

# RIO LINDA LITTLE LEAGUE Bylaws for the Current Season

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The Little league Rulebook will govern all plays not specified as a bylaw.

**The Official Regulations and Playing Rules for Little League Baseball & Soft-Ball shall apply, and be followed, in all Divisions except as amended or stated in these Local League Rules. The Local League Rules DO NOT APPLY TO POST SEASON TOURNAMENT PLAY.**

## **A. GAME PLAY**

1. In all Leagues, an activity/practice is defined when 4 or more players from the same team meet for an organized event in which baseball/soft-Ball is practiced, played, or discussed between a manager and/or coach and the players.
2. In all T-Ball, Coach Pitch, and AAA League Divisions, the time limit will constitute a complete game regardless of the number of innings played, (if an inning is started within the time limit, it must be completed).
3. In all Coach Pitch and AAA League Divisions where the 5-run rule per inning is applied, the “home team” shall have its last at bats even if there is no possibility of a win.
4. In all Coach Pitch and AAA League Divisions where the continuous batting order is utilized, the starting 9 defensive players shall be listed as the first 9 batters in the batting lineup.
5. In all T-Ball, Coach Pitch, and AAA League Divisions, games ending in a tie will be recorded as a tied game.
6. The umpire will designate the official start of the game in Coach Pitch, AAA League and Major League Divisions. This should be the same as the scheduled start time.
7. In the interest of safety in all Divisions, a batter will receive one warning for throwing the bat. This will be a team warning. If any player on that team throws a bat after the team warning is issued, the player will be called out and the ball will be considered dead. Managers and scorekeeper will be notified. The second time this happens, the player may be ejected at the discretion of the umpire. This applies to each batter.

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8. Complaints or protests of any nature must be in writing and signed in order to be considered. The complaint or protest should be submitted to the league president, who shall investigate as the circumstances warrant.
9. The 10-run rule will be utilized in the AAA League Divisions and above. This rule will be used as described in the Little League Rule Book for the appropriate Division. There is no 10 run mercy rule in T-Ball or Coach Pitch.

### **B. FIELD MAINTANCE**

1. The “**home team**” Manager and/or Coaches are responsible for marking and preparing the field before each game. The home team will keep the Official Scorebook when not kept in the scorekeeper’s box.
2. The “**visiting team**” Managers and/or Coaches are responsible for raking the Pitchers mound, home plate and field. The visiting team will keep the Official Pitch Count when not kept in the scorekeeper box.
3. The manager of each team is responsible for ensuring that ALL trash is removed from their dugout after each game.
4. In an effort to keep our park nice and clean, each team will be responsible for trash pick up after their game. This includes the Major Divisions as well. Each team will have an area of responsibility as follows:
  - a. **Major:** Between Major and AAA Field extending to the bullpen. The Home Manager is responsible for maintaining from behind their dugout to the bullpen area.
  - b. **AAA:** Both mangers are responsible for ensuring the area between Right Field and the Parking Lot are free of debris
  - c. **Rookie A/AA:** The home manager is responsible for maintaining the area directly behind their dugout extending to the foul pole as well as the scorekeeper box. The visiting team is responsible for maintaining the area behind their dugout extending to the T-Ball field.
  - d. **T-Ball :** Home team will be responsible for maintaining the area between the T-Ball field and the AA field as well as behind their dugout. The visiting team is responsible for

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maintaining the area between the T-Ball field and the Major Field.

### **RIO LINDA LITTLE LEAGUE T-BALL DIVISION - BASEBALL RULES**

1. Each team can have 1 manager and 3 coaches provided each are 18 years or older.
2. Each team is allowed a maximum of 3 activities per week.
3. Two coaches may be on the field when their team goes on defense along with all players on the roster.
4. All players on roster will bat in a continuous order as listed by the manager each inning, regardless of outs made.
5. All players on the roster will be given a defensive position each inning. The defensive positions shall include only five infielders. The other players must be outside the infield area and not in the base paths.
6. All players must rotate defensive positions each inning.
7. All base runners will be allowed to learn how to advance the bases for two weeks. After a date set by the Board, if a runner is put out by the opposing team, the runner must be returned to the dugout and will not be allowed to remain on the base.
8. Runners will only advance one base on a hit ball. On well hit balls to the fence, runners may advance two bases at their own risk.
9. Players that hit a Home Run, going over the fence, will be allowed to clear the bases.
10. There will be a 1 hour time limit or 3 innings, whichever comes first.
11. No official score will be kept.
12. There are no protests in T-Ball.

