
VIEJO LITTLE LEAGUE

2017 LOCAL RULES

Table of Contents

Section 1: Purpose of Local Rules	2
Section 2: Board of Directors	2
Section 3: Team Selections	2
Section 4: Pool Players	5
Section 5: Player Loss and Movement	5
Section 6: Manager Selections	6
Section 7: Team Management and Responsibilities	6
Section 8: Season Format	7
Section 9: General Rules and Regulations	8
Section 10: Playing Rules	
Pre-Game Rules	11
Game Time Rules	11
T-Ball Division	13
Minor A Division	14
Minor AA Division	15
Minor AAA Division	16
Major Division	17
Intermediate Divisions	17
Section 11: Viejo Little League Tournament	17
Section 12: Tournament of Champions (TOC)	18
Section 13: All Star Player/Manager Selection	18
Section 14: Disciplinary Action	20

Section 1: Purpose of Local Rules

The objective of the Viejo Little League (VLL) Local Rules is to provide supplementary rules and guidelines in certain areas where leeway is allowed by the established Little League Baseball Incorporated (LLBI) Rules, Regulations, and Policies. No local rules can conflict with the published Rules, Regulations, Policies, or Principles of LLBI without the expressed written permission from the LLBI Charter Committee at Williamsport, Pennsylvania. All teams in all divisions shall adhere to all rules and there will be no modifications or "gentlemen agreements" permitted.

Section 2: Board of Directors

The Board of Directors is responsible for the management of all VLL operations, setting league policies and local rules subject to the regulations and guidelines established by Little League Baseball.

- A. The Board of Directors shall be elected annually through a vote by the membership.
 - 1. Directors will serve a one (1) year term.
 - 2. There is no limit to the number of terms a Director may be elected by the membership to serve.
- B. Following the election, the Board will meet and elect its officers from within the membership of the Board.
 - 1. A Director shall be entitled, if they choose, to hold the same position for two (2) consecutive terms. A Director can hold the same position for more than two (2) consecutive terms if there are no other candidates for that position, or if they are reelected to that position by a majority vote of the Board of Directors.

Section 3: Team Selections

VLL utilizes a Draft process for each of its Divisions to balance competitive equity within the Divisions and give the opportunity for Managers to choose players for their teams based on their own individual criteria. All teams are drafted from "scratch" each year.

All players, league age 5 and above, and who have completed one season of little league T-ball, must tryout to participate in Minor "A" or higher divisions. Exceptions: The Player Agent shall have discretion to (1) permit a returning VLL player who cannot try out due to injury, but who will be available to play by May 1, to be drafted, provided the player is introduced to the managers of the appropriate Division(s) at tryouts; and (2) place on a team a player who registers or moves into VLL's territory after tryouts are completed. Player registration fees will not be refunded after the tryouts.

Managers may not pre-select their coaches prior to the draft to reserve that coach's son/daughter for his/her team. If a manager wants a particular coach, then he/she must draft that coach's son/daughter as an unreserved normal draft pick or trade for that player in the normal fashion at the draft.

A. Tryouts

1. All players requesting to play in the Minor A through Major Divisions are required to attend tryouts.
 - a. Should a player fail to attend the tryouts, approval by the Board of Directors will be required for the player to be eligible for selection in one of these Divisions.
2. Players requesting to play in the T-Ball Divisions do not attend a tryout.

B. Division Eligibility

1. All players registered by the tryout date will be selected to a team, however, there is **no guarantee** of selection to the Division requested by the player.
2. All returning VLL players must be drafted into the same or higher Division than he/she played for VLL in the previous Spring season.
3. Listed below are the minimum Division levels by age that players must be drafted into. Exceptions will be made if the safety of the child is in jeopardy as determined by the Player Agent and approved by the Board. For League Age 12 year olds, a waiver is required to be submitted to the District for approval to play in the Minor "AAA" Division.
 - a. League Age 12 - Major
 - b. League Age 10 - Minor "AAA"
 - c. League Age 9- Minor "AA"
 - d. League Age 7- Minor "A"
4. All players League Age 11 and 12 will be eligible for the Major Division draft.
5. Players League Age 9 and 10 are not eligible for the Major Division draft.
6. Additional Eligibility Rules by Division
 - a. Majors: No Majors team may draft, or have on their team, more than eight (8) 12 year old players per team.
 - b. AAA: All eligible 11 year olds not drafted in the Major Division shall be drafted to the AAA Division. All eligible 10 year olds shall be drafted to the AAA Division, unless written request is submitted to and approved by the player agent for the player to play in the AA division.

Eligible 9 year olds may be drafted into the AAA Division so long as all required 10 & 11 year olds are guaranteed a place on a AAA Division Team Roster.
 - c. AA: All eligible 9 year olds not drafted into the AAA Division will be drafted to the AA Division.

Eligible 8 year olds may be drafted into the AA Division so long as all required 9 and (10 year olds with league approval) not drafted into the AAA Division are guaranteed a place on an AA Division Team.
 - d. A: All eligible 8 year olds not drafted into the AA Division will be drafted to the Single A Division.

C. Draft Process

1. Managers will draw numbers to determine the order of player selection. First round will be numbered from lowest to highest. The second round will be numbered highest to lowest, using the "serpentine" system. All ensuing rounds will continue in the same manner. In the event teams are drafted to an odd number of players, the last round will reverse order.
2. The Managers will make their selections in an open, verbal draft. Each "pick" is allowed a maximum of one (1) minute.
3. Parental requests to play for or not play for specific Managers will not be facilitated by the Board for the Minor "A" Division and above.
 - a. Every effort will be made to honor parental requests to play for a specific Manager in the T-Ball Division.

4. Managers' children must be drafted no later than the rounds specified below based on their League Age:

Draft Round	Majors	AAA	AA	A
5	X	9	X	6
4	11	10	8	7
3	12	11	9	8

5. The sibling of a selected player is protected from being drafted until that team's next selection. If the sibling is not selected at that time, they will be placed back in the open pool of players. It is expected that every effort will be made to ensure siblings are drafted onto the same team. VLL will attempt to honor requests by parents to draft siblings on separate teams.
6. Trades will only be considered on Draft Day before leaving the draft room and must be approved by a majority of the Board of Directors. All trades, whenever made, will be a player for a player.

