



Tujunga Little League

2011 Rules, Regulations & Bylaws

In addition to the National Little League Rules and Regulations and the Tujunga Little League Constitution and By-Laws, the League has established certain rules and regulations to better enable it to govern its operation. These rules and Regulations shall act as mandatory guidelines for league personnel, players and parents.

Unless otherwise stated in this document, all rules and regulations will follow the Little League Baseball Official Regulations and Playing Rules.

These Rules and Regulations are as follows:

GENERAL

- A. Field lights will be turned off by 9:00 pm Sunday through Saturday, unless authorized by the Board of Directors.
- B. Tujunga Little League prohibits horses, dogs and alcoholic beverages at its fields.
- C. No smoking within 40 feet of the playing field and the snack bar area.
- D. No child under the age of 16 will use the gas-powered edger, mower or tractor at any time.
- E. The parents and players are to clean the grounds after the completion of their game.
- F. During the hours the snack bar is in operation, only those people scheduled or their authorized replacements are able to remain inside the snack bar.
- G. No outside food sales are permitted on T.L.L. premises, unless authorized by T.L.L. The snack bar will be open for all scheduled games.
- H. Ball playing of any kind is prohibited except in designated areas and only with plastic balls and plastic bats except when it is organized team warm-up taking place.

During each game there will be a 50/50 drawing instead of a game collection. The official scorekeeper will be in charge of the ticket drawing. The Team Mom for the home team or an authorized replacement will collect for the drawing during the game. Tickets will be sold for \$.50 each, 2 for \$1.00, 5 for \$2.00, 10 for \$3.00, 15 for \$4.00 or 20 for \$5.00. At 1 hour 50 minutes or the end of the fifth inning,

whichever comes first, the drawing will be held with half of the total collection going to the winner and half to the League.

PLAYING RULES

The playing time and outcome of each game will be in accordance with the Official Little League Rules defining Regular Games, including tie games, subject to the following general exceptions and Playing Rules by the Division. ***Interleague rules will take precedence over Tujunga Little League Playing rules for each division involved in interleague play.***

- A. The Official Scorekeeper will be the Home Team scorekeeper and is responsible for recording the start and end time of each game on the official score sheet. The Official Scorekeeper shall be responsible for notifying both Managers and/or Umpire at the designated time they should make their changes and shall record the time changes are made on the official score sheet. Start time is when the Plate Umpire says "Play Ball."
- B. Managers and coaches may umpire if authorized by the Chief Umpire. They may not umpire games in their own Division in which they manage or coach unless the two managers agree to allow them to umpire the game.
- C. No parent can be the Plate Umpire in a game involving a team on which their child is a member. The Plate Umpire may use them as Base Umpires if both teams agree and the scheduled umpires fail to show up.

GENERAL RESPONSIBILITIES – TEAM MANAGERS

1. Managers must be thoroughly familiar with and abide by the Little League Official Regulations and Playing Rules, Tujunga Little League Code of Conduct and By-Laws.
2. When a player is injured and requires medical treatment in a doctor's office or hospital, the player's manager must file in writing a report of injury as soon as possible, within twenty-four (24) hours, with the Player Agent and Safety Officer.
3. The Vice President/Safety Officer of the Lower Division will coordinate any insurance matters with the players' parents and will handle the filing of any League insurance claims, etc. Remember, our League insurance is excess insurance and applies after any other medical insurance plans that the family may have.
4. Each Manager must have at least one team meeting prior to the start of the regular season and at least one meeting during the season. These meetings shall be attended by no less than 2/3 of the families on the team and minimum of one (1) Board Member or it shall be subject to rescheduling by the Board of Directors.
5. Prior to the start of the regular season, each Manager shall have at least one practice each week and preferably two practices each week. After The playing season starts, there should be no more than a combination of practice/games as stated for each division: Two Team activities; T-Ball And Farms, Three Team activities; Minors, and four team activities for Juniors and Majors. Because for schoolwork, and family activities, this is necessary as not to put too much strain on the family life of the children and parents.
6. At least one adult (Manager, Coach or team appointed adult) must operate the batting machine. Children are not allowed to be in the machine area unattended by an adult.

