

# Claremont American Little League Bylaws - 2026



*NOTE: The Claremont Little League Bylaws shall be submitted to D20 before the start of each year for approval. These Bylaws should be reviewed yearly and changed as needed.*

Approved by CLL Board on 11/13/2023  
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## **RULES THAT APPLY TO DRAFTS IN MAJORS, MINORS AND JV DIVISIONS**

- 1) First, the draft order will be determined by the managers pulling numbers out of a hat. Once chosen, the managers will sit in their draft order. Managers will then choose team names and/or colors by pulling approved team names and/or colors out of a hat.
- 2) Then managers' children will be slotted in the draft. Managers may only reserve their child in the draft. The manager's child (and sibling(s) if necessary) will be slotted in the draft according to the consensus (meaning general agreement, not majority rules) of all managers in the draft. The division representative, President, and Player Agent will arbitrate, oversee and direct this process, and make the final decision regarding player slotting. Managers will not be allowed to "reserve" their coaches' children. Coaches children must be drafted in the normal way.
- 3) After draft order and team names have been determined and slotting of players completed, managers can trade draft order or team name with other managers.
- 4) Once draft order and team name trades are concluded, the draft will begin. The draft order will use a serpentine format. For example, if there are six teams, the first round will draft players from draft order 1 through 6 then the second round will draft players from draft order 6 through 1. The third round starts again like the first round. The draft will end when all teams are filled as defined by the Player Agent.
- 5) If the division representative, Player Agent or President is also a manager or a manager's significant other for that division, the division representative, Player Agent or President will remove him or herself from arbitration during the draft for that division.
- 6) Trades must be concluded prior to anyone exiting the draft and with the approval of the division representative, Player Agent and the President.
- 7) Cell phone use, texting, emails, and other forms of communication ARE NOT TO BE USED once entering the draft to communicate about the draft to anyone else. The President or Player Agent can allow such use in necessary cases. The managers are only allowed to communicate with those that are inside the draft room until the draft has been finalized and you have exited the building. Do not share draft order with ANYONE.
- 8) No one but managers, player agent(s), division representative, president and presidential appointees are allowed in the draft room. Managers can appoint a single coach to draft if a manager cannot be present. Only one representative from each team can be present at the draft.
- 9) Parents may request to have one manager "blocked" from selecting their child during the draft process. This request needs to be in writing, detailing the reason for their request. The request must be submitted to either the league president, player agent or division representative for approval no later than 5 calendar days prior to the draft. The league president may use discretion to grant or deny the request.

## **MAJOR DIVISION DRAFT REGULATIONS**

- 1) Every player who played in the major division the previous year must be drafted to the major division their subsequent year.
- 2) All 12-year-old players will be listed as available to be drafted and ALL 12-year-old players must be drafted by the end of the draft, unless a parent/guardian signs a waiver. The waiver is completely at the discretion of the parent and has no bearing on anyone else's opinion of the player's ability. In the event the parent/guardian refuses to agree to a waiver, the player must be placed on a major division team
- 3) 10-year-olds must be drafted in the first six rounds of the major draft. 10-year-olds must play a minimum of one year in the minor division first before being allowed to be drafted to a major team, unless they did not play the prior spring season and are approved by the majors division representative, Player Agent and President, to be eligible for the majors division draft.

## **MINOR DIVISION DRAFT REGULATIONS**

- 1) 12-year-old players that are deemed not ready to play at the major division level and that player did not play at the major division the previous year shall be eligible to be drafted in the minor division. Note that these 12-year-olds in the minor division require written approval from the District Administrator, and only if approved by the board of directors and the parent of the candidate (See Regulation V [a].)
- 2) Minor division should be made up of 9-, 10-, and 11-year-olds. 12-year-olds may be selected per item 1, listed above. An 8-year-old can only be considered for the minor division draft with approval of the minor division representative, Player Agent and the President.

## **JV DIVISION DRAFT REGULATIONS**

- 1) JV division should be made up of 8, 9, and 10 year-olds. A 7 year-old can only be considered with approval of the JV division representative, Player Agent and the President.

## **MAJOR/MINOR DIVISION MANAGER APPLICATION/SELECTION PROCESS**

- 1) Major division manager criteria/requirements for eligibility will include:
  - a. Must have been a manager or coach at the major division in good standing and with good reviews – OR –
  - b. Must have been a manager at the minor division in good standing and with good reviews – OR –
  - c. May apply to the major representative with a written application stating credentials and reason for wanting to manage.
  
- 2) Major division and minor division candidates must submit their intention to apply for a manager position on or before the first assessment day of each year preceding the season. This notice should be emailed directly to the major division or minors division representative, respectively, with a copy going to the President.
  
- 3) Final screening of the applicants will be conducted by the appropriate division representative who will bring forth the list of all candidates and a recommended slate of managers to the board of directors for approval. If the President doesn't believe a candidate is qualified, the President may remove the candidate from consideration.
  
- 4) Managerial candidates will be put forward by the division representative to the board of directors as a slate of managers to be approved. However, any member of the board of directors can ask to discuss the specifics of a particular manager and ask for a vote without that particular manager.
  
- 5) The board of directors shall vote and approve the managers on or before the published draft date and time.

# CLL PROTESTS AND GRIEVANCE PROCEDURES DIVISION – LOCAL RULES



*Based upon Local Rules on file with Western Region Little League Headquarters, San Bernardino, California*

The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the JV Division of Claremont American Little League:

1. Regulation III, paragraph (d) specifies procedures for the loss of a player from a team. Under the local rules, a manager must advise the League Representative of the possible or actual loss of a player immediately, but in no case later than at the conclusion of the second consecutive game absence of the player.
2. Substitute players will play alternate innings in the field. No player will sit out more than one inning in a row (Rule 3.03 and 4.04). Consequence to not meeting requirements 1<sup>st</sup> written warning, 2<sup>nd</sup> 1 game suspension to manager.
3. Two (2) adult base coaches are allowed. A team may have a total of three (3) adults in the dugout area and coaches boxes (Rule 4.05 Paragraph (1)). **(FIELD #1 Dugouts requires 1 Coach at bottom of Stairs when players are in the dugout)**
4. No new inning shall start after one hour and forty-five minutes (1:45) from the start of the game. After two hours & 5 minutes (2:05) of play, the game will be suspended.
5. When a team has scored five (5) runs in its half of the inning, three (3) offensive players shall be deemed to have been legally put out. That team shall then take the field and the opposing team becomes the offensive team (Rule 5.07).
6. The infield fly rule will not be called. Infield fly balls must be caught to be an out (Rule 6.05 (d)).
7. The first four games will be non-competitive, and wins and losses will not be recorded in the standings. This time will allow coaches to develop pitchers without fear of the score. It will also allow the pitch count, scorebook, and score board volunteers to get used to their roles. Rules below will apply. After the 4<sup>th</sup> game, wins and losses will be recorded.
  - a. During these first four games, no player shall pitch more than three outs (3) per game. Pitcher may not pitch in more than two (2) consecutive innings.
8. No illegal pitches will be called (Rule 8.05).
9. A player that receives a base on balls can only advance one (1) base. Immediately after receiving the base on balls the runner may advance when: an errant throw is made to any position by any player, or if a “pick off” throw is attempted, or after the first pitch to the new batter is made.

