewarded for their regular season performance.
  - The methods to determine a player's performance during the regular season will consist of:
    - the ratings from their manager which will include a player's offensive, defensive and pitching performance and
    - observation of other managers.
- District Teams Tryouts – All LGLL players who meet the applicable eligibility requirements are eligible to attend District Team tryouts. EXCEPTION—see rule above regarding players trying out for “older” District Teams. LGLL may not hold tryouts for Non-District Tournament Teams and in such cases teams will be selected by the managers.
  - Tryouts will be conducted under the supervision of the Player Agent and the Tournament Committee.
  - Tryout dates and times will be communicated on the LGLL website as well as through email.
  - Each player should make every attempt to make all tryouts/evaluations.
    - Players that cannot make a tryout must notify the Player Agent in advance, including the reason why they are unable to attend.
  - Players attending tryouts for District Teams must commit their availability for District Team tournament dates in writing.
    - Any known absences must be stated and these absences will be factored into the selection process.
  - Evaluation Panel – will consist of the Player Agent, the Tournament Committee and tournament team manager. Each member will independently evaluate each player.
  - Members of the LGLL Board (or other impartial individuals) will conduct the on-field tryouts.
- The Evaluation Panel that observes the tryouts will evaluate and select the members of the team based on:
  - Season performance
  - Tryout performance
  - Input from the LGLL Board members who attended/conducted the tryouts
  - Past tournament experience and performance.

- At the completion of the tryouts, the Evaluation Panel will conduct a meeting for the purpose of selecting the team based on each member's independent evaluation.
- The roster of each team will be sent for approval to the President, who will consult with the Player Agent before approving the roster. Any issues with the roster selection will be resolved prior to the approval of the Tournament Affidavit. After the final roster is approved, the President will sign the Tournament Affidavit.

### **Coaching Staff Selection**

- The District Team manager will be selected prior to the tryouts. Any individual wishing to be considered for selection as a District Team manager must submit that request in writing to the LGLL Coaching Coordinator by the date specified on the LGLL schedule of Important Dates. The District Team manager will be selected by the Tournament Committee in consultation with the Coaching Coordinator and shall be a regular season team manager and/or coach from the relevant division.
- After the determination of the rostered players has been made, the remaining coaching staff will be selected. All coaches are subject to the approval of the LGLL Coaching Coordinator, who will consult with the LGLL President before approving the coaches.
- Any coach wishing to be considered for selection to the tournament coaching staff must submit that request in writing to the LGLL Coaching Coordinator prior to the completion of the roster selection process.
- The process for selecting the coaching staff will be as follows:
  - First and foremost, any candidate, including the team manager that desires to be a member of the tournament coaching staff must be able to represent LGLL positively.
    - Any coach who has had player or parental concerns expressed and validated by any league official concerning their coaching mannerism and behavior on the field during the regular season is ineligible to coach in the post season.
  - Regular season team performance will have no bearing on selection to the tournament team coaching staff.
  - The selection of the tournament coaching staff will be made by the LGLL Coaching Coordinator with input from the team manager. The selection of the tournament team coaching staff must be approved by the Tournament Committee, who will consult with the LGLL Coaching Coordinator before approving the coaching staff, prior to the announcement of the coaching staff.
  - The Coaching Coordinator will consider the following factors when selecting the coaching staff:
    - Coach's availability for practices and tournament dates.
    - Previous tournament coaching experience.
    - Coach's involvement in LGLL and number of years coaching in the league.
    - Observed coach's demeanor and rapport with players while on the field.
    - Coach's general understanding of baseball rules and ability to instruct players.
    - Input from the regular season coaches.
    - Coaches not selected to be part of the official coaching staff are encouraged to volunteer to assist the coaching staff during practices as deemed appropriate by the manager of the team.
- **District Team managers / coaching staffs must understand the differences in the Little League Rules for Little League International Tournament play and LGLL recreational programs.**

# Local Playing Rules – All Divisions

Below are the “local playing” rules of LGLL. These “local rules” apply for all intraleague games. Divisions (Junior and Senior) participating in an interleague / district schedule shall abide by the “local rules” defined by District 22.<sup>3</sup> Unless specifically stated otherwise herein, all Little League Rules will apply to the operation of LGLL programs

Unless specified, rules shall apply for both Spring and Fall Intramural Seasons. Division specific rules documented in the next section will supersede general rules for that division.

## Pre-Game and Field Preparation

- Managers are expected to arrive no later than 30 minutes prior to scheduled game time.
- Home team gets the 1<sup>st</sup> base dugout and Visiting team gets the 3<sup>rd</sup> base dugout.
- The Home team manager and coaches are responsible for preparation of the field before each game if no Grounds Crew volunteers are assigned.
- Home team is responsible for designating an adult to act as the official scorer to: (i) keep score, (ii) keep pitch counts and (iii) operate the scoreboard (if used) at Ingersoll.
- Visiting team is responsible for providing game balls.
- Both teams shall have an equal amount of infield practice prior to a game. The Visiting team shall take infield first, followed by the Home team. Visiting team gets the field one-half hour before the start of the game for 15 minutes and Home team gets the field 15 minutes before the start of the game for 15 minutes.
- **No soft toss against any fencing.**