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## RIO LINDA LITTLE LEAGUE – MINOR AAA/AA/ROOKIE A BASEBALL RULES

**NOTE:** Any rules not specifically addressed below are governed by the 2014 official Little League rules.

### **GENERAL**

- Instructional Division – Focus/Emphasis:
  - Baseball Fundamentals/Rules/Strategy/Sportsmanship
  - Mechanics: Throwing/Fielding/Defense/Hitting/Base running
- Outs are recorded / Score is not recorded / Standings not recorded
- Three outs or entire lineup bats constitutes end of an inning.
- Maximum of 12 players per team
- Game Time: 90 minutes or 6 innings. No new inning may start after 90 minutes.
- Only manager and assistant coaches permitted on the field and in dugout
- Home team shall use 3rd base dugout; visiting team shall use 1st base dugout
- Warm-ups: Players shall not warm up on the infield
- Pre-game infield: 10 minutes for each team; visiting team first, home team second
- No forfeits – teams will play with as many players as they have that day

### **OFFENSE**

- Hitting team bats entire lineup
- This is a Coach pitch league – maximum 5 pitches.
- Standard rules apply to fifth pitch; e.g. foul balls keep at-bat alive
- There is no leading off any base
- No stealing
- Sliding is permitted and encouraged
- **Mandatory Play – Offense:** Each player in the batting order shall be listed in a continuous order, which may not be changed once the game has started. Teams shall exchange lineups prior to the game. Players may change positions on the field, but the batting order shall remain the same. Players arriving late are placed in the last position in the original batting order. If a player leaves a game early their spot is skipped over in the line up; this does not constitute an automatic out.

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## RIO LINDA LITTLE LEAGUE - MINOR A BASEBALL RULES Cont'd:

### DEFENSE

- **The “Make A Play” Rule:** When a defensive player “makes a play” that results in an overthrow and the runner advances safely to the next base, then that runner may only advance to that next base and no further. The purpose of this rule is to avoid multiple overthrows in one play and thereby discouraging defensive players from making plays, and also to avoid prior arbitrary rule that play is dead once the pitcher has control of the ball. **Exception:** if a play is attempted on the runner trying to take an additional base and the ball is overthrown, the runner may then proceed to the next base and the “Make a Play” rules again applies.
- **Mandatory Play – Defense:** Players shall not sit on the bench for more than one consecutive inning and not more than a total of 2 innings in a regulation game. Players must play an infield position (P, C, 1B, 2B, SS, 3B) for at least one full defensive inning (3 outs or 5 runs). Infield play requirement must be fulfilled within the first 4 innings. Note: A player who is absent for part of an inning is considered absent for the full inning. Absences will not be considered as an inning on the bench.

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## RIO LINDA LITTLE LEAGUE MINOR AA DIVISION - BASEBALL RULES

**NOTE:** Any rules not specifically addressed below are governed by the official Little League rules.

### **GENERAL**

- Instructional Division – Focus/Emphasis:
  - Baseball Fundamentals/Rules/Strategy/Sportsmanship
  - Mechanics: Pitching, Throwing, Fielding, Defense/Hitting/Base running
- Outs are recorded / Score is recorded / Standings not recorded
- Maximum of 12 players per team
- Game Time: 90 minutes or 6 inning
- 3 outs or 5 run max per half inning; no “mercy” rule
- Only manager and assistant coaches permitted on the field
- Home team shall use 3rd base dugout; visiting team shall use 1st base dugout
- Warm-ups: Players shall not warm up on the infield
- Pre-game infield: 10 minutes for each team; visiting team first, home team second

### **PITCHING AND HITTING**

- Hitting team bats entire lineup; up to 9 batters maximum per half inning
- Players Pitch: Pitch counts and rest periods – governed by official Little League rules
- Count starts at 1 ball, 0 strikes
- No Walks: After ball four, coach finishes at bat, maximum three pitches
- Standard rules apply to coach pitch; e.g. foul balls keep at-bat alive
- Pitcher who delivers 41+ pitches cannot play catcher position the remainder of that game
- Player who plays catcher in four or more innings is not eligible to pitch on that calendar day
- Where no umpire available, coach of hitting team calls balls and strikes behind the mound.
- **Mandatory Play – Offense:** Each player in the batting order shall be listed in a continuous order, which may not be changed once the game has started. Teams shall exchange lineups prior to the game. Players may change positions on the field, but the batting order shall remain the same. Players arriving late are placed in the last position in the original batting order. If a player leaves a game early their spot is skipped over in the line up; this does not constitute an automatic out.

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## RIO LINDA LITTLE LEAGUE MINOR AA DIVISION - BASEBALL RULES CONT'D:

### DEFENSE AND BASERUNNING

- No stealing; play is dead when catcher receives pitch
- No steal on overthrow to pitcher by catcher
- Runners may lead off any base after the pitch cross home plate
- **The “Make A Play” Rule:** When a defensive player “makes a play” that results in an overthrow and the runner advances safely to the next base, then that runner may only advance to that next base and no further. The purpose of this rule is to avoid multiple overthrows in one play and thereby discouraging defensive players from making plays, and also to avoid prior arbitrary rule that play is dead once the pitcher has control of the ball.
  