Play stops when the pitcher receives the ball on the mound (within the dirt circle of the mound). Base runners will be sent back to the base they were running from if they are not more than halfway to the next base when the pitcher receives the ball on the mound.

**(NOTE)** The runner cannot advance when the pitcher has control of the baseball and has both feet inside the dirt circle of the mound. (Rules 5.02 and 7.01) (halfway lines will be marked in paint on the edge of grass).

10. In the event that a game ends in a tie due to darkness or time limit after it has been declared a regulation game (Rule 4.10), it will not be rescheduled and will be recorded as a tie in standings.

11. No half-inning may end with an "Intentional Walk" (Rule 6.08 (a) (2)).

#### **NOTES ON RULES:**

- A. In the event of injury to a player, the umpire(s) shall stop play immediately. After the injured player has been tended to, the umpire(s) shall authorize the scoring of such runs and send runners to such bases as is deemed to be the most likely outcome of the play.

#### **LOCAL LEAGUE ALLOWED RULE MODIFICATIONS:**

Reg X(c): No new inning after 1 hour and forty-five minutes from start of game. Game stops at 2 hours 5 minutes (drop dead). All innings will be played to completion unless the home team is winning at the bottom half of the inning in which the no new inning mark is reached, or the "drop dead" time is reached. All games must end at 8:55pm.

Rule 4.04: A continuous batting order will **BE** in effect.

Rule 4.10 (c)(2): If a game is called, it is a regulation game if the game has been played for 1 hour and 45 minutes.

Rule 4.10(e): The 10-run rule will **NOT BE** in effect.

Rule 4.16(a): A game may not be started with less than **nine (9)** players on each team.

Rule 4.17: A game may not be continued with less than **nine (9)** players on each team.

Rule 5.07: The suspension of the 5-run rule will **BE** in effect for the fifth and sixth innings.

Rule 6.02(c): The one-foot-in-batters box rule will **NOT BE** in effect.

Rule 6.05(b)(2): The dropped third strike rule does not apply.

Rule 7.14 (b): The "courtesy runner" rule for the catcher and/or pitcher of record when there are two (2) outs will **BE** in effect. A courtesy runner must be reported to the plate umpire. If the continuous batting order is used, the "courtesy runner" may be in the team's batting order and must be the player in the batting order who made the last out.

Rule 9.01(d): The unsportsmanlike conduct on sign stealing will **BE** in effect

### Grievance Procedure:

Should a complaint have anything to do with the treatment of a player, the matter should be directed to the Player Agent.

Anyone who has a concern or complaint about the behavior of a manager, coach, umpire, player or a spectator shall be first directed to report this concern or complaint to the Division League Representative. The Division League Representative is then responsible for:

- (a) meeting with the complainant;
- (b) gathering the information necessary to evaluate the veracity of and the weight that should be given to the concern or complaint;
- (c) meeting with the individual against whom the concern or complaint was issued;
- (d) deciding what, if any, action should be taken; and
- (e) shall file a brief written report of the concern or complaint and action(s) taken, if any, to the President of the Claremont Little League.
- (f) At this point, the President will determine if further action is required.

In the event that further action is required, or a subsequent concern or complaint is filed with the Division League Representative against the same individual, the Division League Representative is required immediately to report this complaint to the President of the Claremont Little League Board. The President is then required to convene a meeting of the Grievance Committee. At the direction of the President, a Committee will be formed consisting of three CLL Board Members whom are not involved in the grievance.

The Committee, as part of its deliberations, may request that the Division League Representative, the President of the Board, and/or the individual against whom the complaint was filed, meet with them to share the information he/she has regarding the grievance. Following the Committee's deliberations, the chair of the committee is required to meet with the Board at the next scheduled Board meeting to present the case and to provide the recommended action(s) to be taken.

In the case where the offending individual is a current manager or coach, the Committee's recommended action(s) may include consequences up to and including the immediate termination of their term of service as the manager or coach of their respective team. The person that the grievance is against has a right to have his side heard in front of the Board at a designated Board meeting.

### Protest Procedure:

When a protest is submitted through the proper channels and in compliance with Little League Green Book Rules, the Umpire in Chief (UIC) will receive and review the Protest. The UIC will confer with the Umpire Agency as to the facts of the protest. If the protest is not resolved as a result of failure to properly follow the Green Book reporting procedure, the UIC will select three Board Members to hear and issue a ruling on the Protest. The UIC can be part of the panel to hear the protest. If any Board Members are directly involved in the protest, or they have a child and/or sibling on the teams involved, they will be recused from participating in the protest process.

Should a Protest be sent to a 3 person committee and be denied by that protest committee, the protesting manager or acting manager will be fined \$25 and will be expected to deliver the fine to one of the members of that protest committee. Should the manager or acting manager not submit the fine to one of the members of the protest committee within 15 calendar days, that \$25 fine will be deducted from any deposit the team or manager may have on file. This fine will be deposited into the general fund.

## **VOLUNTEER APPLICATION and PROCESS**

The Board of the Claremont American Little League recognizes its obligation to provide a safe environment for all players and volunteers who participate in the activities organized, managed, sponsored and sanctioned by the league.

In its efforts to ensure a safe environment for all Little League participants, including players, volunteers and spectators, the Claremont American Little League Board supports the recommendations of the City of Claremont Sports Committee regarding the screening of all volunteers who directly supervise youth sports players. We have identified the following volunteer classifications/titles in our league to include:

- All managers and coaches
- All assistant coaches
- All team parents
- All division representatives and board members.

The screening process for all volunteers shall consist of a Little League volunteer application submission to JDP Background Screening, in accordance with Little League Inc. All volunteers will be required to create a Claremont Little League website account and submit their full name, email address, and a copy of their Driver's License to the Compliance Board Member via their Claremont Little League website account. An email will then be sent to each volunteer from JDP allowing the volunteer to submit their personal information through an encrypted secure internet connection. All volunteers must complete this background screening process prior to interacting with Little League players.

Failure to complete this process will cause the Compliance Board Member or Division League Representative to notify the volunteer that they cannot participate in any practices, games, opening ceremonies, or any other league sponsored events until such time the process is completed.