## Starting/Playing the Game

- In case of inclement weather, the decision to play is the responsibility of the Director-on-Duty, in coordination with Lower Gwynedd Township, to determine if the fields are in playable condition. Once the game(s) has started, the umpire alone is responsible for weather/darkness related decisions.
- Forfeit time will be 15 minutes after the scheduled starting time.
- Other than in the Quickball and “A” divisions, a game may not be started with less than eight (8) players on each team. A team that cannot field eight (8) players at forfeit time will forfeit the game. A game may not be continued with less than eight (8) players on each team.
- Line-ups must be exchanged before the game starts and are “frozen” after the first pitch. A player must be included on the lineup card in order to play in a game. Late arriving players must be inserted at the end of the lineup and players on the lineup card who have yet to arrive may be skipped without penalty. The umpire and opposing manager shall be notified immediately (i) upon the arrival of any late players and (ii) when a player must leave a game prior to the end of a game.
- Each team may only have one (1) manager and up to three (3) coaches in the dugout area (**all of whom must be registered and approved volunteers with LGLL**). No parents, siblings or friends are allowed in the dugout area. In “AA”, “AAA” and Major divisions, no manager or coach may be on the field during live play unless coaching a base (i.e. no defensive coaching).

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<sup>3</sup> In accordance with Little League Rules, Junior division teams will play a minimum of 12 games. There is no minimum required number of games for the Senior division.

- One adult manager/coach must be in the dugout at all times during the game to ensure that players remain seated on the bench in their respective dugouts when not in the field defensively, batting or running the bases.
  - A player may not leave the field area without receiving permission from his/her manager or coach.
- A player who uses obscene or indecent language, or behaves in an unsportsmanlike manner, may be ejected from the game. **Absolutely NO THROWING BATS or HELMETS in which case a player will automatically be ejected.**
- No On-Deck Batters under any circumstances. There is no on deck circle in Little League. Bats are to remain in bat rack until it is the player's turn to bat.
- Players may act as base coaches in the "AAA" and Major divisions only. Any player acting as a base coach must wear a batting helmet.
- Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.
- Managers are to perform a pitch-count reconciliation after each half-inning with the official scorer and agree on final pitch counts at the conclusion of each game.
- No spectators shall be permitted to stand behind the backstop. It shall be the responsibility of the Director-on-Duty to enforce this rule.

## Post-Game

- Players and managers/coaches are expected to shake hands with the opposing team after a game has been completed.
- Each team is responsible for cleaning its dugout area at the conclusion of each game, including removal of all trash.
- The Visiting team manager and coaches are responsible for maintenance of the field after each game if no Grounds Crew volunteers are assigned. This includes, as necessary, replacing tarps, dragging the field and putting away all bases and equipment.
- **Post-game reports, including final scores, pitch-counts and other required administrative tasks as required/instituted by LGLL and/or Division Commissioner must be submitted and entered into the LGLL website by both managers (or someone they designate) by midnight on the day of a scheduled game.**
  - If the game score and pitch counts are not entered into the league website by the midnight time limit, the maximum pitches allowed per day will be entered into the system for all pitchers and the affected players must rest for four calendar days.

## Season Length / Playoffs

The schedule of games for the regular season shall provide that the following minimum numbers of games shall be played in each division (exclusive of any playoff/championship games):

- Major – 12 games with single elimination playoffs to follow the regular season
- "AAA" – 12 games with single elimination playoffs to follow the regular season

- “AA” – 12 games with single elimination playoffs to follow the regular season
- “A” – 10 games with no playoffs
- Quickball – 8 games with no playoffs

## Time Limits (General)

No inning may start more than one hour and forty-five minutes (1:45) past the time of the first pitch of the game. Any inning started will be allowed to complete unless called for darkness or weather-related conditions.

- Any inning that has started prior to the time limit will be played to completion, if possible.
- The umpire will notify the managers as to the exact starting time of the game.
- Evening games continue until the umpire declares darkness. Rules for suspended games apply if darkness prevents the official completion of a game.

Playoff and Championship games will go the full 6 innings (5 ½ if the home team is ahead). No time limits will be in effect for either Playoff or Championship games.

## Doubleheaders

Doubleheaders are permitted in the “AAA” and Major divisions.

- “AAA” division teams may play one (1) doubleheader per calendar week.
- Major division teams may play two (2) doubleheaders per calendar week.
- No team shall play three (3) games in one day.

## Official Game

Refer to the Little League Rules, summarized below.

- **Rule 4.10(c):** If a game is called, it is a regulation game:
  - (1) If four (4) innings have been completed;
  - (2) If the game has been played for 1 hour and 45 minutes. Any inning which has been started prior to the time limit expiring will be completed. No new inning will begin once the time limit has expired;
  - (3) If the home team has scored more runs in three and one-half (3.5) innings than the visiting team has scored in four (4) completed half innings;
  - (4) If the home team scores one or more runs in its half of the fourth (4<sup>th</sup>) inning to tie the score.
- If a game is called before it has become a regulation game in the Major and “AAA” divisions, it shall be resumed exactly where it left off.
- Mercy Rule: refer to the Little League Rules, summarized below. For “AA”, “AAA” and Major divisions only:

- **Rule 4.10(e):** If after three (3) innings, two and one-half (2.5) innings if the home team is ahead, one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after four (4) innings, three and one-half (3.5) innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If after five (5) innings, four and one-half innings, if the home team is ahead, one team has a lead of eight (8) runs or more, the manager of the team with the least runs shall concede the victory to the opponent.
  - If the visiting team has a lead of fifteen (15), ten (10) or eight (8) runs or more respectively, the home team must bat in its half of the inning. A game determined by the 15-run rule, 10-run rule or 8-run rule shall be considered a regulation game.