7. **Minor A Pre Assigned Players**

President, Player Agent(s) and Minor A commissioner will evaluate and rank all 5 and 6 year olds who attended a tryout. Once the players are ranked, pre assigned "packs" will be created based on the rankings. The intention is for all of the pre assigned "packs" to be balanced – there will be one assigned pack per Minor A team, with an equal distribution of eligible players e.g. #1 ranked player will be placed with the #20 ranked player, #2 with #19 and so on.

The "packs" will be randomly pulled out of a hat the day of the draft by each manager or President, Player Agents and Minor A commissioner will assign the packs. Regular serpentine style draft will commence after the "packs" are assigned.

- D. Junior, Senior, and Big League Division team selections will be determined by the Board based on the number of players participating each year.
- E. After the Draft, no refund of registration fees will be issued.
- F. Any player who does not register and tryout prior to the Draft shall be ineligible to be drafted. Before the draft, the Player Agent(s) will publish a list of all eligible players.
- G. DRAFT POLICY: Only Division Managers, Division Commissioner, the applicable Player Agent and other persons designated by the President or Player Agent may be present at the Draft.

Section 4: Pool Players

The purpose of Pool Players is to prevent game forfeitures. In "AA", "AAA" and above, to supplement teams with absent or temporarily injured players, VLL will utilize a rotating list/"pool" of volunteer players (Pool Players) which may be assigned to play a game with another team. The Pool Players list will be administered by the Player Agent(s) and President following LL rules and the below additional provisions. The Player Agent(s) will not divulge the order of players on the Pool Player list to anyone except a "stand in" if they are unavailable.

- A. In order to be eligible to request a Pool Player a team will provide at least 2 players from their own roster for the Pool Player list.
- B. A player at the top of the Pool Player list that rejects a proposed assignment, for any reason other than an overlapping game with their regular team, shall be moved to the bottom of the list.
- C. If a player is at or near the top of the Pool Player list and is due for assignment but is ineligible due to an overlapping game with their regular team the player shall be skipped and retain their position on the list for later assignment.
- D. Once a Pool Player is requested and a specific Pool Player assigned the requesting manager shall not refuse the assignment. The Pool Player must play at least the LL minimum play requirement. Exception: If all roster players are present at the start of, and play in, the game the Pool Player may be excused and will be placed at the bottom of the Pool Player list.
- E. Pool Players must wear their regular team uniform when playing for other teams.
- F. A Pool Player shall not play more defensive innings than any roster player in the line-up for the same game except to meet minimum play requirements.
- G. Pool Players shall be placed at the end of the batting order after roster players. If interleague game, follow green book rules.
- H. Pool Players are not eligible to pitch or play the position of catcher.
- I. In the Minor "AAA" and Major Divisions, pool players are not allowed to be used during the VLL postseason tournament.
- J. Pool players are not allowed to move vertically between Divisions.

Section 5: Player Loss and Movement

- A. Permanent openings on Little League Major rosters will be filled from Minor "AAA" rosters. The Player Agent will notify the Manager of eligible players. The Manager shall have forty eight (48) hours after notification to make a selection known to the Player Agent
- B. The Player Agent is the only person authorized to contact the player or his/her parents involved in any draft up to a higher Division. Any violation may lead to disciplinary action towards the appropriate person by the Board.
- C. Any Manager/Coach who influences a player's decision regarding player movement shall be reviewed by the Board for immediate disciplinary action.

- D. Refusal of a player from any Minor level Division to comply with the player replacement procedures for the Minor Leagues shall result in forfeiture of further eligibility to play in the higher Division for the remainder of the season. Since all 12 year olds must play Majors unless a waiver has been granted, if a 12 year old is on the waiting list, he/she should be taken to the major team with an opening before a call up of a Minor "AAA" player.
- E. Permanent openings on the Minor "AAA" rosters will be filled first from the waiting list as follows: The first available eleven year old on the waiting list will be selected. If there are no eligible eleven year olds available, the Manager may select the next available Minor "AAA" player from the top of the waiting list. If no waiting list is available and the loss is only ONE player, there will be no replacement player. If the loss is greater than one player, there will be a lateral move of player(s) within the AAA division.
- F. Openings on the Minor "AA" and lower Division rosters will be filled from the waiting list.
- G. Openings on Junior and Senior teams will be filled from the waiting list.
- H. No replacement will be allowed from a Minor Division team during the final four (4) weeks of the regular season. The VLL Tournament is not considered part of the regular season.

Section 6: Manager Selections

As the Chief Administrator, the President selects and appoints Managers, Coaches, Umpires and Committees. Manager candidates shall be selected and recommended to the President by the Manager Selection Committee and the respective Division Commissioners from all applications of prospective managers at least 21 years of age. No prospective Manager or Coach shall act in any manager or coach capacity until his/her approval by the President. Managers serve upon appointment of the League President. The Manager's term expires July 31. Managers are not automatically reappointed from year to year.

Section 7: Team Management and Responsibilities

The Manager agrees to abide by the VLL Manager's agreement and ensure that his team fulfills all League requirements, including but not limited to: obtaining a team sponsorship, team snack bar duties, team umpire duties, scorekeeping, and field prep. It is highly recommended that the Manager delegate these duties to other parents on the team, however, the Manager retains full responsibility for ensuring fulfillment of all team responsibilities.

- A. **Rules Clinics:** All Managers in the Minor A Division and above are required to attend one of the preseason District 68 (D68) Rules Clinics offered by the District. Failure of the Manager to attend may result in suspension of the Manager as determined by the Board of Directors.
- B. **Umpire Field Mechanics Clinics:** At least one representative from each team (All Divisions except T-Ball) will be encouraged to attend the umpire field mechanics clinic. It is highly recommended that more than one representative attends.
- C. **Team Sponsor:** Each team is required to obtain a sponsor. If no sponsor is able to be obtained, the team will collectively be responsible for the Team sponsorship fee.