If the process is not completed by March 15<sup>th</sup> of each year, the Compliance Board Member or Division League Representative will notify the League President who will in turn notify the volunteer they can no longer volunteer their services to the league as a manager, coach, team parent or board member for the remainder of that regular and any post season or All-Star play.

Following the completion of the application and live scan process the Compliance Board Member will be notified of the back ground check results. This information is confidential and will only be available to the Compliance Board Member and shared with the league President.

In the event there is a criminal history return on a Volunteer Application submission from a volunteer manager, coach, assistant coach, team parent or board member the Compliance Board Member will review that information to determine if the criminal conviction falls within the league's pre-designated offenses that preclude persons from being a youth volunteer for Claremont American Little League.

If the conviction for the violation is not listed in the pre-designated list, the Compliance Board Member will not take any further action. If the violation is on the pre-designated list, the Compliance Board Member will immediately notify the league President who will in turn advise the youth volunteer that he or she cannot volunteer in the league because of the return data.

The LL background check needs to be completed before coaches are allowed to practice with the players. At minimum a verification that the volunteer is not on the sex offender database is required.

As an appeal process, the youth volunteer may appeal to the Compliance Board Member and the League President and demonstrate that the Volunteer Application return information is incorrect. The burden of proof that this information is inaccurate is the responsibility of the volunteer applicant, not the league or any of its officers.

There is no appeal process for anything other than incorrect criminal history information. Violations of the pre-designated offense list shall not be handled on a case-by-case basis.

A volunteer is either clear to volunteer because they have no previous criminal history, or they have a criminal history, but the offense(s) for which they have been convicted of are not contained in the league's pre-designated list. All others are precluded from volunteering in the league.

The following pre-designated offense violations are considered as automatic disqualifiers for any youth volunteer from Claremont American Little League.

1. All Felony convictions
2. Misdemeanor convictions that involve theft, embezzlement, fraud, forgery, weapons violations, assault, sex related offenses, possession of controlled substances, child endangerment/abandonment, and convictions for being under the influence of controlled substances.
3. Driving Under the Influence convictions. A conviction for driving under the influence, first time offense, will bar an individual from any of the league's volunteer positions for a period of 2 years from the date of conviction.

A second conviction for driving under the influence will permanently bar an individual from holding any of the leagues volunteer positions.

## CLL ALL STAR SELECTION PROCESS

### I. OVERVIEW

This procedure is intended to identify and select managers and players who will best represent Claremont Little League (CLL) in postseason tournaments. The intent is for the process to be transparent, effective and equitable. Player and manager skill, knowledge, effort, attitude, commitment and demeanor should all be considered in the voting processes. To be eligible for CLL All Star selection, players must play in 60 percent of regular season games (or have an injury or other waiver approved by the CLL Executive Board).

The Player Agent (PA) and All Star Coordinator (ASC) will run the All Star selection process for all divisions. It is important that the PA and ASC not have a child in consideration for selection to an All Star team nor have a family member who is a manager or coach in the Division for which players are being selected. In the event of a conflict, a designated replacement from the CLL Board shall be named for the division in which the conflict exists.

### II. SUMMARY

The process outlined in detail below can be summarized as follows:

1. Players vote for other players in their age group and the top vote getters are nominated for their respective all star team.
2. Prior to the all-star selection process, the CLL Executive Board meets and approves manager and coach candidates for each all star team.
3. Managers for each division meet and vote by ballot in multiple rounds until 10 players are selected.
4. The previously approved manager finalizes the roster (making the final 1-4 picks) among the remaining nominated players, as ranked by all managers.

Note: This process requires creating a new position on an annual basis: that of the All Star Coordinator (ASC). The primary responsibility of the ASC is to ensure the process proposed herein is carried out according to the rules below. The ASC should be a Board Member appointed by the president who is well versed in the process below.

### III. BALLOT PREPARATION

The PA will prepare ballots that all players will use to vote for their fellow players. The ballots need to separate the players into the following age groups: 12 year-olds, 11 year-olds, and 10 year-olds (note: there will be no player voting for 9 year-olds, 8 year-olds or 7 year-olds). The PA should conduct player voting among all 12 year-olds, 11 year-olds and 10 year-olds, regardless of division.

#### IV. PLAYER VOTING

The PA will arrange to meet with all teams in the Majors, Minors and JV divisions so players can vote. The voting should take place at a convenient location, such as before or after a practice or game. Voting will be done one team at a time and in the absence of coaches and parents. The PA will pass out the ballots to the players, explain the criteria, and players vote for 5 players in their age group. When the players finish voting, they turn in their ballots to the PA who ensures that the votes are clear and 5 players per age group were nominated. Prior to the all-star selection meeting, the PA will tabulate the votes for each age group and make a list of the top five vote-getters. If the PA has a child or family member in a particular age group, the ASC will count votes for that group.

#### V. MANAGER SELECTION

After the first half of the season, all rostered managers and coaches will be notified that CLL is accepting applications for the positions of Manager and Coach for All Star Teams. Such notification will also be posted on the website and via email. The deadline for submission will be determined on an annual basis.

Applicants are to submit an application/resume to the League President and/or Division Representative for their respective team. All applicants must be a manager or rostered coach. In his/her submission, the applicant should demonstrate strengths in the following areas by answering questions provided to them:

- Knowledge of both the game and regular-season and tournament rules
- Time to dedicate to practice and play
- Ability to communicate with the kids
- Ability to communicate with the parents, the league, and other coaches
- Game management during a competitive All Star Tournament
- Ability to represent the CLL and its families well

The following will be considered:

- Past Coaching Evaluations
- Peer Evaluation
- Division Representative Recommendation
- Board Discussion
- League Standings

The Board will be given the opportunity to review the applications and each candidate will be discussed by the CLL Board at a set meeting. However, if a Board Member or family member of a Board Member is applying for an All Star Manager position, he/she will not review applications, offer input or vote for the Manager position for that respective All Star Team. The executive board will then vote and by majority, decide which manager applicant will be the All Star Manager for each All Star team. If a manager candidate is not selected to be the manager for the All Star team to which he/she applied, the Board will decide whether to approve that applicant as a coach (if the candidate elected to be so considered on his/her application). Similarly, the executive board will then vote and by majority, decide whether to approve each coach applicant for the position applied.

After notifying the candidate that he/she has been selected as All Star Manager, the All Star Manager will

then complete the roster at the All Star draft as outlined below. The All Star Manager for each team will be able to select his/her coaches from any approved rostered manager or coach, subject to Board approval.