## Suspended Games (applicable to Major and “AAA” divisions)

Games suspended in divisions below “AAA” will not be restarted.

Refer to the Little League Rules for procedures regarding resuming or restarting a game.

- **Rule 4.12:** 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. It can be completed preceding the next scheduled game between the same teams. A player may not pitch in more than one game in a day.
- During the regular season, a suspended game will be played until an official game is completed.

## Umpire Procedures

For Quickball, “A” and “AA” divisions, the offensive coaches in the field will be the designated umpires. Umpires will be assigned by the Umpire-in-Chief for all “AAA” and Major division games.

- If no umpire appears by game time, wait five (5) minutes and then start the game using any mutually acceptable adult who will umpire from behind the pitcher. Please make sure that the volunteer umpire is willing to work the entire game before starting. If the assigned umpire appears late, then he/she should assume his/her duties at the beginning of an inning. If no volunteer is available, then the game must be rescheduled.
- All serious complaints about an umpire should be reported to the respective Division Commissioner who should then notify the Umpire-in-Chief.

## Safety and Equipment

Please see the [Lower Gwynedd Little League 2023 Safety Awareness Program \(ASAP\)](#).

- A player who exhibits signs or symptoms of a concussion shall be removed from play. A player must be evaluated and cleared for return to participation, in writing, by an appropriate medical professional trained in diagnosing and managing concussions.
- Batters and runners must wear helmets at all times. All equipment will be kept off the playing field in an area near the bench.

- On-Deck batters are **NOT** permitted.
  - The next batter up may be in the on-deck area within the dugout fencing, and this is the only player who should be there (i.e., not more than one player at a time). However, no player should handle a bat until it is his/her time at bat.
- All runners must slide, avoid contact with or surrender to a defender making a play.
  - A player who fails to slide, avoid, or surrender shall be called out.
  - No headfirst slides, unless returning to a base – runner is out for violation of this rule.
- Use of USABat compliant bats in all “A”, “AA”, “AAA” and Major divisions is mandatory during all games and practices.
  - Refer to Rule 1.10 of the Little League Rules for procedures regarding the specification and eligibility of permitted bats.
  - Manager is responsible for ensuring each player’s equipment complies with Little League Rules.
  - When an illegal bat is discovered, it **MUST** be removed from the game at that point. Refer to Rule 6.06(d) of the Little League Rules for further consequences of illegal bat usage.
- Protective cups are required for catchers and strongly recommended for all players.
- Catchers must wear complete protective catcher’s gear including leg guards, chest protector, and catcher’s helmet /mask with throat guard.
  - All catchers must wear a catcher’s helmet/mask with throat guard during infield/outfield practice and pitcher warmups.
- Metal spikes are prohibited.

## Pitching Rules

Violation of any pitching rule can result in protest of the game in which it occurs. Protest shall be made in accordance with Rule 4.19 of the Little League Rules. See **Regular Season Pitching Restrictions Summary Sheet** on page 7.

- Teams in the Major division are permitted to elect to “Intentionally Walk” the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat.
  - Notification must be made by the defensive manager, by requesting and being granted “time” by the umpire and then informing the umpire of the defense’s decision to “intentionally Walk” the batter.
  - A player may only be intentionally walked by announcing such decision to the home plate umpire one time during the course of the game. This would not restrict a team from throwing four balls outside of the strike zone to this batter at another time during the game.
  - The appropriate number of “balls” needed based on the count of the batter at the time of the manager’s request to complete the “Intentional Walk” will be added to the pitch count.
- Generally, any player on a regular season team may pitch. However:
  - Players “called up” may not pitch.
  - Only 8-year-olds may pitch in the “AA” division.
  - A player who is “Playing Down” a division may not pitch.

- Mound visits: refer to Rule 8.06 of the Little League Rules:
  - According to Rule 8.06 (a), a manager or coach may come out once (“AAA” division: twice) in one inning to visit with the pitcher, but the second time (“AAA” division: third time) out, the player must be removed as a pitcher.
  - Rule 8.06 (b), a manager or coach may come out twice (“AAA” division: three times) in one game to visit with the pitcher, but the third time (“AAA” division: fourth time) out, the player must be removed as a pitcher.
  - In “AA” division, coach will be giving instruction from behind the pitcher so mound visit rules do not apply and there will be no mid-inning pitching changes absent a player injury/sickness prohibiting further participation.

