

Coles Little League's 2016 Local Rules - Spring

Adopted
January
2016

The following Local Rules are also referred to as the Coles Little League Bylaws. They define or replace the Rules or Regulations found in the Little League Green Book. These Local Rules were adopted by the Board Of Directors in January 2016.

ALL LEAGUES

- All teams, including the manager and the coaches will line up at their respective foul lines prior to the game for the reading of the Little League Pledge.
- There shall be no unauthorized playing on any field that would be injurious to the players and/or spectators. All practice and game sites must be inspected and approved by the Safety Officer.
- The HOME team occupies the FIRST base dugout, while the VISITING team occupies the THIRD base dugout. On the schedules, the HOME team is listed first.
- The HOME team is responsible for preparing the field before the game, supplying at least three baseballs for the game, storing the bases after the game. After the game, both teams are responsible for cleaning their dugout *and spectator area*.
- The HOME team is responsible for supplying a base umpire if one has not been scheduled by the league. If the league has not scheduled a plate umpire, the VISITING team must supply one. If the scheduled umpire is a youth, the VISITING team must supply an adult base umpire/adult game coordinator or the game cannot be played.
- Player warm ups are to be done only on the field, in the bullpen, or other areas designated by the league's Safety Officer.
- **Soft toss IS NOT to be conducted against any fence at any field. (Including the backstop.)**
- RULE 4.04 is adopted for all 60' divisions – This is a policy of a continuous batting order that will include all players on a team roster present for the game, batting in order.
- All games cancelled due to rain or any other reason (such as time limit on a lighted field or daylight on an unlit field) will be rescheduled for the NEXT available date. Rescheduling of 60' diamond games will be done through the league's scheduling officer. Rescheduling of the 70'/90' diamond games will be coordinated by the Intermediate/Junior/Senior Vice President.
- If two or more teams are tied for first place in their division at the end of the season, the tie shall be broken first using head-to-head records. If the head-to-head record does not resolve the issue, then the record against the Coles teams (if interleague play is involved) will determine the winner. Should that fail, the tie would be broken in favor of the team with the lowest "runs against" average. If that fails to resolve the tie, then a game will be played to break the tie.
- For post-season tournament seeding and next year's draft position, all other positional ties will be decided using head-to-head results. If head-to-head results do not resolve the tie, then the record against Coles teams (if interleague play is involved) will resolve the tie. Should that fail, the tie would be broken in favor of the team with the lowest "runs against" average. If the tie remains, then it will be broken in favor of the team with the highest "runs scored" average.

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ALL LEAGUES CONTINUED--

- In Major, Junior, and Senior Divisions, games not finished and not made up, as well as games not played and not rescheduled, will result in a tie. Each team will receive one half a win and one half a loss for standings purposes. Weekday T-Ball, Rookie, AA Minor (coach pitch), and AAA Minor games that are halted due to darkness after the fourth inning are to be considered completed games at that point and will not be rescheduled.
- The HOME team scorekeeper will keep the official game record and the official pitch counts.
- In Kid Pitch Divisions, a warning will be issued if the Days Rest Policy is violated once. If this policy is violated for a second time, (or any time after the first), the game will be forfeited.
- In divisions which report standings (AAA, Majors, Juniors and Seniors), if one game is forfeited because a team fails to supply nine players, the Board of Directors will determine whether or not to call that game a forfeit. If the same team fails to supply enough players for any game after that, the game will automatically be forfeited.
- **For Divisions with Time Limits:** No inning shall start after the time limit is reached. An inning begins at the last out of the previous inning. For example, on a game with a two hour time limit; if the last out in the fifth inning should occur before two hours, the sixth inning will still be played even though the first pitch may not be thrown until after two hours has elapsed.
- **60' Only** – There is NO On Deck Circle and NO traditional batting donuts are allowed.
- If a pitcher hits 3 batters within a single inning, that pitcher WILL be removed from the mound.

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LITTLE LEAGUE BASEBALL (Majors)

- Our MAJOR Division will be made up of League Age 9-12 year olds who attend 50% of the try-outs and are selected in the competitive draft.
- League Age 12 year olds (unless electing to try-out for the Junior Program and selected in the junior draft) and who attend 50% of the try-outs WILL be drafted on to a Major League team by the end of the draft.
- Only those League Age 9 year olds who meet the try-out requirements AND whose parent or guardian has signed a form indicated that, if drafted, the 9 year old will play in the Major League Division, are eligible to be drafted into the Majors.
- League registrants, who were not part of a Majors team in 2015, must attend at least 50% of the tryouts to be drafted by a team. Those 9-11 year olds not attending try-outs will NOT be eligible and will be assigned to a Minor League team by lot.
- By the end of the draft, each team will have 12 players.
- In the Majors Division, there will be a 4 inning MANDATORY play time for all players for any game that goes to six innings for the Home team, and for the Away team if the game goes to the bottom of the sixth inning. Managers will be encouraged to play each player at least two of these innings in the infield.
- During the last 2 weeks of the regular season, there will be NO replacement of players through AAA call-ups. Teams are reminded that "Failure by the manager to advise the Player Agent of a player's continued absence should result in disciplinary action against the manager."