- D. Snack Bar:** Each team is required to fulfill its volunteer requirements in working the snack bar. Families who do not fulfill their required snack bar assignments will be subject to a penalty.
- E. Scorekeeping:** Each team in the Minor AA and above Divisions is responsible for providing the official scorekeeper for games when they are designated as the Home team. Visiting teams shall provide a scorekeeper in addition to the home team to avoid any conflicts. Each team should have at least two volunteers knowledgeable in keeping score. Every effort will be made to offer a league run scorekeeping class during the preseason.
- F. Umpiring:** Volunteer Umpires are a critical component of Little League and the games cannot be played without umpires. The goal of the league is to have two umpires scheduled for every game in the Minor AA and above Divisions. It is highly recommended that each team have multiple volunteer umpires.
 - 1. Each team is required to volunteer to umpire a designated number of games within the league as established annually by the Umpire in Chief (UIC) and Board of Directors.
 - 2. Training in the form of Umpire mechanics clinics and rules clinics are offered by the District and/or the UIC.
 - 3. Failure for a team to fulfill its umpire requirements will result in the team's Manager being suspended until the umpire requirement is met.
- G. Reporting Rule Violations.** It is the responsibility of each Manager who notices rule violations to immediately call time out and notify the umpire. In addition, after the game, such Manager should immediately notify the Player Agent(s) and Commissioner.
- H. Required Exchange of Player Information.** In the AA, AAA, and Major Divisions, Managers must exchange written line-up cards. Managers are to inform the plate umpire of their in-game substitutions. The line-up card must contain the last name of the player, the first name or initial of the player, age, jersey number, and position in the batting order. Managers shall also indicate the starting Pitcher and Catcher, how many players are available, and which players are ineligible to pitch in the game.

Section 8: Season Format

- A.** Junior, Senior, and Big League Division formats will be determined by District 68. No other policies under this section of the Local Rules are applicable to the Junior and above Divisions.
- B.** Little League Majors and all Minor Divisions, including T-Ball, will play one overall season typically consisting of approximately 18-20 games.
- C.** VLL, at the discretion of the Board of Directors, may choose to participate in interleague play with other Little Leagues in District 68.
- D.** Standings will be kept in the Minor AA and above Divisions. No score or standings will be kept in the T-Ball and Minor "A" Divisions. Minor "AA" standings will only be kept during the 2nd half.
- E.** At the end of the regular season, the Minor "A" and "AA" Divisions will have a VLL single elimination tournament. The "AAA" and Major Divisions will have a double elimination tournament. All teams in each Division will participate in the VLL Tournament. (See section 11).

F. Rain Out/Rescheduling Policy

Weekday Games- the Viejo Little League Mudline (949-660-5523) will state whether the fields are playable by 4pm.

Weekend Games- the President or designee will inspect the fields before 8:00a.m. to determine whether the fields are playable and communicate his/her decision by having the Viejo Mudline updated by 8:15am.

Rescheduling of Games:

Senior, Junior, Major, AAA and AA - With the prior approval of the Player Agent(s) and President, the responsible Commissioner shall reschedule all games that are rained out. No other person or body has the authority to reschedule league games. If successive weeks/games are rained out, the first game rained out will be made up first. Games will be made up on the next available weekday or Sunday whenever possible. Minor A and T-Ball rain outs will not be rescheduled. Division commissioners will alert the Chief Umpire immediately upon rescheduling any game.

G. Forfeits

If, for any reason, ten (10) minutes after the designated starting time of a game, or at any time during the game, a team cannot field at least nine (9) players the Plate umpire may rule a forfeit. If both teams, at the designated starting time of a game, cannot field nine (9) players the matter will be determined by the Viejo LL board for a decision.

Once a forfeit has occurred, the two teams may use the allotted game time for a practice game or a joint practice and, if the managers desire, may request the umpire to officiate a practice game.

Once a forfeit has occurred, it cannot be undone.

Section 9: General Rules and Regulations

A. UMPIRES:

The UIC and Assistant UIC (AUIC) will make every effort to ensure games have umpire coverage. However, in the event there is no umpire scheduled, the home team will be responsible to provide an umpire(s) for the game. For Fall Ball games, managers shall be responsible for umpire coverage.

The following Umpire restrictions apply for Umpire scheduling:

MAJOR Division: Majors managers, coaches, parents and family members cannot umpire in the Major division. Only District Umpires, including tournament umpires, and experienced umpires (as determined by the UIC) may umpire in the Major Division.

Exception: If an umpire has not signed up for the game 24 hours prior to game time, parents, managers/coaches from the Major Division may request the game. Parents, Coaches, Manager may not umpire their own game, except as a last resort. If there is no base umpire, the plate umpire will decide whether to continue solo or request help from a parent (adult) in stands.

AAA Division: AAA managers, coaches, parents and family members cannot umpire in the AAA division. However, parents/family members can umpire in their own division (with UIC Approval) but not their own game. AAA Managers and coaches cannot umpire in the AAA division.

Exception: If an umpire has not signed up for the game 24 hours prior to game time, parents, managers/coaches from the AAA Division may request the game. Parents, Coaches, Manager may not umpire their own game, except as a last resort. If there is no base umpire, the plate umpire will decide whether to continue solo or request help from a parent/Jr umpire in the stands.

Playoffs – Managers & coaches cannot umpire within their division unless already eliminated from the playoffs (with UIC approval).

AA Division:

1st Half -- Managers, Coaches, Parents, and family members can umpire within the division, but not their own game. As a last resort, coaches/parents/family members can umpire their own games.

2nd Half -- Managers & coaches cannot umpire within their division. Parents and family members are eligible to umpire within their division (with UIC approval). Managers, coaches, parents and family members may not umpire their own game.