7. At least one adult (Manager or Coach) must be present for practices at least 15 minutes prior to the scheduled start of practice. No player shall ever be left unattended after practice is over.
8. The vehicle code must be adhered to when transferring children to and from practice or games including not overloading the vehicle or illegal loading of passengers.
9. Each Manager is responsible for covering their team Umpire assignments. If an umpire assignment is missed a one (1) game suspension will be imposed.
10. The Manager is responsible for the total behavior of every member of the team including their Coaches and all team parents.
11. Managers must demonstrate appropriate spirit and enthusiasm for encouragement of team members and should display sportsmanship.
12. No smoking, chewing tobacco, or food is allowed on the playing field or in the dugouts.
13. Managers, Coaches and anyone else on the playing field must wear closed-toed shoes.
14. After the season starts, each team will be assigned a schedule to maintain the fields on weekends. It is the Manager's responsibility to see that the parents are notified of their work party commitment.
15. To insure the game start on time, the Managers should plan the pre game as follows:
Visiting Team: Take infield 20 minutes before game time
Home Team: Take infield 10 minutes before game time
 The Plate Umpire shall have the authority to see that this schedule is followed. In the Plate Umpire's absence, the Base Umpire will have the authority. In the absence of a Base Umpire, the Official Scorekeeper shall have the authority. Delay of pre-game schedule shall be treated the same as any other delay of game problem.
16. Managers must demonstrate good sportsmanship in dealing with disputes with opposing team Managers and Umpires. Protests should be resolved immediately, if possible, so that it will not be necessary to officially play the game under protest.
17. Managers and Coaches must never argue with spectators.
18. Managers and coaches are not to get involved in an Umpire's conference, unless invited.
19. Managers and Coaches must sign for all equipment and keys issued to them. They must turn in their equipment and keys after the last game of the season. Failure to do so will result in your team's trophies and awards being held. Teams going into post-season play, the Manager must provide a check in the amount of \$300.00 to be returned when the all-star equipment is returned.

Home Team Manager - Responsibilities

The Home Team Manager will occupy the third (3rd) base dugout and shall take infield practice 10 minutes before the game.

The Home Team is responsible for the following items being completed:

1. **Before the game:**
 - a. Perform snake patrol and gopher hole safety inspection

- b. Check home plate area and pitcher's mound. Rake, smooth and lightly water as necessary
- c. Install bases and put base blocks in dugouts.
- d. Check base areas and base paths. Rake, smooth and lightly water as necessary. Hang drag on the fence beyond 3rd base dugout.
- e. Install pitcher's rubber if Farm Division or Softball game (6 feet closer, 40 feet)
- f. Turn in lineup to the Scorekeeper at least 15 minutes prior to game team, accounting for all the players on the team roster.
- g. Chalk batter's box, catcher's box, foul lines, coach's boxes, T-ball arc and pitching line as necessary.
- h. Hang up your team sponsor's banner during game play. (*if applicable*)

2. During the game:

A responsible person from the Home Team (Team Mom) shall sell 50/50 tickets.

3. After the game:

- a. Remind parents to rake and clean around the dugout, bleachers and adjacent area.
- b. Empty trash cans.
- c. Report all broken or missing equipment to the Equipment Manager.

The Visiting Team Manager

The Visiting Team Manager will occupy the first (1st) base dugout and shall take infield practice 20 minutes before the game.

The Visiting Team is responsible for the following items being completed:

1. Before the game:

- a. Perform snake patrol and gopher hole safety patrol
- b. Open score booth and check for snakes
- c. Turn in lineup to scorekeeper at least 15 minutes prior to the game time. Account for all players on the team roster.
- d. Field 1 Manager raises the flag.

2. After the game:

- a. Remind parents to rake and clean around the dugout, bleachers and adjacent area.
- b. Drag the infield and rake; smooth the area around the bases and base paths, if there is a following game after yours.
- c. If this is the last or only game of the day, drag the infield and rake, smooth and lightly water the area around the bases and base paths. Return bases to the storage area and install base blocks or assure the base covers are properly closed.
- d. If you play the last or only game of the day, insure that an adult male representative of your team remains at the field until the snack bar is closed. Empty the trash barrels into the rubbish containers. Insure that all equipment, rakes, ladders, etc., are put away in the storage area and all doors are locked, including the restrooms and driveway gate.
- e. Report all broken or missing equipment to the Board.
- f. The Manager shall take down the Flag fold and put in snack bar.