## Call-Up Rules

- Teams in “AAA” and Major divisions, may “call up” players to prevent the likelihood of a forfeit:
  - The Player Agent with the assistance of the applicable Division Commissioner must create a list of players that are eligible for call up before the season begins.
  - Players may only be called up to the division immediately above their regular season division (i.e. “AA” to “AAA”; “AAA” to Major).
- **A manager may request a call up only when they expect 7, 8, or 9 players of his/her own at game time.**
  - A manager must request a call up by contacting the Player Agent, who will assign a player from the call up list to the requesting team.
  - The Player Agent uses a preset list of players and shall contact them in order.
    - A manager cannot request a specific player from the call up list and a player who has previously been called up cannot be called up again unless and until all other players on the call up list have been called up / declined an invitation to be called up.
- Once a player is called up, he/she must be allowed to play in the game subject to the call-up rules.
  - Called up players must bat at the end of the lineup.
    - **Exception:** players arriving at a game after it starts must be placed after the called up player(s)
  - Called up players must play any scheduled or make-up game that day with their regular team from start to completion.
  - Players are ineligible to be called up if their regular season team has a conflicting game. A player is eligible to be called up (and may skip) a conflicting regular season team practice.
  - No called up player shall pitch.
  - No called up player may play more innings than regular team players present at game time.
  - Called up players must play the minimum innings and consecutive defensive outs required per rules in each division.
- Violations of any call up rules will result in a forfeit and the manager may be suspended by the LGLL Board.

## Minimum Play

- At all levels of play, every rostered player present at the start of a game must participate in each game for a minimum of six defensive outs.

- In the Minor divisions, if a half-inning ends because of the imposition of the five-run limit, and a player on defense has played for the entire half-inning, that player will be considered to have participated in three defensive outs.
- If, within a game, a player does not meet this requirement, he/she will start the next scheduled game, play any previous requirement not completed in the prior game, as well as the requirement for the current game before being removed. Managers will be penalized for not meeting playing time requirements. First infraction is a warning, followed by more serious penalties if infractions continue.
- All divisions: All team members shall follow a continuous batting order.
- Placement of players will be at the discretion of the manager.
  - In Minor divisions, managers are strongly encouraged to ensure that playing time and position placement is evenly allotted through the regular season.
  - However, in the interest of safety managers/coaches should consider the risk of injury when positioning players.

## Protests

Protests are described in the Little League Rules. All league officials (Board members, umpires, and managers) should make every attempt to prevent a protest situation from occurring and attempt to resolve it immediately if possible. If this is not possible, then the following rules govern protests.

### Minor Divisions – “A” / “AA” / “AAA”

There are no protests under any circumstances. The two managers need to work out the problem between them. If there is an ongoing dispute about the playing rules, the managers should refer the problem to the Division Commissioner. However, the game should continue.

### Major Division

Rules governing protests are:

- If the manager wishes to protest, they must do it immediately upon a rule’s violation. Protests must be over a violation of Little League Rules OR LGLL Rules. Judgment calls cannot be protested.
  - Before any succeeding play begins, a manager who wishes to protest must ask for time from the umpire. They are to inform the umpire that they wish to protest and what rule was violated. The umpire will ask the scorekeeper to note the time, inning, team at bat, number of outs, count on the batter (if any), what runners are on base (if any), and the current score. The Director on Duty can be consulted in an attempt to resolve the issue. Otherwise, the game is to continue “under protest”.
- The protesting manager must submit a written description (e-mail is acceptable) of the play and the basis of the protest – including the rule violated – and send it to the President within 24 hours of the incident. Failure to submit the written protest shall void the original protest and the game will count as played.
- The President will notify the opposing manager and umpire for the game and request their version of the events within 24 hours of receiving the notice of protest.
- The President shall convene the Protest Committee to consider the protest.

- The Protest Committee shall consist of the President, the Vice President, the Umpire-in-Chief, the Player Agent, and the Division Commissioner.
  - If one of the above officials are involved in the protest, the President shall appoint appropriate replacements.
- The Protest Committee shall review the facts as best as they can. They can choose to call the parties involved to testify or rely on the written reports at their discretion. The Protest Committee will render its verdict and all decisions are final. If the Protest Committee allows the protest, the game will resume from the exact point where the infraction incurred.

## Standings

All competitive divisions (“AA”, “AAA” and Major) will use standard baseball win-loss rankings based on record and will be displayed on the LGLL website.

### Standings Tiebreakers

- **First:** Winning Percentage  $((\text{wins} + (\text{ties} * 0.5)) / \text{games})$
- **Second:** Head-to-Head (best Winning Percentage in games between the tied teams)
- **Third:** Runs Allowed per Game
- **Fourth:** If still tied, a coin toss will be the deciding factor.

Runs scored will not be used as a tie breaker so there is no competitive advantage for “running up” the score in games.

## Playoff Structure

Following the end of the regular season, playoffs will occur in the “AA, “AAA” and Major divisions. All teams shall be seeded based on regular season final standings. Playoffs shall be structured as single elimination brackets, with the highest seeds receiving any necessary byes in the first round. The higher seeded team shall be the Home team in every round. Championship games shall be played on the date noted in the LGLL schedule of Important Dates.