Exception: If an umpire has not signed up for the game 24 hours prior to game time, managers/coaches from AA may request the game. Managers, coaches, parents may not umpire their own game, unless as a last resort.

Playoffs – Managers & coaches cannot umpire within their division unless already eliminated from the playoffs (with UIC approval).

In all cases, managers and coaches should not umpire their own game. Managers must first attempt to find a willing parent in the stands to umpire the game.

No games shall be rescheduled because of a lack of an umpire. If the umpire designated fails to appear, the managers shall resolve the problem by using a person who is covered by applicable Little League insurance and is willing to serve as an umpire. Once this is established, the game shall be declared a legal game. Once declared a legal game, the substitute umpire becomes the umpire-in-chief for that game. The President and Chief Umpire shall be advised of the umpire's absence by the Manager of the home team.

- B. PARENTS.** Parents are not allowed to be in the dugout or interfere with the manager, coach, umpire, or player in any way. Yelling and badgering is included in the definition of interference.
- C. RULES.** Managers and/or coaches shall not agree to play by rules other than the applicable Little League Baseball Rules supplemented by these Local Rules. It is the manager and coach's duty to make sure that all players understand and adhere to the rules and regulations of Little League Baseball as well as the VLL Local Rules.
- D. BATTING LINEUPS.** Managers are responsible to provide the umpire-in-chief with their batting order in triplicate. The umpire-in-chief shall make certain that the original and the duplicate copies are the same, then provide a copy of each batting order to the opposing manager, the Official Scorekeeper and the visiting team's Scorekeeper. The original copy retained by the umpire shall be the official batting order. The managers must notify the umpire-in-chief, the Official Scorekeeper and the opposing manager if there are any changes at any time in their lineups.

- E. UNIFORMS.** Players must wear the full uniform (hat and jersey) made available to them by VLL as well as designated uniform pants at all games and specially designated VLL functions. Players can wear sleeves under their uniform shirt provided that it is the designated color for that team. It is mandatory that all players wear a protective cup, and all players wear athletic or baseball shoes. It is mandatory for a player to wear a protective cup when playing the position of catcher. No alteration of the VLL game uniform is permitted. In the Major, AAA and AA Divisions, players who do not have a jersey shall be deemed an "ineligible player" for that game. With the approval of the President, a temporary substitution can be used when size or availability is a problem. The Little League patches (which are worn by players in all Divisions) must be worn on the left shoulder.
- F. PITCHERS.** Any part of the pitcher's undershirt or T-shirt exposed to view shall be of a solid color. The pitcher's undershirt sleeves, if exposed, shall not be white or gray. Neoprene sleeves, if worn by a pitcher, must be covered by an undershirt. A pitcher shall not wear any item on his/her hands, wrists or arms which may be distracting to the batter, e.g. sweat bands.
- G. LITTLE LEAGUE PLEDGE.** At game time, players and coaches shall line up at the base lines in front of their respective dugouts. Each Manager shall select one or more player(s) from his/her team to lead the recitation of the Little League Pledge at the pitcher's mound.
- H. DUGOUT DISCIPLINE.** All players must be in the dugout and on the bench when not playing or base coaching. Leaning, pulling or climbing on the fences is prohibited.
- I. PREPARATION AND CARE OF THE FIELD.** Home managers are responsible for preparing the field for play (if not already prepared by VLL field operations personnel). Visiting managers are responsible for putting equipment away after the game. The last game of the day's visiting manager (Home in Minor A) is also responsible for dragging the field, repairing the mound and home plate area. Failure to abide by instructions for care regarding a particular field shall constitute a rule violation.
- J. OFFICER OF THE DAY.** The Officer of the Day represents the Board during scheduled games. The Officer of the Day shall have the right to enforce all standing rules whenever a game or play is not under the control and responsibility of the umpires. Once any game has started, it becomes the responsibility of the Umpire-in-Chief.
- K. PLAYOFF FORMAT:** Post-season games will continue to use regular season rules, including these VLL Local Rules.
- L. MANDATORY PLAY:** For the purposes of mandatory play an inning shall be defined as 3 outs. If an inning ends because of the imposition of a run limit and a player has played for the entire half-inning that player will be considered to have played for three outs. If a player has not played for the entire half-inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.
- M. INTERLEAGUE GAMES:** Both teams shall follow green book rules and local rules of the home team.
- N. FALL BALL SEASON:** All current and local rules will apply to fall ball, unless agreed upon by the Interleague committee. If there are enough players to form more than one team in a division, managers, Fall Ball commissioner and president must place players through a draft format.

Section 10: Playing Rules

Pre-Game Rules

- A. Home team is responsible for all pregame field preparation
- B. Per District 68 requirements, only the players may use gloves during warm-ups and during the game. Exception: T-Ball only. Catchers standing next to a coach with a bat must wear a catcher's helmet/mask.
- C. Visiting team will take infield first, no sooner than thirty (30) minutes before game time. Each team's infield session will not exceed ten (10) minutes. No pitching from the mound will be allowed during this warm up time. If a prior game or other delays encroach on this time the teams will evenly split whatever time is available.
- D. In the Minor AA and above Divisions, the Home team is responsible for providing the official scorekeeper for the game.
 - 1. For games in the Minor AA and above Divisions, the official scorekeeper will also be responsible for maintaining the official pitch counts for the game.
 - 2. The visiting team shall provide a scorekeeper. However the Official Scorebook will be the book kept by the Home scorekeeper.
 - 3. Both Home and Away scorekeepers must sign the Official Scorebook. Official scorebooks are to be kept in the snack bar. If a game continues beyond the closing of the snack bar, the scorebook should be secured in the closest equipment bin and an email sent to the Division Commissioner.
- E. Managers in the Minor Divisions, ("AAA", "AA", "A") will be responsible for keeping a position sheet for each game that records the defensive positions and innings played by each player.
- F. After the game begins, the manager and his two (2) coaches (maximum # of coaches permitted in dugout) are to remain in the dugout at all times, except (a) when time out is requested and granted for a conference with a defensive player(s) or umpire, (b) when coaching first or third base or (c) for an injury. In the Tee Ball Division a "Dugout Coach" may be used in addition to the two coaches to maintain order and discipline in the dugout and on the field. Minor A – a third coach can help in the dugout.
- G. COACHES ARE TO REMAIN IN THE DUGOUT UNTIL CATCHER HAS THROWN TO SECOND BASE.
- H. Prior to the start of the game, both Managers shall provide the Plate Umpire with their lineup and pitch count sheets; and notify the umpire of any ineligible pitchers.
- I. Only the Managers may discuss calls/rulings with the umpires on the field.