## VI. ALL-STAR SELECTION MEETING

Player selection will generally follow Method 1 below. In cases where there is a possibility that an all-star team will be comprised by players from more than one regular season division, the President, ASC and PA will decide, with the approval of the board of directors, to use Method 2 and then announce 72 hours before the draft begins the method selected. As a general rule, when players of a single age are split among multiple divisions, if there are not at least 16 players of that age in the higher division, Method 2 should be considered.

### METHOD 1:

#### A. Player Selection

All managers in the Majors, Minors, JV and Farm (if CLL elects to field a 7-year-old All Star Team) Divisions shall be present at any all-star selection meeting in which that manager has at least one player in that age group on his/her team. The Board may make an exception and not require managers from a lower division to be present at a draft where there are at least 16 eligible players of the same age playing in a higher division. If a manager is unable to attend, he/she must identify a rostered coach (or other assistant coach with Executive Board approval), as a replacement.

At the outset of the meeting, for ages 10 – 12, the five players receiving the most votes during the player voting process are nominated for the all-star team for their respective age group. The managers of those players may then briefly discuss the merits of each. Each manager will then nominate however many players they wish and again briefly identify the reasons why each player is deserving of all-star recognition. The names will be written down on a sheet of paper or white board for all to see. Once all managers have nominated players, the PA or ASC should ask if there are any additional nominations not previously made.<sup>1</sup>

Thereafter, the voting process begins. The voting occurs over a series of rounds until a total of ten (10) players are selected to the roster. Managers are provided ballots and in the first round are instructed to vote for five (5) players from the list of nominations. Managers may not vote for players on their own team and ballots should identify the name of each voting manager. The PA and ASC will collect and count the ballots. Any player receiving unanimous votes from all eligible<sup>2</sup> managers are selected to the all-star roster for their age group. The rest of the players' names are returned to the list of nominated players and the ballots are retained by the PA/ASC. This is the end of the first round of voting. In the event no players receive unanimous votes, the top three (3) vote-getters<sup>3</sup> are selected to the all-star team and the remainder of the names are returned to the nomination list.

Managers then repeat the voting process among the remaining nominated players and vote for five (5) players. Again, players who receive unanimous votes from eligible managers are selected. If no player receives votes

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<sup>1</sup> To ensure adequate options for the manager, it is recommended at least 16 players be nominated before voting begins.

<sup>2</sup> An eligible manager is any manager able to vote for a player, i.e. all managers but the player's own manager.

<sup>3</sup> If ties would result in more than five players being selected, the PA/ASC have the discretion to select only the top three or four vote-getters. The goal is to select no more than 5 players during this round.

from all eligible managers, any player receiving votes from all but one eligible manager are selected to the team.

In the third and subsequent rounds of voting, managers vote for three (3) players and the same rules from rounds one and two apply. However, in the third and subsequent rounds, the PA/ASC have discretion to reduce the consensus required<sup>4</sup> in order to achieve the selection of 10 total players, so long as every player chosen received a vote from at least 50% of eligible voting managers and no more than four players are added per round.

In any round of player voting, an 11th player may be added to the roster only in the event it is needed to break a tie between two players. If there is a tie between more than two players in any round of voting which would produce more than 11 players on the roster, managers will rank those tied players and the highest vote-getter(s) will be selected to the roster. In such case, the roster shall consist of 10 players.

Once 10 players (or 11, if necessary) have made the team, the process will stop. The PA and ASC will then have each manager rank, in writing, all of the remaining nominated players in order from most to least deserving. The PA and ASC will collect the votes and create a single consolidated list of player rankings based on the lists submitted by managers. Each remaining player's highest and lowest ranking will be discarded.

#### B. Completing the Roster

The all-star manager will decide whether to carry 11, 12, 13 or 14 players on the team. The manager will then select those additional players from the list provided by the PA and ASC ranking the players who were not previously selected to the roster. If selecting one or two additional players, the manager must choose among the top four (4) ranked players. If selecting three additional players, the manager must choose among the top five (5) ranked players. If selecting four additional players, the manager must choose among the top six (6) ranked players.

After the team has been selected, if a player is injured or removed from the team for any reason, the manager will select a replacement from the consolidated ranked list consistent with the process above.

### METHOD 2:

#### A. Creating a Ranked List

The PA and ASC will have each manager rank, in writing, all of the nominated players in order from most to least deserving from the division in which the manager coached. The PA and ASC will collect the votes and create consolidated lists of player rankings based on the lists submitted by managers from each division. Each player's highest and lowest ranking will be discarded. In consultation with the all star manager, the ASC and PA will then merge the lists into a single, consolidated ranking. The merging process entails the ranked players from the lower division being slotted into the ranked list from the higher division where the all star

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<sup>4</sup> There is no need to revote if no players meet the required consensus for the round considering the managers would simply reiterate the same list of players in a subsequent revote. In such a case, their preferences are still honored but the required number of votes is simply reduced to ensure at least one player is selected.

manager deems most appropriate. A player's ranking relative to other players within his/her own division must remain intact.

The all-star manager will then decide whether to carry 11, 12, 13 or 14 players on the team. If selecting 11 or 12 players, the manager must select from top 14 ranked players. If selecting 13 players, the manager must select from the top 15 ranked players. If selecting 14 players, the manager must select from the top 16 ranked players.

## VI. NOTIFICATION

All Star rosters will be announced no earlier than June 1st and not disclosed for the first time during closing ceremonies. There are a variety of ways to notify All-Stars; including volunteers leaving All-Star signage and other All-Star items at the players home while he/she is in school, the manager notifying each player, and/or a surprise team gathering.

## VII. ADDITIONAL RULES

“PLAYING UP” - Executive Board approval is required for a player to play on an all star team above his/her league age. No player age 9 or lower will be allowed to play up. Both of the conditions below will be met in order to approve a player to play up:

- 1) The team the younger player is moved up to is expected to advance as far or farther in postseason play than the team corresponding to the player's league age; and
- 2) The younger player is expected to exceed the minimum play requirements.

In any event, the CLL Executive Board should make a final determination on the issue on a case-by-case basis based on what is best for Claremont Little League at large.

ALTERNATE PROCESS FOR JUNIORS/SENIORS - In Divisions with a limited number of teams - typically Juniors and Seniors - the CLL Executive Board should decide whether to employ the process described above or institute a modified process. The alternate process should require the Division managers, Division Representative and ASC to come to a consensus regarding a recommended manager and roster. The recommendations would then be presented to the Executive Board for final approval (and tie breaking, if needed).

# Claremont American Little League Pool Player Policy

What is this? A pool of players from existing regular season teams created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game within their respective divisions. The Pool Players will be managed and run by the league's Player Agent (Green Book, Regulation V, Section C).