The Little League Operating Manual governing replacements is as follows:

- He/she moves to another city or state too distant to commute for practice and play;
- He/she is injured and will not be able to return to play within a reasonable period of time (local league Board decision);
- He/she has for personal reasons decided to terminate his/her association with the team;
- Any other justifiable reason, reviewed and approved by the Board of Directors;

The manager of the team losing a player shall promptly advise the Player Agent. The Player Agent shall advise the President and the Board. If loss of player is approved, the President will send a letter of release to the player and the parents stating player is released from the Major League team and the league for a justifiable reason. This action creates a legal opening for a replacement on the team roster.

The manager shall review the available player list with the Player Agent and shall select a replacement. The replacement becomes a permanent member of the team and the released player would return to the draft the following year.

(NOTE: Per page 55 of operating manual, All replacements must be selected from the list of eligible draft candidates at the beginning of the season.) If a AAA player refuses a spot on the major league team at any time during the year (including not signing form at tryouts), that player is ineligible to be called up by any major team the rest of the regular season.

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MINOR LEAGUE BASEBALL (AAA - Kid Pitch)

- The AAA Division will be made up of League Age 7-11 year olds who have attended 50% of the try-outs and have not been selected to participate in the Majors Division. (League age 7, 8 and 9 year olds not selected in the draft will be assigned to a coach pitch team.)
- Those league age 12 year olds who have a waiver approved by our District may stay in the Minor Program.
- League Age 7 and 8 year olds, who have submitted a parental permission slip and who attend 50% of the try-outs will be available to be drafted onto a Minor League team. Those not drafted will be assigned to a Coach Pitch Level.
- In order to allow all individuals to participate, teams within the AAA Division may have a different number of players, with no team having less than 12 or more than 15 players. At the end of the AAA Draft, no team should have more than one player more or less than any other team, but unequal team sizes may occur during the course of the season as players register late or drop.
- League Age 10-11 year olds who do not attend try-outs will be assigned to the AAA team by lot. At the end of the draft, all team names will be put in a hat. To prevent abusing the system, any late sign registrations will be assigned to a team by a "Hat Pick".
- In the Minors Division, there will be a 4 inning MANDATORY play time for all players with 12 or less at a game. If a team has 13 players at a game, MANADTORY play time is 3 innings per game. Each player is to play at least two of these innings in the infield.
- Weekday T-Ball, Rookie, AA Minor (coach pitch), and AAA Minor games that are halted due to darkness after the fourth inning are to be considered completed games at that point and will not be rescheduled.
- A **time limit** of two hours based on the scheduled start time will be imposed, except if the game will not meet official game requirements. In this case, play will continue until official game requirements are met. When games are delayed due to the previous game running late, the time limit starts when the game actually begins. Scorekeepers should note the time when the game begins with the umpire and in the scorebook. **(IMPORTANT: Lights automatically shut off at 9:30PM on the 60' fields on weekdays.)**
- Little League has amended the definition of an inning in the Minor League to impose a 5 run limit per inning. In Coles, there will be an 8 run limit in the 6th or any extra innings OR any inning declared final due to darkness or time limit. All games will be ended when the losing team can no longer tie or take the lead, or by applying Rule 4.10(e) {the Ten Run Rule}.
- For the purposes of the expanded inning run limits, any inning declared as the "last inning" must be declared as such by the umpire prior to the first pitch being thrown for that inning. Once declared, the decision on the final inning can not be changed. (i.e. Last inning is declared with 15 minutes left in time limit, but inning only takes 10 minutes, a new inning does not get played.)

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MINOR LEAGUE BASEBALL (AA - Modified Machine/Kid Pitch)

- The AA Division will be made up of League Age 7 year olds who have had at least a year of Rookie Ball and not drafted in to AAA, 8 year olds who were not drafted into the AAA Division and those 9 year olds who were not selected to play in the Major or AAA Divisions.
- League Age 7 year olds who have their parent's permission (verbal through Division VP) are eligible to play in the AA Division.
- Initial team assignments will be done by the Division VP (there is not a draft).
- In the AA Minors Division, there will be a 4 inning MANDATORY play time for all players. Each player is to play at least two of these innings in the infield.
- Little League has amended the definition of an inning in the Minor League to impose a 4 run limit per inning for ALL innings. All games will be ended when six innings have been played or time limit has been reached. Rule 4.10(e) {the Ten Run Rule} is waived for this division.
- AA Minor (machine pitch) games that are halted due to darkness or time limit after the fourth inning are to be considered completed games at that point and will not be rescheduled.
- A screened adult from the offensive team will operate the pitching machine which it to be set at ~40mph . In addition to this, the following rules are in effect:
 1. *There will be no stealing bases.*
 2. *If a fairly batted ball strikes the adult pitcher or pitching machine in fair territory, the ball will be called dead, the hitter awarded first base, and all other runners advance one base.*
 3. *The player staffing the defensive position of pitcher will station themselves outside of the pitcher's circle behind the pitching machine before the pitch is delivered.*
- Each hitter, during each time at bat, will be given a maximum of six pitches to hit. Swinging strikes will be called and counted against the hitter, but walks are NOT allowed. If the hitter does not strike out or hit the ball into fair territory after six pitches, the batter is considered to have struck out. The exception to the six pitch rules is that the hitter will be given another pitch if the sixth or succeeding pitches are fouled off. (Applies when machine pitching. Regular Baseball Rules apply when kids are pitching.)
- The season will start with a minimum of 2 innings kid pitch. Throughout the entire season, a defensive coach may be stationed next to the pitcher to retrieve balls from the catcher. There will be no stealing bases or infield fly rule in this division. Balls and strikes will be called by an umpire/volunteer behind the mound. The Division VP will work closely with the Coaching Coordinator and the AAA VP to hold voluntary pitching clinics for those kids interested in correct pitching form.
- Ten players may be used defensively in the field.