## On-Field Conduct

During registration, managers, coaches, players and parents will be required to agree to the LGLL Code of Conduct. Sportsmanship is one of the most important lessons to be taught to all children playing Little League. Improper conduct by managers, coaches, players, parents, and spectators will not be condoned or tolerated. The LGLL Board has a zero-tolerance policy toward misconduct. All matters regarding misconduct will be referred to the LGLL Board for possible disciplinary action.

Umpires form a vital part of Little League, and they are to be respected. Any abuse or threats to any umpire will be treated as a serious misconduct and subject to removal from LGLL.

Ejections should be rare; however, they are treated very seriously. The penalties for ejections are noted in the following sections.

### Player Ejections

Players are to be removed from the game and should be removed from the facility. A responsible adult should take charge of the player until their parents can be notified and be taken home. The player is automatically suspended for the next physically played game and must not be at the field under any

circumstances. Depending on the circumstances of the ejection, the player can be subject to further discipline by the LGLL Board. The LGLL Board reserves the right to increase the length of suspension up to and including removal from the league for the rest of the season.

### **Manager and Coach Ejections**

Being ejected is a serious matter and it is unacceptable for representatives of LGLL to act in such a fashion. A manager or coach ejected from a game must leave the facility immediately. All managers and coaches ejected from a game are automatically suspended for the next two physically played games. Managers and coaches must not be at the field or anywhere within sight of the field while serving their suspension.

Prior to returning to their team, an ejected manager or coach must meet with the President and explain their actions and why they should be able to return to their team. The President can decide to refer the matter to the LGLL Board for further action, which can include additional games suspension up to removal from future LGLL activities.

### **Spectators**

Spectators will be ejected from the facility. If the matter is serious, the Police Department will be called, and a complaint sworn out on the ejected spectator. Spectators removed from the facility must meet with the President to explain their actions and why they should be able to return. The President can refer the matter to the LGLL Board for further action, which can include suspension of games or permanently barring the spectator from future LGLL activities.

# Division Rules

## Quickball

This is a non-competitive instructional division for Little League Age 4-, 5- and 6-year-olds.

### Division Overview/Summary

Bases Distance:	60 Feet
Game Length:	1 hour
Ball Type:	Soft USA Quickball
Bat Type:	USA Quickball provided bat
Batting Order:	Continuous (all players)
Outfielders:	As needed
Stealing:	No
Bunting:	No
Infield Fly rule:	No
Tagging up:	No
Intentional Walks:	No

### Structure and Division Specific General Rules

- USA Quickball curriculum will be provided to managers on a weekly basis and followed.

### Game Play and Minimum Play

- All games will be 60 minutes.
- Batting order should be all players and rotate each game.
- All players will bat once per ½ inning.
- 3 defensive outs do **not** end an inning.
- All players must rotate and play equally in “pitching”, infield and outfield positions throughout the season, except for safety concerns.
- All players will play in the field each inning.
- There will be no catcher position.

### Standings/Playoff Structure

- No records/standings are kept.
- No playoffs are played.

## Minor Division

### “A”– Instructional Machine Pitch

This is a non-competitive, instructional division for Little League Age 6- and 7-year-olds.

- 6-year-olds must have played at-least one (1) prior Spring season of Quickball.

#### Division Overview/Summary

Pitching Distance:	Machine set at 46 feet
Pitching Machine Speed	38 MPH
Bases Distance:	60 Feet
Innings Played:	6 Innings
Extra Innings	No
Ball Type	Little League Hard Ball
Bat Type	USABat Compliant ( <b>Safety and Equipment</b> on page 22)
Batting Order:	Continuous (all players)
Outfielders:	Four (4)
Stealing:	No
Bunting:	No
Infield Fly rule:	No
Tagging up:	No
Intentional Walks:	No
Courtesy Runners	Yes (must be player making last out)

#### Structure and Division Specific General Rules

- Defensive coaches are allowed on the field of play provided that at least one (1) adult manager/Coach remains on the bench with any players not playing defense.
- The coaches of the offensive team will be the designated umpires while their team is at-bat.
  - Only manager/coaches are allowed to coach 1st and 3rd base
- Once ball is hit, it is live:
  - On an infield batted ball, whether resulting in a hit or an out, the runners and batter may advance only one (1) base. **There will be no extra bases.**
  - On a batted ball that reaches the outfield grass runners can continue until ball is in the infield and under control of an infielder. A runner who is attempting to advance to the next base may continue to advance to that base at the risk of being put out (but no further)
    - The infield is defined as the dirt and grass inside the dirt in fair territory
    - A player starting in the outfield grass who fields the ball in the dirt will be not considered an infielder
- Minimum play rules detailed in **Minimum Play** on page 24 are in effect for this division.