Game-Time Rules

- J. PRE-INNING PITCHER WARMUP. ONLY uniformed players may warm up a pitcher in the Junior, Major, AAA and AA Divisions. The catcher must wear a catcher's mask and use a catcher's glove. CATCHERS HELMET MUST HAVE DANGLE THROAT GUARD & CATCHER MUST USE CATCHERS MITT.
- K. Continuous batting order will be utilized for all Divisions (Majors, AAA, AA, A, and T-Ball). All players whether playing a defensive position or not, will take their turn at bat.

- L. Minor Divisions (AAA, AA, A):** During innings 1-5, the offensive team shall bat until three (3) outs occur, or until five (5) runs have scored (4 Run max 1st half of season for Minor A and AA Divisions).
1. If a ground-rule double or over the fence home-run forces in runs that exceed the four/five run maximum, the additional runs shall count. For example, if a team has scored four runs and a batter hits a 2 run over-the-fence home run, said team shall score six runs for that half-inning.
 2. This rule does not apply for the sixth (6th) inning. The sixth inning (or last inning declared) will have unlimited runs.
 3. If the game is tied after the “declared last inning”, the game shall end and remain a tie (regular season). During playoffs/tournament play, the game shall continue (unlimited runs) until there is a winner. If the game cannot be completed with a winner, the game shall be continued at a later date as determined by the board of directors.
 4. **Minor A Division**, a new inning that begins after 1:30 will be declared the last inning.
 5. **Minor AA and AAA Divisions**, a new inning that begins after 1:45 will be declared the last inning.
 6. A “new inning” officially begins the moment the last out is made in the bottom of an inning.
- M. Majors Division**, there shall be no time limit except weekday games where two games are scheduled on the same field that evening. For a weekday game where two games are scheduled per night, no new inning in game one shall begin after 7:00p.m. regardless of when the game started.

Division Rules			
	AA	AAA	MAJOR
Infield Fly Rule		X	X
Dropped third strike			X
Steal base after ball passes batter	X	X	X
Steal home after ball passes batter		X	X
4 Run Rule (Innings 1-5) Not including declared last inning	X (1 ST Half)		
5 Run Rule (Innings 1-5) Not including declared last inning	X (2 nd Half)	X	
10 Run Mercy Rule (After 4 innings or 3½ if home team leading)			X
Pool Players permitted	X	X	X
Protests allowed		X	X
Must have 9 players minimum (Forfeit after 10 minutes)		X	X
Must have 8 players minimum (Forfeit after 10 minutes)	X		
Any new full inning that begins after 1:45 shall be declared last inning.	X	X	

- N. One foot in batter’s box –** Batters shall keep one foot in the batter’s box throughout their at-bat, barring eight exceptions provided in the green book. If the batter leaves the batter’s box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter. During tournament play, the rule is no longer an option and all batters will be mandated to keep one foot in the batter’s box throughout their at-bat, barring the eight exceptions provided in the green book.

- O. NO ON-DECK BATTER: No player shall pick up a bat or take any practice swings at any time or in any location except at the plate immediately prior to the player's at bat as the umpire may allow. All bats, except for the one being used by the player at bat, shall be kept in the bat rack, out of anyone's hands.
 - P. Players not present at the start of the game shall be placed in the last position in the batting order. Any player who becomes injured or forced to leave the game shall be skipped in the batting order with no penalty as long as the manager informs the Umpire of this situation. The number of innings missed due to arriving late, leaving early, or games shortened because of time limit or the mercy rule may reduce a player's mandatory playing time proportionally, but not below the Little League minimum.
 - Q. SUBSTITUTE BATTER/RUNNER: The next batter will assume the count (batter) and the last player to make an out (runner) shall replace a batter or runner forced to leave the game.
 - R. MERCY RULE – The 10 Run mercy rule only applies to the Majors Division.
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Playing rules conform to the Official Little League Rules with the following exceptions:

T-Ball Division

- A. PHILOSOPHY: The T-Ball Division is instructional baseball and should be viewed as such by Managers, coaches and parents. Since the score is not kept, there are no winners or losers in T-Ball; however, the rules of baseball still apply.
- B. MANDATORY PLAY AND PLAYER ROTATION: Defensive team will field all players every inning. Players are to be lined up as a pitcher, 4 infielders and the remaining players as outfielders, catcher and a possible fifth infielder as the number of players dictate. The usual nine positions should be filled first. Although the additional outfielders can be "rovers", the rovers must play the same depth as the other outfielders.

No player shall play any one position for more than two (2) consecutive innings. Every player shall play a minimum of one (1) complete inning in the infield (excluding catcher).
- C. BATTING: The offensive team will bat the entire order each inning (reverse batting order every other inning). If a player comes late, he/she shall be placed into the last position in the batting order.

A Batter CANNOT Strike Out. No bunting.
- D. FOUL BALL: Identical to conventional baseball with two (2) exceptions: (1) the ball is foul if the ball travels less than 15 feet in fair territory from home plate and (2) the ball is foul if the batter hits the tee with the bat causing the ball to fall from the tee.
- E. BASE RUNNERS: Runners may not advance on a defensive overthrow. NO STEALING OF BASES.
- F. Defensive Outfielders cannot make an out by tagging a base or tagging a runner. They can record an out by catching a fly ball or throwing a batted ball to an infielder.
- G. HITTING OFF A BATTING TEE OR COACH PITCH: Teams will hit off the batting tee. The coach may pitch to those batters that are ready as determined by the manager.
- H. No outs in 1st half of season. Runners return to dugout when put out during 2nd half of season. The offensive team will still bat the entire order each inning regardless of # outs.