- **Mandatory Play – Defense:** Players shall not sit on the bench for more than one consecutive inning and not more than a total of 2 innings in a regulation game. Players must play an infield position (P, C, 1B, 2B, SS, 3B) for at least one full defensive inning (3 outs or 5 runs). Infield play requirement must be fulfilled within the first 4 innings. Note: A player who is absent for part of an inning is considered absent for the full inning. Absences will not be considered as an inning on the bench.

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## RIO LINDA LITTLE LEAGUE AAA DIVISION - BASEBALL RULES

**NOTE:** Any rules not specifically addressed below are governed by the official Little League rules.

### **GENERAL**

- Instructional/Competitive Division – Focus/Emphasis:
  - Baseball Fundamentals/Rules/Strategy/Sportsmanship
  - Mechanics: Pitching, Throwing, Fielding, Defense/Hitting/Base running
- Outs are recorded / Score is recorded / Standings are recorded
- Maximum of 13 players per team
- Teams must have nine players in attendance at the start of the game. If a player is injured, the team may continue with eight players. Teams may not continue with seven or fewer players.
- Games are regulation 6 innings. No new inning after 2 hours Monday - Friday.
- Open inning is last inning of the game; no 5 run rule applies during open inning. Batting order continues until inning is over. If open inning will occur in the fourth or fifth inning due to time constraints, both managers and umpire must agree prior to the start of that inning.
- 10 run rule after 4 innings (3 ½) innings if home team.
- If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning.
- 3 outs or 5 run max per half inning
- Home team shall use 3rd base dugout; visiting team shall use 1st base dugout
- Warm-ups: Players shall not warm up on the infield
- Pre-game infield: 10 minutes for each team; visiting team first, home team second
- Bullpen – Pitcher or player may warm up during a game with a teammate only and not an adult, only under direct supervision of coach, manager, or verified league volunteer. Any player in a crouching position must wear full catcher's gear. Such warm-ups must occur on a grass area in a location that does not interfere with a game or game spectators.
- Home team is responsible for field preparation before & after the game.
- Home team is the official score keeper.

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## RIO LINDA LITTLE LEAGUE AAA DIVISION- BASEBALL RULES CONT'D:

### PITCHING AND HITTING

- Hitting team bats entire lineup in continuous order. All players in attendance will be in lineup.
- Pitch count governed by official Little League rules
- Pitcher who delivers 41+ pitches cannot play catcher position the remainder of that game
- Player who plays catcher in four or more innings is not eligible to pitch on that calendar day
- **Mandatory Play – Offense:** Each player in the batting order shall be listed in a continuous order, which may not be changed once the game has started. Teams shall exchange lineups prior to the game. Players may change positions on the field, but the batting order shall remain the same. Players arriving late are placed in the last position in the original batting order. If a player leaves a game early their spot is skipped over in the line up; this does not constitute an automatic out.

### DEFENSE AND BASERUNNING

- Free defensive substitutions – All defensive positions except pitcher.

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## **RIO LINDA LITTLE LEAGUE MAJOR DIVISION BASEBALL RULES:**

1. Each team may have a maximum of 4 activities per week.
2. All games will have a 2 hour time limit. For the 5:45 p.m. game no inning will start after 7:45 p.m. and for the 8:00 p.m. game no inning shall start after 10:00 p.m. (curfew). All games called by time limit will be official if 4 innings have been completed. If the game ends in a tie it will resume under Rule 4.11(e) at the earliest possible date and time.

## **RIO LINDA LITTLE LEAGUE JR DIVISION BASEBALL RULES:**

### **JUNIOR AND SENIOR GIRLS - By rule book with no exceptions.**

1. Managers and coaches must be at least 18 years old.
2. Each team may have a maximum of 5 activities per week.
3. No time limits on game other then games stopped by curfew.
4. All games called by curfew will be official if 5 innings have been completed.

### **JUNIOR AND SENIOR BOYS - By rule book with time limit exceptions.**

1. Managers and coaches must be at least 18 years old.
2. Each team may have a maximum of 5 activities per week.
3. Time limit for a single game will be 2 hours and 15 minutes beginning from scheduled game time. For a 5:45 p.m. game no inning shall start after 8:00 p.m. For double header game the time limit will be 2 hours for each game. For the 5:45 game no inning shall start after 7:45 p.m. and for the 8:15 game no inning shall start after 10:15 p.m. Time limits should be discussed prior to the start of the game.

## **RIO LINDA LITTLE LEAGUE ALLSTAR RULES:**

1. The Majors Manager of the 1<sup>st</sup> place team will have 1<sup>st</sup> pick of the ALL STAR team of his choice, however the final decision will be the Board of Directors.
  - a. The remaining Managers will be selected by the Board of Directors.
2. All STAR players/teams will be selected:
  - a. 25% (up to 4 players) by players vote
  - b. 75% by Player Agents and Managers