- Defensive positions are as follows: (1) pitcher, (1) catcher (*optional*), (4) infielders, and (4) outfielders
  - Pitcher:
    - must wear a batting helmet
    - must be positioned even with the pitching machine and keep one foot on the pitching mound dirt until the ball is hit or crosses home plate
    - pitcher is free to be positioned on either the first base side or the third base side of the pitching rubber
  - Outfielders:
    - must line up in the outfield (beyond the infield dirt)
    - should be discouraged from acting as a “short fielder” or making plays that infielders can make
    - should be encouraged to get the ball into an infielder as quickly as possible so that “time” can be called
  - Catchers:
    - must wear approved protective equipment including headgear, chest protector and shin guards
      - All male catchers must wear a protective cup, female catchers must wear either a protective cup or equivalent female protection
      - The catcher’s headgear must include a throat guard
    - may use a fielder’s glove in lieu of a catcher’s mitt
    - should roll balls to the side of the backstop (out of the way) after each pitch to be collected later as necessary
- No Infield-fly rule.
- Tagging up is not permitted.
- Score will not be kept (subject to the below).
- For the first (1<sup>st</sup>) and second (2<sup>nd</sup>) innings of the first 50% of games, all players on the team will hit (no outs recorded) and runs will not be tracked. Starting with the third (3<sup>rd</sup>) inning of the first 50% of games and for all innings of the last 50% of games runs will be tracked (solely for the purposes of ending an inning) and the following rules apply:
  - There will be three (3) outs per inning or a maximum number of five (5) runs scored in any given half-inning.
- Pitching Machine:
  - Will be set at 38 MPH for the entire season.
  - Machine will be fed by an adult coach of the offensive team.
  - Batted balls hitting pitching machine, bucket or coach are dead balls, result in a single and runners only advance if forced
  - Each batter gets five (5) total pitches (hittable or unhittable) to put a ball in play.
    - Manager/coaches should encourage the batters to swing at balls that are around the plate and not wait for the “Perfect Pitch”.
  - No strikes will be called and there are no walks.
  - **For the first 50% of games, if after the fifth (5<sup>th</sup>) pitch, the batter has not put the ball in play (regardless of the quality of the pitch or foul balls), they are not out. A tee is immediately brought out and the batter continues the at-bat by hitting the ball off the tee.**

- For the last 50% of games, a player not having put a ball in play after the fifth (5<sup>th</sup>) pitch will be deemed out; however, players fouling off the fifth (5<sup>th</sup>) or successive pitch(s) will be given an additional pitch.

### **Stealing/Leading/Bunting**

- Stealing is **not** permitted.
- Secondary leading is permitted.
  - Runners must remain on the bag until the ball crosses the plate.
- Bunting is **not** permitted.
  - A bunted ball is considered dead.
  - All runners return to their original bases.
  - Batter continues at-bat.

### **Standings/Playoff Structure**

- No records/standings are kept.
- No playoffs are played.

## “AA” – Machine Pitch / Instructional Player Pitch

This is a semi-competitive instructional division for Little League Age 7- and 8-year-olds.

- 7-year-olds must have played one (1) prior Spring season of Machine Pitch

### Division Overview/Summary

Machine Pitching	Machine set at 46 feet
Distance:	
Pitching Machine Speed	42 MPH
Player Pitching Distance	46 feet
Maximum Player Pitch	25 Pitches
Count per Inning	
Bases Distance:	60 Feet
Innings Played:	6 Innings (2 innings Player Pitch / 4 innings Machine Pitch )
Extra Innings	Playoffs only
Maximum Runs per Inning	Five (5) (last Machine Pitch inning uncapped)
Ball Type	Little League Hard Ball
Bat Type	USABat Compliant ( <b>Safety and Equipment</b> on page 22)
Batting Order:	Continuous (all players)
Outfielders:	Four (4)
Stealing:	No
Bunting:	No
Infield Fly rule:	No
Tagging up:	Yes
Intentional Walks (Player	No
Pitch innings):	
Walk Count (Player Pitch	4 Balls
innings):	
Dropped 3rd Strike:	No
Courtesy Runners	Yes (must be player making last out)

### Structure and Division Specific General Rules

- Defensive coaches shall not be allowed on the field of play and shall coach from the dugout.
- The coaches of the offensive team will be the designated umpires while their team is at-bat.
  - Only manager/coaches are allowed to coach 1st and 3rd base.
- Once ball is hit, it is live, runners can continue until ball is in the infield and under control of an infielder.
  - The infield is defined as the dirt and grass inside the dirt in fair territory.
  - Coach feeding the pitching machine should call “time” when the ball is controlled by an infielder and no defensive attempt is being made. At this point:

- A runner that has not advanced more than 1/3<sup>rd</sup> (20 feet) to the next base should be returned by their manager/coach safely to the previous base regardless of any further defensive attempt.
- A runner beyond the 1/3<sup>rd</sup> (20 feet) point who is attempting to advance to the next base may continue to advance to that base at the risk of being put out (but no further).
  - Regardless of any defensive attempt, no runner shall advance beyond one base once the ball is initially controlled by an infielder in the infield.
- Final decisions regarding positioning of baserunners will be made by manager of offensive team, but in close cases managers should err on the side of runner being returned to the previous base.
- **While not required, managers/coaches should encourage infielders to put their hands in the air to indicate “time” should be called**
- Runners can advance (at the risk of being put out) a maximum of one (1) base on an overthrow
  - Standard baserunning rules apply to overthrows – i.e. a runner that has not advanced more than 1/3<sup>rd</sup> (20 feet) to the next base when the ball is controlled should be returned safely to the previous base.
  - Infielder must be fair territory to be deemed in control.
    - Example - on an overthrow to first base, the first baseman should retrieve the ball and run back into fair territory at which point a runner not having advanced more than 1/3<sup>rd</sup> (20 feet) of the way to 2<sup>nd</sup> base would be returned to 1<sup>st</sup> base.
    - **Managers/coaches should encourage infielders to put their hands in the air to indicate “time” should be called**
- Minimum play rules detailed in **Minimum Play** on page 24 are in effect for this division.
- Defensive positions are as follows: (1) pitcher, (1) catcher, (4) infielders, and (4) outfielders
  - Pitcher (*while Pitching Machine is in use*):
    - must wear a batting helmet
    - must be positioned even with the pitching machine and keep one foot on the pitching mound dirt until the ball is hit or crosses home plate
    - pitcher is free to be positioned on either the first base side or the third base side of the pitching rubber
  - Outfielders:
    - must line up in the outfield (beyond the infield dirt)
    - should be discouraged from acting as a “short fielder” or making plays that infielders can make
    - should be encouraged to get the ball into an infielder as quickly as possible so that “time” can be called
  - Catchers:
    - must wear approved protective equipment including headgear, chest protector and shin guards
      - All male catchers must wear a protective cup, female catchers must wear either a protective cup or equivalent female protection
      - The catcher’s headgear must include a throat guard
    - may use a fielder’s glove in lieu of a catcher’s mitt

- should roll balls to the side of the backstop (out of the way) after each pitch to be collected later as necessary (*while the Pitching Machine is in use*)
- Standings and Playoffs procedures are in effect for this division as described in **Standings** on page 26 and **Playoff Structure** on page 26.
  - Playoff games will consist of 6-inning machine pitch game
- No Infield-fly rule.
- No dropped third-strike (including during Player Pitch innings)
- Tagging up is permitted.
- There will be three (3) outs per inning or a maximum number of five (5) runs scored in any given half-inning.
  - **Exception:** The last official inning shall not be subject to a run limit. The uncapped run limit inning should be agreed between the managers prior to the start of the inning.
- While the pitching machine is in use:
  - Will be set at 42 MPH for the entire season
  - Machine will be fed by an adult coach of the offensive team.
  - Batted balls hitting pitching machine, bucket or coach are dead balls, result in a single and runners only advance if forced
  - Each batter gets seven (7) total pitches (hittable or unhittable) or three (3) swinging strikes
    - Manager/coaches should encourage the batters to swing at balls that are around the plate and not wait for the “Perfect Pitch”
  - No strikes will be called and there are no walks
  - If any pitch is taken on the 7<sup>th</sup> pitch the batter is considered out on strikes
  - If the 7<sup>th</sup> pitch is fouled off, the batter receives another pitch until striking out swinging or putting the ball in play

### **Stealing/Leading/Bunting**

- Stealing is **not** permitted (including on passed balls/wild pitches or over throws from the catcher during Player Pitch innings).
- Secondary leading is permitted.
  - Runners must remain on the bag until the ball crosses the plate.
- Bunting is **not** permitted.
  - A bunted ball is considered dead.
  - All runners return to their original bases.
  - No ball or strike is charged to the batter and at-bat continues.

### **Pitching**

- Players will pitch during the first (1<sup>st</sup>) and second (2<sup>nd</sup>) innings of regular season games.
- Inning will end when three (3) outs are recorded or then current at-bat is completed when pitcher reaches 25 pitches.
- Only Little League Age 8-year-olds are permitted to pitch and a player may not pitch in back-to-back games.
  - No pitching changes during an inning
  - Player may pitch multiple innings only if pitch count in first inning pitch is less than 25 pitches

- Mandatory rest requirements detailed in the **Regular Season Pitching Restrictions Summary Sheet** on page 7 are in effect for this division.
- The pitching distance shall be 46 ft. from the front of the rubber to the rear of home plate.
- No balks will be called, but the pitcher must start with his/her pivot foot “on” the rubber and take only one step back and/or forward with his/her free foot.
- Defensive coach will stand behind pitcher to give instruction and act as umpire calling balls and strikes.
- Batter gets three (3) strikes or four (4) balls and bases are awarded for hit by pitch.
- Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.

### **Standings/Playoff Structure**

- Records/standings are kept.
  - Score will not be kept in Player Pitch innings
- Playoffs are played as 6-inning Machine Pitch game

## “AAA”– Player Pitch

This is a competitive division for Little League Age 9- and 10-year-olds.

### Division Overview/Summary

Pitching Distance:	46 Feet
Bases Distance:	60 Feet
Innings Played:	6 Innings
Extra Innings	Allowed within time limits
Maximum Runs per Inning	Five (5) (last inning uncapped)
Ball Type	Little League Hard Ball
Bat Type	USABat Compliant ( <b>Safety and Equipment</b> on page 22)
Batting Order:	Continuous (all players)
Outfielders:	Three (3)
Stealing:	Yes (see details below)
Bunting:	Yes
Infield Fly rule:	No
Tagging up:	Yes
Intentional Walks:	No
Walk Count:	4 Balls
Dropped 3rd Strike:	No
Courtesy Runners	Yes (must be player making last out)