- I. UMPIRES: The base coaches will act as umpires and determine the calls.
- J. BASE/DEFENSIVE COACH/ADDITIONAL PARENT TO HELP IN THE DUGOUT: The offensive team should have one coach in both "coach's box". An additional coach should work with the batters.
- K. Three (3) defensive coaches (maximum) are allowed on the field, but must be stationed in the outfield in positions that do not obstruct play. An additional person may serve as a dugout coach to maintain order and discipline.
- L. No score or scorebooks will be kept.
- M. Only reduced injury, limited flight, or soft tee baseball will be used.
- N. INFIELD FLY RULE: The Infield Fly Rule does NOT apply.
- O. Games are limited to four (4) innings or 1:30 hours.

Minor A Division

- A. MANDATORY PLAY: No player shall play any one (1) position for more than two (2) consecutive innings
 - 1. All players must sit out one inning before another player sits for a second inning.
 - 2. Every player must play a minimum of two (2) complete innings in the infield, not necessarily consecutive. In this Division, the catcher position does not count towards the two (2) innings in the infield minimum play requirement.
- B. A pitching machine shall be used in this Division. The HOME TEAM Manager will be responsible for setting up and taking down the pitching machine. The machine shall be set-up in the middle of the pitcher's circle and set to a speed of 35-40 MPH.
- C. The Offensive team shall provide a volunteer to operate the pitching machine. The person operating the pitching machine shall present five (5) "hittable" pitches to each batter. The batter may swing at all of the pitches regardless of the number of strikes. The batter may not walk nor be awarded first base by being hit by a pitch. The batter is not allowed to bunt. The batter shall be out on the fifth (5th) pitch if the ball is not hit in fair territory, unless the pitch is a foul ball.
 "Hittable Pitches" are determined by the umpire.
- D. A Coach may be placed at the plate to assist the catcher in getting the balls back to the pitcher.
- E. UMPIRES: The HOME Team shall supply the plate umpire and the VISITING Team shall supply the base umpire. The Managers shall select an umpire or umpires from the coaches and/or parents present at the game, as they shall agree. As a last resort, the coaches on the field may act as umpires.
- F. BATTED BALL HITS MACHINE: When a batted ball hits or is deflected into the pitching machine, the person feeding the pitching machine (excluding interference), screen, the ball bucket, or related equipment, the ball is dead and the batter is awarded first base. Only those runners forced to advance one base as a result of the batter taking first are allowed to advance (same as a walk). All other runners must return to the last base they occupied at the start of the play.

 However, if a batted ball touches any part of any defensive player prior to hitting the pitching machine or operator feeding the machine, then the ball remains live and in play.

- G. **THROWING OF A BAT:** If a batter throws the bat so that the bat comes to rest outside a 15-foot radius around the plate or the bat hits the catcher or umpire, the batter shall be warned. For the second offense, the batter shall be declared out and all runners return to the last base they occupied.
- H. **THROWN BALL HITS MACHINE:** When a thrown ball hits the pitching machine, related equipment, or the person feeding the machine (excluding interference), the ball is dead and the runners are awarded first base, a base they are advancing to or bases they are forced to advance to.
- I. There will be a maximum of two bases by the batter and runner on any hit unless it is an over the fence home run. In order for the **batter** to take an extra base, the ball must have been hit to the outfield (approx. 5 feet beyond the baseline). **Batter** cannot advance an extra base on an infield overthrow.
- J. **OVERTHROWS:** During the first half of the season ("A" Division) no runner may advance due to an overthrow.

During the remainder of the season and playoffs the limit is one base per overthrow, one overthrow per play. A "play", for the purposes of the rule, starts when batter puts the ball in play.

Note: The ball is not dead and runners attempting to advance beyond one base or on subsequent overthrows are at risk of being put out and if safe shall be returned to the appropriate base when play stops.

- K. **SUBSTITUTE BATTER/RUNNER:** The next batter will assume the count (batter) and the last player to make an out (runner) shall replace a batter or runner forced to leave the game.

In the "A" Division, a Manager may reinstate a "Removed Player" by having the player(s) re-enter the game and resume their original position in the batting order. This may have occurred due to an injury or an upset player who is ready to return.

Runners may not be "substituted for", unless due to injury or an upset player.

- L. Stealing is not allowed
- M. A defensive team shall field a maximum of ten (10) players, with four (4) playing in the outfield.
- N. Defensive Outfielders cannot make an out by tagging a base or tagging a runner. They can record an out by catching a fly ball or throwing a batted ball to an infielder.
- O. No protests are allowed. All decisions will be resolved between the umpire and managers during the game.
- P. Games shall be scheduled for (6) six innings.
- Q. Time Limit: Any new full inning that begins after the 1 hour 30 minute mark will be declared the last inning.

Minor AA Division

- A. **MANDATORY PLAY:** No player shall play any one (1) position for more than two (2) consecutive innings, except pitcher.
 1. All players must sit out one inning before another player sits for a second inning
 2. Every player must play a minimum of one (1) complete inning at an infield position

B. Pitchers will be restricted as follows:

1. 1st Half of the Season – Maximum of six (6) consecutive defensive outs per game. Pitcher must be removed when the pitch count reaches 50 (pitcher may continue pitching to current batter until batter is retired).
2. 2nd Half of the Season – Maximum of nine (9) consecutive defensive outs per game. Pitcher must be removed when the pitch count reaches 50 (pitcher may continue pitching to current batter until batter is retired).
3. Otherwise Little League Green Book Rules shall apply for “days of rest” requirements.