**ARTICLE I:
PERSONAL CONDUCT**

SECTION 1. Harassment of Participants:

If Managers, Coaches, Parents or Fans, harass the participants (i.e., umpires, players, managers and coaches), the Umpire in charge or a Board Member may eject that person from the game and premises. If that person refuses to leave, the Chief Umpire has the authority to delay or terminate a game and can declare a forfeit to the offending team.

SECTION 2: Unsportsmanlike Conduct:

All players, Coaches and Managers will be removed from the game for unsportsmanlike conduct. Any player not having a parent /guardian present shall remain in the dugout until after the game. Managers, Coaches, or spectators guilty of unsportsmanship conduct may be asked to leave the park. All decisions of Umpire/League Official on duty shall be finalized on the spot before play resumes. The TLL Board of Directors may consider additional sanctions against Managers, Coaches and players. The affected person may present his/her case top the Board of Directors. Any time a Manager, Coach or player is ejected from a game, they must present themselves at the next Board meeting. If they do not report to the Board meeting, that individual will be suspended from further play until the matter is satisfactorily resolved.

SECTION 3: Game Ejections:

A Manager, Coach, or Player that is ejected and removed from the game must leave the field and leave the game site. The Umpire must file a report to the President within 24 hours detailing the facts of the ejection.

SECTION 4: Abusive Language / Abuse of Equipment by Participants:

No obscene or abusive language no bat, helmet, baseball hat or glove throwing by players, Managers or Coaches will be allowed before, during or after a game. This will be an automatic ejection from the game. Any incident of ejection from a game or misconduct before or after a game will automatically be taken to the Board (within 24 hours) for review. Any participant ejected from a game or cited for misconduct before or after a game will not participate in any game until the affected party(s) has come before the Board.

SECTION 5: Alcohol/Drug Use

Anyone under the influence of drugs or alcohol will be asked to leave the field entirely. Failure to do so will result in a phone call to 911 to insure the removal of the person(s).

SECTION 6: Unexcused Practice Absences:

If a player misses three(3) unexcused practices, the player shall be in danger of being dropped from the team, if the Manager so desires. The Player Agent and Division Representative shall first be notified to investigate the cause and report the findings to the Board with the suggested action to be taken.

SECTION 7: The Scorekeeper's Box:

No one is allowed to stand near or in the scorekeepers box. Scorekeepers, Umpires and Managers will be responsible for enforcing this. Official Scorekeepers are required to sit in the scorekeeper's box. Official Scorekeepers and scoreboard operators are the only ones allowed in the scorekeeper's box. No Scorekeeper is allowed to cheer or root for their team from inside the Scorekeeper's Box.

**ARTICLE II:
LEAGUE RULES**

GENERAL – ALL DIVISIONS

Keep the three "F's" in Mind at all Times:

FUN – By reminding the child that baseball is fun, you are taking a lot of pressure off him or her to excel and the less pressure there is, the faster the child is going to improve.

FUNDAMENTALS – Children will always pick up bad habits if the wrong way is easier than the right way. For example, all children will learn to pick up ground balls with reasonably few errors, but because he/she is afraid of the ball, he/she might not always place his body in front of the ball. The end product is good – he/she is fielding a lot of grounders, but he/she is doing it the wrong way. As a result, while he/she may compete satisfactorily at this level, he/she will be in trouble at a higher level. It is important that you never encourage a child to do something the wrong way.

FAIR PLAY – If a player screams at an Umpire or at a teammate for something that the child thinks is a mistake, remind the youngster that this is, first of all, a game. All that all anyone can do is his/her best. If you do your best and don't win, you just try again.

Fielding a Team:

Manager *must* verbally contact the Player Agent one week prior to the game in question. Written notification must be given to the Player Agent within twenty-four hours of the verbal notification. The written notification must include the following information:

1. Date and time of the game in question.
2. The name of the player(s) not able to participate
3. The phone number of the player(s)
4. The reason why the player(s) cannot participate.