Steps to Obtain a Pool Player:

- . 1) Determine that you are in need of a player to abide by Rule 4.17 which states that a game cannot be played with less than 9 rostered players. [SEP]
- . 2) Contact the league Player Agent and ask for a Pool Player. ONLY the Player Agent can assign a Pool Player to a team. Give as much notice as possible for the Player Agent to obtain a Pool Player for assignment. [SEP] NOTE: Managers and/or coaches do not have the right to randomly pick and choose players from the pool within their divisions (Green Book, Regulation V, Section C). [SEP]

Little League Rules for Pool Players:

- . 1) Assigned Pool Player must be obtained through the Player Agent only. [SEP]
- . 2) Assigned Pool Player cannot play the position of pitcher. [SEP]
- . 3) The player agent should have each Pool player listed in random order (at the beginning of the season) and contact the pool players in that order. If player denies request to be a pool player and/or parents does not respond, then that Player goes to bottom of list.
- . 4) Before the start of the season, each manager must identify at least 3 players willing to participate in the pool player program. It is the manager's job to market this program to players and parents. If a team does not identify, in writing, at least 3 players, that team will not be allowed to avail itself of the pool player program for the remainder of the season. Any failure to field nine players in a game will result in a forfeit.

Local Rules for Pool Players:

- . 1) Assigned Pool Player will take the defensive position in the outfield only. [SEP]
- . 2) Assigned Pool Player will bat last in the lineup. EXCEPTION: If a team member arrives late to the game, that player will be placed last in the batting order (Green Book, Rule 4.04/NOTE 2). The Pool Players that are called and show up at the game site must play.
- . 3) This rule supersedes any guidelines in Regulation V, Selection of Players in the Green Book: Pool players that are called and show up at the game site must play at least 9 consecutive defensive outs.

If other players are available to play defense due to rostered players showing up unexpectedly, pool players must play exactly 9 consecutive defensive outs. Violation of the rule is cause for protest by the opposing manager. (Note Pool players still continue to have offensive at bats).

Pool Players Obtained Improperly:

- 1) If a manager obtains a Pool Player improperly, that manager will be suspended for his/her next regularly scheduled game.
- 2) Any Pool Player that is not obtained properly should be considered an ineligible player and the opposing manager can protest the game base on that. See Green Book Rule 4.19.



# District 20 District 20 Junior/Intermediate Division 2026 Season Rules

The following modifications of Little League Baseball Official Regulations and Playing Rules have been adopted as “Local Rules” for the District 20 Junior/Intermediate Divisions. (2/17/2026)

1. HOME GAMES: If there is no “board member on duty” at the game site, the home team manager must have a cell number for a board member on duty to contact during game time in case of any issues.
2. ROSTERS: No team will be permitted to play unless their roster has been turned in prior to first game. No player will be permitted to play that does not appear on the team roster (ex: Pool Players). Players may be added to the team roster, but this must be done in writing and sent to District 20 no less than 24 hours prior to that player taking the field.
3. Lineups will be exchanged before the game and will list the players’ first and last names, uniform numbers, and starting positions. The Official Scorekeeper will be notified of defensive changes by the managers. The Official Pitch Counter will be notified of all pitching changes and advised of the age of the incoming pitcher.
4. Scorekeeping/Pitch Count: The home team is responsible for keeping the official scorebook and the visiting team is responsible for tracking the pitch count of record. It is recommended that both teams keep track and confer after each inning. Managers must sign the pitching affidavit for the opposing team as well as their own after each game has concluded. Each team’s pitching affidavit must accompany them to each venue and must be presented before the start of the next game. Penalty for; not having an affidavit, having an incomplete affidavit, or a questionable affidavit is the violating team must use one inning per pitcher maximum. An inning is defined as when a pitcher takes the mound and delivers a pitch, whether to start or finish the inning, regardless of the number of pitches thrown. The use of an ineligible pitcher will result in an automatic 2-game suspension for the manager. Any subsequent offenses will be adjudicated by District 20 staff.
5. Fifteen Year Olds (Juniors Only): Only league age 15 year old players who have been assessed and deemed appropriate to play in the Juniors division will be allowed to participate. No team may have more than two league age 15 year olds on defense at any one time. Players who are 15 years old are allowed to pitch but may not pitch more than a total of three innings. This is an age inning maximum, meaning no combination of 15-year-old pitchers may exceed three innings. An inning is defined as when a pitcher takes the mound and delivers a pitch, whether to start or finish the inning, regardless of the number of pitches thrown. (i.e. Three 15-year-old pitchers, each throwing only 1 pitch in one inning would exhaust your limit of 15-year-old pitching for that game.)
6. Teams will bat the entire line up and have free defensive substitution. Per Rule Book, losing a player for any reason will not result in a team losing an out in the batting order. Mandatory play must be met (Regulation IV, i).

7. The Home team is responsible for supplying baseballs. Two umpires are preferred but games can be played with only one.
8. Game times will have a time limit of “no new inning” to start after two hours (2:00) after the scheduled game time. No drop-dead time. The Umpire may overrule this in case of darkness, in which the score will revert back to the previous completed inning. Games that reach the time limit will be considered a Regulation Game per Rule 4.10c (2) – A. R.
9. Games that are called for whatever reason that are regulation games that end in a tie will not be completed at a later date.
10. A maximum of 3 coaches (Manager plus up to 2 Coaches) are allowed on the field and in the dugout during pre-game warm ups and the game. These 3 Coaches should be listed on the lineup card exchanged at the plate meeting. One adult (18 years old and up) must remain in the dugout once the game has started at any time a player is present. If a coach is less than 18 years of age, they may not be the sole dugout coach and they must wear a helmet when coaching the bases. If a manager or coach is ejected, they are not replaceable and the game must play with one less coach. If they were the only adult coach, the game must be suspended until a continuation can be rescheduled for a later date.
11. Manager/Coach/Player Ejections: The penalty for an ejection is immediate removal from the park/venue and a one game suspension (being the next game) for that individual. The ejected person is not allowed at the venue for their next game. The ejection MUST be noted in the scorebook. It is the responsibility of the manager and/or Division Rep to notify their league president who in turn will notify the District 20 administrator of any ejections within 24 hours. The penalty for not notifying the District 20 administrator is an additional game suspension to either the ejected individual or the Manager. The ejected manager or coach cannot be replaced for the game they are suspended.
12. Interleague Local Rule: Umpires will enforce the “foot in the box” rule 6.02 (c ) as well as “stealing signs” rule 9.01(d). See note that follows the rule.
13. Mercy Rule in effect – Rule 4.10 (e)
14. Rainouts or other Schedule Changes: Please contact the opposing Manager as soon as possible to let them know of the cancellation. League Presidents are to work out the rescheduling and notify District 20.
15. Pool Players: Only league registered and rostered, age-appropriate players are allowed to serve as Pool Players and they must be assigned by the league Player Agent. Pool players must wear their own team uniform and are not allowed to pitch or catch. They will bat last in the lineup and play an outfield position only. Pool Players are required to play nine (9) consecutive defensive outs. Once requested, they will not be asked to leave and must be given the opportunity to play even if enough players show for the game. (Maximum of 3 pool players per team, per game)  
NOTE: Make every effort to field at least 9 players for each game. However, if a team unexpectedly cannot field nine players either at the beginning of the game and/or due to injury during the game, Rule 4.16 and Rule 4.17 Local League Option will be utilized with no penalty to the team.
16. All Little League rules and regulations must be followed whether or not specified in this District 20 Junior/Intermediate Division 2026 Season Rules.
17. If a manager or coach consistently violates these or other Little League rules, the District Administrator can determine that manager or coach to be ineligible to be on a tournament team’s roster or act as a temporary coach for any tournament team at any level.