C. Stealing of bases is allowed, however Runners CANNOT Steal Home.

D. No infield fly rule

E. No protests allowed. All decisions will be resolved between the umpire & managers during game.

F. OVERTHROWS: During the first half of the season runners may advance only one base due to an overthrow. Runners may continue home on an overthrow if the play began with a hit.

During the remainder of the season and playoffs, runners may advance with no restrictions.

G. SUBSTITUTE BATTER/RUNNER: The next batter will assume the count (batter) and the last player to make an out (runner) shall replace a batter or runner forced to leave the game.

In the Minor AA Division, a Manager may reinstate a “Removed Player” by having the player(s) re-enter the game and resume their original position in the batting order. This may have occurred due to an injury or an upset player who is ready to return.

Runners may not be “substituted for”, unless due to injury or an upset player.

H. THROWING OF A BAT: If a batter throws the bat so that the bat comes to rest outside a 15-foot radius around the plate or the bat hits the catcher or umpire, the batter shall be warned. For the second offense, the batter shall be declared out and all runners return to the last base they occupied.

I. Games shall be scheduled for (6) six innings.

J. Time Limit: Any new full inning that begins after the 1 hour 45 minute mark will be declared the last inning.

Minor AAA Division

A. Continuous batting order will be utilized. All players whether playing a defensive position or not, will take their turn at bat.

B. Minimum playing time is nine (9) defensive outs with one (1) complete inning at an infield position.

C. Games shall be scheduled for (6) six innings.

D. Any new full inning that begins after the 1 hour 45 minute mark will be declared the last inning.

Major Division

- A. Continuous batting order will be utilized. All players whether playing a defensive position or not, will take their turn at bat.
- B. We will observe continuous batting order and green book for all other rules during interleague games.
- C. Minimum playing time is nine (9) defensive outs.
- D. Mercy Rule: If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the Manager of the team with the least runs shall concede the victory to the opponent.

Intermediate Divisions

Competition rules for the Junior/Senior/Big League Divisions will be determined by District 68.

Section 11: Viejo Little League Tournament

At the end of the regular season, the Minor A and AA Divisions will have a VLL single elimination tournament and the Minor AAA and Major Divisions will have a VLL double elimination tournament. All teams in each Division will participate.

Minor A Division

Seedings will be determined by random draw to be done by the Minor A Division Commissioner.

Minor AA Division

Seedings will be determined by the regular season standings (2nd Half record). If two or more teams are tied at the end of the regular season, use the "Tie-Breaker Criteria" to break the tie. Seeding in the VLL Playoffs will be worst record playing best record.

Minor AAA and Major Divisions

The season will be broken down into 2 halves. If a team wins both halves they will be League Champions, #1 TOC bid and the #1 seed for the VLL double elimination Tournament.

If there are different 1st and 2nd half winners, the teams will play a single League Championship game. The winner will be League Champions, #1 TOC bid and the #1 seed for the VLL double elimination Tournament. Runner up will be #2 seed in the VLL double elimination Tournament

The remaining teams will be seeded #3, #4, etc. per regular season record. Follow "Tie Breaker Criteria" if necessary. If the League Champion wins the VLL double elimination Tournament, the runner up will be the #2 TOC bid.

Tie-Breaker Criteria

- a. Head-to-head record for the regular season
- b. Run differential in head-to-head games
- c. The team with the best record ignoring inter-league play
- d. Lowest runs allowed in all games
- e. Coin Flip

TROPHIES –

For the “A”, “AA”, “AAA”, “MAJOR” Divisions First place trophies will be awarded to the team that wins the League Championship and VLL Tournament in their respective division. Second place trophies will be awarded to the runner up. Trophies will be awarded to all teams in the T-Ball division.

Section 12: Tournament of Champions (TOC)

District 68 hosts a Tournament of Champions every year at the end of the regular season. VLL sends all Juniors teams, two (2) Major and two (2) Minor (AAA) teams.

The District 68 Tournament of Champions (TOC) are single elimination tournaments for both the Major and Minor AAA Divisions and run at the end of the season with the participants consisting of championship teams throughout the District.

In the Major & Minor AAA Divisions two teams (per division) will represent VLL in TOC:

- A. (SEE SECTION 11) To the extent that a team that qualifies for the Tournament of Champions cannot participate, the overall regular season standings shall be used to determine the replacement team, with the team that finishes highest in the standings approached first.
- B. Teams must make every effort to participate. Managers should make sure that the parents of their team are aware of this post-season tournament early in the season to minimize vacation conflicts.
- C. No replacement of lost players is allowed.

Section 13: All Star Player/Manager Selection

1. The players will be selected as follows:
 - a. All the respective division players will cast no more than 13 votes from a ballot of all eligible players; players do not vote for players on their own team. The top thirty-five (35) vote getters will be in the All Star Pool.
 - b. The top eight (8) players receiving the most votes will be automatically selected to the All Star team. In the case of a tie for the eighth position, all players tying for the eighth position will be selected to the team.
 - c. All managers from their division will rank the top 20 players in each age group in the division.
 - d. The All Star manager shall select the balance of the All Star team from the players ranked 1-20 in the division manager’s ranking.
 - e. The All Star manager’s son/daughter shall be automatically selected to the All Star Team.
 - f. The total number of players on the team will be thirteen (13).
2. All selections in Paragraph 1.a. shall be subject to the parents of the player making the All Star commitment to attend all of the All Star games and practices. Any player that wishes to be considered for All Stars must read and sign the commitment letter prior to determining the team at all age levels. In the event that one or more of the initially selected players cannot make such commitment, or is unavailable, the All Star manager will select the necessary amount of players to reach 13, first from the players ranked 1-20 by the managers, then from the All Star Pool.

3. No announcement of the All Star Team shall be made prior to the date provided by Little League Baseball.
4. Ballots will be handed out and collected by the Player Agent or their designee. Ballots will be sealed and counted by the Player Agent, President and respective Commissioner.