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- A time limit of two hours based on the scheduled start time will be imposed, except if the game will not meet official game requirements. In this case, play will continue until official game requirements are met. When games are delayed due to the previous game running late, the time limit starts when the game actually begins. Scorekeepers should note the time when the game begins with the umpire and in the scorebook. **(IMPORTANT: Lights automatically shut off at 9:30PM on the 60' fields on weekdays.)**

MINOR LEAGUE BASEBALL (Rookie Machine Pitch)

- The Rookie Machine Pitch Division will be made up of League Age 6, 7, 8 & 9 year olds. Only League Age 5 & 6 year olds who have completed a year of T-Ball or Fall Ball can play at this level when requested by his/her parents.
- Initial team assignments will be done by the Division VP (there is not a draft).
- The Coles Rookie Division is designed to be an Instructional Program; no score is kept.
- In the Rookie Division, there will be a 4 inning MANDATORY play time for all players. Each player is to play at least two of these innings in the infield.
- A screened adult from the offensive team will operate the pitching machine which is to be set at ~33mph. In addition to this, the following rules are in effect:
 1. *There will be no stealing bases.*
 2. *If a fairly batted ball strikes the adult pitcher or pitching machine in fair territory, the ball will be called dead, the hitter awarded first base, and all other runners advance one base.*
 3. *The player staffing the defensive position of pitcher will station themselves outside of the pitcher's circle before the pitch is delivered.*
- No inning shall start later than two hours after the actual start time for that game. **(IMPORTANT: Lights automatically shut off at 9:30PM on the 60' fields on weekdays.)**
- Ten players may be used defensively in the field. No infield fly rule in this division.
- A teams turn at bat will end when one of the following occurs:
 1. 3 outs are recorded
 2. 4 runs are scored
 3. The batting teams completes one turn through the order before 3 outs or 4 runs.
- **First Half of the Regular Season:** Each hitter, during each time at bat, will be given a maximum of five pitches to hit. Strikes outs or walks are NOT allowed. If the hitter does not hit the ball into fair territory after five pitches, the batter is automatically given a Tee to hit off of to complete their turn at bat.

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- **Midway until End of Season:** Each hitter, during each time at bat, will be given a maximum of six pitches to hit. Strikes will be called and counted against the hitter, but walks are NOT allowed. If the hitter does not strike out or hit the ball into fair territory after six pitches**, the batter is considered to have struck out. The exception to the six pitch rule is that the hitter will be given another pitch if the sixth or succeeding pitches are fouled off.

****ALL pitches will be counted. Bad pitches are a part of the game and will be counted towards maximum number of pitches.**

- The defense is allowed to station a coach outside of the infield in fair or foul territory, but the coach is NOT allowed to handle a live ball. Such actions are unsportsmanlike conduct!
- Each team can elect to station an adult behind the catcher to retrieve pitches that are not caught and place them into a bucket. Additionally, to speed up the game, rather than throwing a caught pitch back to the pitcher's mound, the catcher can opt to roll the ball towards the bucket as well. When a ball is hit, or there is some play other than just a pitch to the hitter, this adult is prohibited from touching a live ball or interfering with the game action in any way.

T-Ball

- The T-Ball Division is for League Age 4-7 year olds.
- League Age 5 & 6 year olds with a year of T-Ball experience can play T-Ball or A ball.
- Parents of League Age 7 year olds can elect to play T-Ball or A ball.
- The T-Ball Division is an instructional program – we do not keep score.
- The offensive side will be retired when a team bats through their entire line-up.
- A player may occupy the defensive position of pitcher only one inning per game. A player may occupy the defensive position of first baseman only one inning per game.
- For instruction purposes, the defense is allowed to have a coach outside the infield in fair or foul territory, but coaches are not to handle a live ball. Such an action would be considered unsportsmanlike conduct!
- The definition of a base coach is modified to allow a third coach to be positioned behind the infield in fair territory. Coaches are not to handle a live ball!
- T-Ball games will be three innings in length. However, on weekends, no inning will start later than ninety minutes after the actual start time for that game.