18. All protests will be handled by the District 20 staff. Protests must be e-mailed to D20 (amy@weilerfamily.com) within 24 hours of the game along with the umpire report. This is the responsibility of the protesting manager. Be sure to copy your league president as well.

**There will be NO GENTLEMEN'S AGREEMENT to modify ANY rules.**

# MAJORS DIVISION – LOCAL RULES

*Based upon Local Rules on file with Western Region Little League Headquarters, San Bernardino, California*



The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the MAJORS Division of Claremont American Little League:

1. Regulation III, paragraph (d) specifies procedures for the loss of a player from a team. A manager must advise the Player Agent and League Representative of the possible or actual loss of a player immediately, but in no case later than at the conclusion of the second consecutive game absence of the player.
2. A team may have a total of three (3) adults in the dugout area and at least one of which must remain in the dugout whenever there is a player in the dugout (Rule 4.05 Paragraph (1)). **(FIELD #1 Dugouts requires 1 Coach at bottom of Stairs when players are in the dugout)**

## NOTES ON RULES:

- A. In the event of injury to a player, the umpire(s) shall stop play immediately. After the injured player has been tended to, the umpire(s) shall authorize the scoring of such runs and send runners to such bases as is deemed to be the most likely outcome of the play.

## LOCAL LEAGUE ALLOWED RULE MODIFICATIONS:

- Reg X(c): No new inning after 2 hours from start of game. No drop dead time. All games must end at 8:55pm
- Rule 4.04: A continuous batting order will **BE** in effect
- Rule 4.10(e): The 10-run rule will **BE** in effect
- Rule 4.13: A team may play **two (2)** doubleheaders in a calendar week. No team shall play three games in a day.
- Rule 4.16(a): A game may not be started with less than **nine (9)** players on each team.
- Rule 4.17: A game may not be continued with less than **nine (9)** players on each team.
- Rule 6.02(c): The one-foot-in-batters box rule will **NOT BE** in effect
- Rule 6.05(b)(2): The dropped third strike rule will **BE** in effect
- Rule 7.14 (b): The “courtesy runner” rule for the catcher and/or pitcher of record when there are two (2) outs will **BE** in effect. A courtesy runner must be reported to the plate umpire. If the continuous batting order is used, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out.
- Rule 9.01(d): The unsportsmanlike conduct on sign stealing will **BE** in effect

# MINORS DIVISION – LOCAL RULES

*Based upon Local Rules on file with Western Region Little League Headquarters, San Bernardino, California*



The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the MINORS Division of Claremont American Little League:

1. Regulation III, paragraph (d) specifies procedures for the loss of a player from a team. Under the local rules, a manager must advise the League Representative of the possible or actual loss of a player immediately, but in no case later than at the conclusion of the second consecutive game absence of the a player.
2. Substitute players will play alternate innings in the field. No player will sit out more than one inning in a row (Regulation IV (i), Rule 3.03 and 4.04). Consequence to not meeting requirements 1<sup>st</sup> written warning, 2<sup>nd</sup> 1 game suspension to manager.
3. Two (2) adult base coaches are allowed. A team may have a total of three (3) adults in the dugout area and coach boxes (Rule 4.05 Paragraph (1)). **(FIELD #1 Dugouts requires 1 Coach at bottom of stairs when players are in the dugout)**
4. In the event that a game ends in a tie due to darkness or time limit after it has been declared a regulation game (Rule 4.10), it will not be rescheduled and will be recorded as a tie in standings.
5. When a team has scored five (5) runs in its half of the inning, or when all players on the roster have batted one time in the half inning, three (3) offensive players shall be deemed to have been legally put out. The team shall then take the field and the opposing team becomes the offensive team.
6. No half-inning may end with an “Intentional Walk” (Rule 6.08 (a) (2)).

## NOTES ON RULES:

- A. In the event of injury to a player, the umpire(s) shall stop play immediately. After the injured player has been tended to, the umpire(s) shall authorize the scoring of such runs and send runners to such bases as is deemed to be the most likely outcome of the play.
- B. No twelve (12) year old can pitch in the Minor Division.

## LOCAL LEAGUE ALLOWED RULE MODIFICATIONS:

- |               |   |
|---------------|---|
| Reg X(c):     | No new inning after 1 hour 50 minutes from start of game. No drop dead time. All games must end at 8:55pm |
| Rule 4.04:    | A continuous batting order will <b>BE</b> in effect   |
| Rule 4.10(e): | The 10-run rule will <b>NOT BE</b> in effect  |
| Rule 4.13:    | A team may play <b>one (1)</b> doubleheader in a calendar week. No team shall play three games in a day.  |
| Rule 4.16(a): | A game may not be started with less than <b>nine (9)</b> players on each team.                            |
| Rule 4.17:    | A game may not be continued with less than <b>nine (9)</b> players on each team.                          |
| Rule 5.07:    | The sixth inning suspension of the 5-run rule will <b>BE</b> in effect.                                   |
| Rule 6.02(c): | The one-foot-in-batters box rule will <b>NOT BE</b> in effect.  |

- Rule 6.05(b)(2): The dropped third strike rule does not apply.
- Rule 7.14 (b): The “courtesy runner” rule for the catcher and/or pitcher of record when there are two (2) outs will **BE** in effect. A courtesy runner must be reported to the plate umpire. If the continuous batting order is used, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out.
- Rule 9.01(d): The unsportsmanlike conduct on sign stealing will **BE** in effect

# JV DIVISION – LOCAL RULES

*Based upon Local Rules on file with Western Region Little League Headquarters, San Bernardino, California*



The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the JV Division of Claremont American Little League:

1. Regulation III, paragraph (d) specifies procedures for the loss of a player from a team. Under the local rules, a manager must advise the League Representative of the possible or actual loss of a player immediately, but in no case later than at the conclusion of the second consecutive game absence of the player.
2. Substitute players will play alternate innings in the field. No player will sit out more than one inning in a row (Rule 3.03 and 4.04). Consequence to not meeting requirements 1<sup>st</sup> written warning, 2<sup>nd</sup> 1 game suspension to manager.
3. Two (2) adult base coaches are allowed. A team may have a total of three (3) adults in the dugout area and coaches’ boxes (Rule 4.05 Paragraph (1)). **(FIELD #1 Dugouts require 1 Coach at the bottom of the stairs when players are in the dugout)**
4. No new inning shall start after one hour and forty-five minutes (1:45) from the start of the game. After two hours & 5 minutes (2:05) of play, the game will be suspended.
5. When a team has scored five (5) runs in its half of the inning, three (3) offensive players shall be deemed to have been legally put out. That team shall then take the field and the opposing team becomes the offensive team (Rule 5.07).
6. The infield fly rule will not be called. Infield fly balls must be caught to be an out (Rule 6.05 (d)).
7. The first four games will be non-competitive, and wins and losses will not be recorded in the standings. This time will allow coaches to develop pitchers without fear of the score. It will also allow the pitch count, scorebook, and scoreboard volunteers to get used to their roles. Rules below will apply. After the 4<sup>th</sup> game, wins and losses will be recorded.
  - a. During these first four games, no player shall pitch more than three outs (3) per game. Pitcher may not pitch in more than two (2) consecutive innings.
8. No illegal pitches will be called (Rule 8.05).
9. A player that receives a base on balls can only advance one (1) base. Immediately after receiving the base on balls the runner may advance when: an errant throw is made to any position by any player, or if a “pick off” throw is attempted, or after the first pitch to the new batter is made.

Play stops when the pitcher receives the ball on the mound (within the dirt circle of the mound). Base runners will be sent back to the base they were running from if they are not more than halfway to the next base when the pitcher receives the ball on the mound.

**(NOTE)** The runner cannot advance when the pitcher has control of the baseball and has both feet inside the dirt circle of the mound. (Rules 5.02 and 7.01) (halfway lines will be marked in paint on the edge of grass).

10. In the event that a game ends in a tie due to darkness or time limit after it has been declared a regulation game (Rule 4.10), it will not be rescheduled and will be recorded as a tie in standings.

11. No half-inning may end with an "Intentional Walk" (Rule 6.08 (a) (2)).

#### **NOTES ON RULES:**

B. In the event of injury to a player, the umpire(s) shall stop play immediately. After the injured player has been tended to, the umpire(s) shall authorize the scoring of such runs and send runners to such bases as is deemed to be the most likely outcome of the play.

#### **LOCAL LEAGUE ALLOWED RULE MODIFICATIONS:**

Reg X(c): No new inning after 1 hour 45 minutes from the start of the game. All innings will be played to completion unless the home team is winning at the bottom half of the inning in which the no new inning mark is reached, or the "drop dead" time is reached. Game stops at 2 hours 5 minutes (drop dead). All games must end at 8:55pm.

Rule 4.04: A continuous batting order will **BE** in effect.

Rule 4.10 (c)(2): If a game is called, it is a regulation game if the game has been played for 1 hour and 45 minutes.

Rule 4.10(e): The 10-run rule will **NOT BE** in effect.

Rule 4.16(a): A game may not be started with less than **nine (9)** players on each team.

Rule 4.17: A game may not be continued with less than **nine (9)** players on each team.

Rule 5.07: The suspension of the 5-run rule will **BE** in effect for the fifth and sixth innings.

Rule 6.02(c): The one-foot-in-batters box rule will **NOT BE** in effect.

Rule 6.05(b)(2): The dropped third strike rule does not apply.

Rule 7.14 (b): The "courtesy runner" rule for the catcher and/or pitcher of record when there are two (2) outs will **BE** in effect. A courtesy runner must be reported to the plate umpire. If the continuous batting order is used, the "courtesy runner" may be in the team's batting order and must be the player in the batting order who made the last out.

Rule 9.01(d): The unsportsmanlike conduct on sign stealing will **BE** in effect

# FARM DIVISION – LOCAL RULES

*Based upon Local Rules on file with Western Region Little League Headquarters, San Bernardino, California*



The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the Farm Division of Claremont American Little League:

1. Regulation III, paragraph (d) specifies procedures for the loss of a player from a team. Under the local rules, a manager must advise the league representative of the possible or actual loss of a player immediately, but in no case later than at the conclusion of the second consecutive game absence of the player. No score will be kept.
2. Ten (10) players can be on the field defensively. Four (4) of the players must be placed in the outfield equally spaced on the grass (no rover). All outfield players must be at **least ten feet off the infield dirt**. A legal game may be played with nine (9) players, including three (3) outfielders, if ten (10) players are not available.
3. Substitute players will play alternate innings in the field. No player will sit out more than one inning in a row (Rule 3.03 and 4.04). Consequence to not meeting requirements 1<sup>st</sup> written warning, 2<sup>nd</sup> 1 game suspension to manager.
4. Teams will bat their entire roster of players consecutively throughout the game. Player(s) arriving late must be placed at the end of the batting order (Rules 3.03 and 4.04).
5. Two (2) adult base coaches are allowed. A team may have a total of four (4) adults in the dugout area and coach boxes (Rule 4.05 Paragraph (1)). **(FIELD #1 Dugouts requires 1 Coach at bottom of Stairs when players are in the dugout).**
6. When a team has completed five (5) runs in its half of the inning, three (3) offensive players shall be deemed to have been legally put out. That team shall then take the field and the opposing team becomes the offensive team (Rule 5.07). No official score will be kept.
7. The infield fly rule will not be called. Infield fly balls must be caught to be an out (Rule 6.05 (d)).
8. A pitched ball is considered dead unless the batter puts the ball in play by hitting it. There shall be no base stealing (Rule 7.13).
9. **For Infield Hits**, all runners may only advance one base at a time on any hit. **For Outfield Hits, Play Stops** when the outfielder throwsthe ball in after retrieving it. . Base runners will be sent back to the base they were running from if they are not more than halfway to the next base when the ball is released from the outfielder’s hand.
10. **PITCHING – See attached Addendum A.**

## NOTES ON RULES:

- A. In the event of injury to a player, the coach(es) shall stop play immediately. After the injured player has been tended to, the coach(es) shall authorize the completion of such runs and send runners to such bases as is deemed to be the most likely outcome of the play.
- B. Manager and coaches may not be on the infield to provide instruction during the game(s) except when pitching (Regulation VIII (d)). Two coaches may be in the outfield to assist with instruction during the game.