All Star Player Selection for Majors 11 and 12 Year Old Team

1. If the parent(s) of an automatically selected 11 year old have requested in writing that the child only be eligible for the 11 year old All Star team, they will automatically be selected to the 11 year old All Star team instead of the 11/12 team.
2. Picks after the players receiving the most votes must be 12 year olds or the 11 year olds with written parent approval.
3. If an 11 year old manager selection chooses not to play on the 11 and 12 year old All Star team, there are no guarantees that they will be chosen for the 11 year old All Star team.

All Star Player Selection for Majors 11 Year Old Team

1. All the managers from their division will rank from 1 to 20 the 11 year old players in their division.
2. The All Star manager shall select the balance of the All Star team from the 11 year old players ranked 1-20 in the division manager's ranking.
3. Picks after the players receiving the most votes must be 11 year olds with written parent approval.

All Star Player Selection for 9 and 10 Year Old Team

1. All the managers from their division will rank the 9/10 year old players in the division.
2. The All Star manager shall select the balance of the All Star team from the 9/10 year old players ranked 1-20 in the division manager's ranking.
3. Picks after the players receiving the most votes must be 9/10 year olds with written parent approval.
4. Any 9 year old that requests in writing to be eligible for the 9/10 all stars will not be eligible for the 9 year old tournament team.

Tournament Team Player Selection for 9 Year Old Team

1. The players for the 9 year old Tournament Team will be selected as follows:
 - a. All the respective AAA division players will cast no more than 13 votes from a ballot of all eligible 9 year old players. Players do not vote for players on their own team. If there are less than 13 9-year olds playing in AAA all 9 year olds in AAA are on the team (unless they are selected to the 9/10 All Star team) and no vote is required.
 - b. The top 13 9-year old players receiving the most votes (not selected to the 9/10 All Star team) will be automatically selected to the 9 Year Old Tournament Team (top 12 if the Tournament Team manager's son/daughter is not in the top 13). In case of a tie for the last position a player will be selected by a random drawing of the tied players.

- c. If there are less than 13 9-year olds playing in AAA the remainder of the team will be drawn from 9 year olds playing in AA.
 - d. All the managers from the AA division will rank the top 10-15 9 year old players in the AA division.
 - e. The players ranked highest in the AA division manager's rankings will be added to the team in order of ranking until the team has 13 players. In case of a tie for the last position, a player will be selected by a random drawing of the tied players.
 - f. The Tournament team manager's 9 year old son/daughter shall be automatically selected to the Tournament Team.
 - g. The total number of players on the team will be thirteen (13).
2. All selections in Paragraph 1a. shall be subject to the parents of the player making the Tournament Team commitment to attend all of the Tournament team games and practices. In the event that one or more of the initially selected players cannot make such commitment, or is unavailable, the Tournament Team manager will select the necessary amount or players to reach 13, first from the AAA players in vote order then if necessary from the AA players in ranking order.

ALL STAR TEAM MANAGER SELECTION:

1. All Star Managers shall be nominated to the President by a selection committee. The President shall then present this candidate to the Board.
2. After being selected by the President, the Manager of each All Star Team shall select his/her two coaches from the pool of managers/coaches from their respective divisions. All Star coach selections are subject to Board approval.

Section 14: Disciplinary Action

- A. VLL, through the Board of Directors' Disciplinary Committee, may enforce disciplinary action against any member, volunteer, player, or spectator whose conduct is in violation of the Rules and Regulations of Little league or is considered detrimental to the best interests of the League.
 1. Any person may bring to the attention of the League a violation as described in item A above by giving written account of the violation to any Manager, Coach, Umpire, Commissioner, or other League Official. That League Official must forward this written account to the appropriate Division Commissioner. The Division Commissioner must investigate the incident and make a report to the Disciplinary Committee within seven days. The Disciplinary Committee shall decide whether a hearing is justified at the next regularly scheduled board meeting.
 - a. The Board shall request the attendance of all appropriate parties at the hearing. A parent or legal guardian shall accompany players.
 2. The Board Disciplinary Committee shall consist of the President, Umpire in Chief, and applicable Division Commissioner.
 - a. If a member of the Disciplinary Committee is involved in the incident, the Vice President shall take the place of that person on the Committee in investigating the incident.

3. At the discretion of the Disciplinary Committee, the individual(s) under investigation may be placed on suspension pending any investigation. The President (or his designee) will then notify the individual(s) within 72 hours of receiving an incident report.
 4. The individual(s) may be asked to appear before the Disciplinary Committee, the full Board of Directors, and/or provide written statements detailing the incident.
 5. In the event of disciplinary procedures involving a player, or other person under the age of eighteen (18), that person's parent or legal guardian shall be invited to attend the hearing with the person concerned.
 6. Any witness or other individuals with pertinent information of the incident may also be asked to appear and/or provide written statements.
- B.** Recognizing the difficulty of establishing specific penalties for a variety of violations of acceptable conduct, the following penalties are suggested and the Board's Disciplinary Committee may impose the one which, in their opinion, appears to match the severity of the offense. If the penalty being imposed is greater than a suspension of more than four (4) games, an approval vote of at least two-thirds (2/3) of the Board will be required.
1. **WARNING:** The offending person is to be advised, in writing, of the offense and further advised that repetition of the offense will result in a more severe penalty.
 2. **SUSPENSION:** The offending person is to be advised, in writing, that he/she has been suspended from all league activity for a specific number of games or days.
 3. **DISMISSAL:** The offending person is to be advised, in writing, that he/she has been dismissed from participation in all league activity for the remainder of the current year.
 4. **BARRED:** The offending person is to be advised, in writing, that he/she is prohibited from participation in all league activity for any length of time that the Board deems appropriate.
- C.** The above disciplinary guidelines shall not prohibit the Disciplinary Committee from taking severe action in the event of the first violation if the violation is serious in nature.
- D.** Any spectator, player, coach or manager ejected from a game by an umpire will:
1. Be automatically suspended for the next physically played game, including playoff games, for the first offense of the season.
 2. Be automatically suspended for a minimum of the next two physically played games, including playoff games, for the second offense in a season.