### Structure and Division Specific General Rules

- Minimum play rules detailed in **Minimum Play** on page 24 are in effect for this division.
- Standings and Playoffs procedures are in effect for this division as described in **Standings** on page 26 and **Playoff Structure** on page 26.
- Infield-fly rule applies, must be called by the umpire.
- Tagging up is permitted.
- Defensive positions are as follows: (1) pitcher, (1) catcher, (4) infielders, and (3) outfielders
- First 50% of scheduled games – **no advancement on overthrow from catcher**
  - There will be no extra bases given if the catcher attempts a throw to any base or the pitcher. The ball will be declared dead after the tag has been attempted or if the ball is not secured by the player due to error or an errant throw.
- Last 50% of games, plus playoffs:
  - The ball will not be declared dead if the catcher attempts a throw to any base or the pitcher. Normal live ball rules are in effect.
- Batters will be encouraged to stay in the batter’s box for the duration of their at-bat.

### Stealing/Leading/Bunting

- Stealing is permitted as follows:
  - 2<sup>nd</sup> and 3<sup>rd</sup> base: For the first 50% of games, no stealing. For the last 50% of games and playoffs unlimited stealing.
  - Home: For the first 50% of games, no stealing. For the last 50% of games stealing is permitted once per inning.
    - **Note:** during the last 50% of games and playoffs, runners on third may advance home if the defensive team makes an attempt at a base. This includes an attempt at 2<sup>nd</sup> base on a steal & an overthrow of a steal attempt at 3<sup>rd</sup> base.
  - A “walked” batter may **not** steal 2<sup>nd</sup> base until after the next pitch.
  - Double steals are permitted (subject to above limitations).
  - Delayed steals are permitted (subject to the above limitations).
    - A “delayed” steal is on the return throw from the catcher to the pitcher.
    - This includes bad or overthrows from the catcher to the pitcher.
- Secondary leading is permitted.
  - Runners must remain on the bag until the ball crosses the plate.
  - If the runner leaves the bag too early a warning shall be issued to the team.
  - If the runner from a team that has been previously warned leaves the bag too early, the play shall be considered dead. All runners will be returned to their original position and the play will be restarted. No outs will be issued.
- Bunting is permitted.

## Pitching

- Mandatory rest requirements detailed in the **Regular Season Pitching Restrictions Summary Sheet** on page 7 are in effect for this division.
- The pitching distance shall be 46 ft. from the front of the rubber to the rear of home plate.
- No balks will be called.
- Unlimited walks.
- Intentional walks are NOT permitted.
- Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.

## Standings/Playoff Structure

- Records/standings are kept.
- Playoffs are played.

## Major Division

This is a competitive division for Little League Age 11- and 12-year-olds.

### Division Overview/Summary

Pitching Distance:	46 Feet
Bases Distance:	60 Feet
Innings Played:	6 Innings
Extra Innings	Allowed within time limits
Maximum Runs per Inning	No
Ball Type	Little League Hard Ball
Bat Type	USABat Compliant ( <b>Safety and Equipment</b> on page 22)
Batting Order:	Continuous (all players)
Outfielders:	Three (3)
Stealing:	Yes
Bunting:	Yes
Infield Fly rule:	Yes
Tagging up:	Yes
Intentional Walks:	Yes
Walk Count:	4 Balls
Dropped 3 <sup>rd</sup> Strike:	Yes
Courtesy Runners	Yes (must be player making last out)

### Structure and Division Specific General Rules

- Minimum play rules detailed in **Minimum Play** on page 24 are in effect for this division.
- Standings and Playoffs procedures are in effect for this division as described in **Standings** on page 26 and **Playoff Structure** on page 26.
- Infield-fly rule applies, must be called by the umpire.
- Tagging up is permitted.
- Defensive positions are as follows: (1) pitcher, (1) catcher, (4) infielders, and (3) outfielders
- Batters will be encouraged to stay in the batter's box for the duration of their at-bat.

### Stealing/Leading/Bunting

- Stealing is permitted.
  - Unlimited stealing – 2<sup>nd</sup>, 3<sup>rd</sup> and Home.
  - Double steals are permitted.
  - Delayed steals are permitted.
    - A “delayed” steal is on the return throw from the catcher to the pitcher.
    - This includes bad or overthrows from the catcher to the pitcher.
- Secondary leading is permitted.
  - Runners must remain on the bag until the ball crosses the plate.
  - If the runner leaves the bag too early a warning shall be issued to the team.

- If the runner from a team that has been previously warned leaves the bag too early, the play shall be considered dead. All runners will be returned to their original position and the play will be restarted. No outs will be issued.
- Bunting is permitted.

### **Pitching**

- Mandatory rest requirements detailed in the **Regular Season Pitching Restrictions Summary Sheet** on page 7 are in effect for this division.
- The pitching distance shall be 46 ft. from the front of the rubber to the rear of home plate.
- No balks will be called.
- Unlimited walks.
- Intentional walks are permitted.
- Managers or coaches are permitted to warm up a pitcher at home plate or in the bullpen or elsewhere at any time including in-game warm-up, pre-game warm-up, and in other instances. They may also stand by to observe a pitcher during warm-up in the bullpen.

### **Standings/Playoff Structure**

- Records/standings are kept.
- Playoffs are played.