- C. The infield Pitcher position will play on the pitcher's mound either to the left side or right side of the rubber.
- D. Each player cannot play the same position more than one inning in a row.

**LOCAL LEAGUE ALLOWED RULE MODIFICATIONS:**

- Reg X(c): No new inning after 1 hour 30 minutes from start of game. Game stops at 1 hour 45 minutes (drop dead).
- Rule 4.04: A continuous batting order will **BE** in effect.
- Rule 4.10(e): The 10-run rule does not apply.
- Rule 4.16 (a): A game may not be started with less than **nine (9)** players on each team.
- Rule 4.17: A game may not be continued with less than **nine (9)** players on each team.
- Rule 5.07: The last inning suspension of the 5-run rule does not apply.
- Rule 6.02(c): The one-foot-in-batter's box rule will **NOT BE** in effect.
- Rule 6.05(b)(2): The dropped third strike rule does not apply
- Rule 9.01(d): The unsportsmanlike conduct on sign stealing will **NOT BE** in effect.

**Addendum A – Machine Pitch Rules**

During the season until Spring Break, a pitching machine will be used for all games, and each player will get “**at most**” 4 pitches or can work a foul ball on the last pitch until in play or the batter swings and misses the ball. There will be no walks.

After Spring Break, the following rules will apply to WEEKDAY GAMES ONLY:

- Players will pitch from a modified 40' distance from the pitcher's rubber to the back of home plate (6' in front of the mounds at College Park).
- Pitching will be by players league age 7 or older only.
- Balls and strikes to be called by a manager or coach of the defensive team, positioned on the field behind the pitcher.
- In lieu of a walk, after four balls, the manager or coach of the offensive team will pitch the following number of pitches (does not matter whether they are balls or strikes) to his/her team's batter:
  - o Fourth ball on a full count: one pitch.
  - o Fourth ball on a 3-1 count: two pitches.
  - o Fourth ball on a 3-0 count: three pitches.
- If the batter fails to hit off the coach's pitch(es), it will be a strikeout. A foul ball on the final coach pitch will result in another pitch.
- Pitch count must be performed by the visiting team.
- Maximum 50 pitches or two innings (six outs) for each pitcher, whichever comes first.

A pitching machine will continue to be used for all Saturday games following Spring Break.

Addendum A has been approved on a temporary basis and may be altered, adjusted or removed by vote of the CLL Board prior to or after implementation.

# T-BALL DIVISION – LOCAL RULES

*Based upon Local Rules on file with Western Region Little League Headquarters, San Bernardino, California*



1. The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the T-Ball Division of Claremont American Little League:
2. “Pitcher” will stand on pitching mound but will not pitch live balls.
3. Teams must field a minimum of eight players at game time and no more than ten. If there aren’t enough players, try to play the game by borrowing players from the opposing team.
4. Home team provides a game ball. Score will not be kept for this noncompetitive division.
5. All players must play at least every other inning in the field. A player who has not played three innings in the field must start the next game. Players may not play more than two innings at the same position in the same game. Each player must play infield at least one inning per game. Catcher is not considered an infield position.
6. The first half of the season batters will hit from the Tee and the entire batting order will bat, regardless of outs or runs each inning. After the last batter in the order has hit, change the offense to defense. The second half of the season will be coach pitch. A maximum of 5 pitches will be thrown. If the player has not hit after five pitches, the tee will be used. The batter may take as many swings as necessary to put ball into play. The entire batting order will bat, after the last batter in the order has hit, change the offense to defense.
7. No infield fly rule shall be used in T-Ball. No score will be kept.
8. Players throwing bats while batting will be given two cautions by the coach(es). The third time a bat is thrown, the batter is removed from game.
9. No base stealing.
10. Runners cannot leave base until the ball is hit from the tee. **VIOLATION** – Runner must go back to the base and NO runner may advance (dead ball). Batter hits again.
11. Coaches cannot touch runners while they are running the bases. **VIOLATION** – Runner must return to the last base touched when violation occurs. Other runners may advance.
12. Free substitution. Everyone bats whether they played in the field or not. If a player arrives late for a game, he or she must be placed in the last position in the batting order. (This could put the late arrival up next to bat.)
13. In the first half of the season, all runners may only advance one base at a time on any hit. In the second half of the season, all runners may only advance one base at a time on any hit to the infield. In the second half of the season, if a batter hits to the outfield, then two bases can be taken at the coach’s discretion.
14. **USE OF THE TEE:** When a batter is hitting off the tee, the pitcher must stay in contact with the pitching rubber (or in the middle of the circle in the absence of a rubber) until ball is hit.
  - a. **A FOUL BALL:** Same as conventional baseball; except a ball hit from the tee that travels less than ten feet in fair territory from home plate is a foul ball.

- i. The arc ten feet from home plate shall be drawn from the first base line to the third base line. A ball landing in the arc in front of home plate is not considered in play.
  - b. **NO BATTER CAN STRIKE OUT.** Keep hitting until the ball is fair and in play.
- 15. Managers/Coaches are responsible for their own actions and behavior of the parents on the sidelines. **ANYONE** may be dismissed from the game by the volunteer umpire/coach for unsportsmanlike conduct.
- 16. Ten (10) players can be fielded on each team. Six (6) players must be in the infield territory and four (4) in the outfield. Outfielders must stand/start at least five feet from the infield base line at the time the ball is hit from the tee.
  - a. Play will not start until outfielders are in place.
  - b. Coaches are permitted in the outfield during the game to position players.
  - c. One approved Volunteer **MUST** remain in the dugout at all times when a player or players are in the dugout.
- 17. **CATCHER:** Catchers are optional. Protective headgear (catcher's helmet, chest protector and mask) shall be worn at all times when in the catcher's position. The catcher will stand facing the batter at a safe distance away before the umpire/coach allows a swing to be taken.
- 18. Protective headgear (helmets) shall be worn by all batters and base runners.
- 19. All players shall be attired in the uniform of the League, which includes long pants.

**LOCAL LEAGUE ALLOWED RULE MODIFICATIONS:**

- Reg X(c): Game stops at 1 hour 15 minutes (drop dead).
- Rule 4.04: A continuous batting order will **BE** in effect.
- Rule 4.10(e): The 10-run rule does not apply.
- Rule 5.07: The last inning suspension of the 5-run rule does not apply.
- Rule 6.02(c): The one-foot-in-batter's box rule will **NOT BE** in effect.
- Rule 6.05(b)(2): The dropped third strike rule does not apply.
- Rule 9.01(d): The unsportsmanlike conduct on sign stealing will **NOT BE** in effect.