If the written notification is not presented to the Player Agent within twenty-four(24) hours, the game in question will be an automatic forfeit, if not played. If the notification is presented within the twenty-four(24) hour time frame, the Board will decide the status of the game.

Should a team not be able to field a team on the day of a scheduled game, then refer to the Little League Rule Book, Section 4.16 and 4.17.

Should a Manager falsify any information, the game in question will be automatically forfeited and those involved will be subjected to disciplinary action.

***Interleague play will be govern by District 16 Interleague playing rules ***

Violation of Minium Playing Time:

Please refer to the Official 2010 Little League Rule Book section IV-THE PLAYERS section (i)

PITCH COUNT RULES:

Please refer to **Section VI – Pitchers** of the Official 2010 Little League Rule Book for complete details.

Season Half and End of Season Winners:

This section applies to the following divisions: FARMS, MINORS, and MAJORS, not involved in Interleague play.

First and Second Half Winners: (Interleague play takes precedence over this rule)

- A. The team with the best record in the first half of the season will be declared the " First Half Winner".

- B. The Team with the best record in the second half of the season will be declared the " Second Half Winner"
- C. If two or more teams have identical win-loss records and a single team cannot be determined as the winner of the first or second half of the season, then ties will be broken based on records in head-to-head competition among the teams. If a clear winner cannot be determined from head-to-head results, the next determining factor to break the tie will be the head-to-head results against the next place team. If a clear winner still cannot be determined then a one (1) game playoff game may be held with board approval.

End of Season Winner:

- A. If a team wins both the first and second half of season then that team will be declared the Season Champions in that Division.
- B. If the first and second half winners are not the same team, there will be a one(1) game play-off.
(In the event of a playoff game, the League shall provide Officials, the Umpires and the Official Scorekeeper).

SECTION 1. T-BALL DIVISION

T-Ball Division teams are to accommodate players of league age4, 5 and 6 yrs. of age.

The T-Ball program is an Instructional Division.

The following local By-Laws of Tujunga Little League are applicable to the T-Ball program. Unless otherwise stated in this document, all rules and regulations will follow the Little League Baseball Official Regulations and Playing Rules.

The T-Ball program is a learning time for 5 and 6-year-old children. This is an important time for them because they have so much to learn about the fundamentals of baseball, batting, throwing, fielding and running. You will find that most of your players won't know how to hold a bat, how to put on a glove, where first base is or where to go after they reach first base. But these children can learn to play and enjoy baseball with the help of good instruction day-to-day experiences.

All players should be encouraged by the Managers and Coaches to do their best. They should never be yelled at or verbally abused in any way. We expect all Managers and Coaches to set a good example for these young and impressionable children. If you feel you cannot do this, we would like to know. Your sole purpose this year as a Manager is to teach these young children the fundamentals of baseball and make it a fun experience for them so that they will want to return next year to learn even more.

T-Ball Division Drafts

1. The T-Ball draft will be conducted on a day subsequent to the Farm Division draft.
2. All prospective players will be evaluated and graded on a score of 1 to 5 by Managers and/or Board Members
3. A 3" x 5" card will be prepared for each player and the player's grade will be placed on the back of the card
4. The 3' x 5" cards will be evenly distributed anonymously to every team so that each team will receive the same number of each grade of player

5. When trades are necessary, the Manager must trade a Player of particular grade with another player of the equivalent grade.

6. There will be no more than three trades per team.

General Rules – T-Ball Division

1. Minimum age requirement is five (4) as of April 30 of the current year.

2. T-Ball division teams are to accommodate players of league ages 4-6. Seven (7)-year-olds may only play in the T-Ball division with Board approval.

3. The team roster shall not consist of more than 15 players.

4. Scores will not be kept at the games.

5. A player late to a game shall be added to the bottom of the batting lineup. The Game Official shall be advised as the player arrives. The opposing Manager shall also be notified.

6. A player removed from the batting lineup due to injury or illness may be put back into the lineup later in the game in the same position in the batting order.

7. Games will not be rescheduled unless the game was called due to inclement weather.

8. The game shall be played with a "limited flight" ball provided by the League.

Pitching the "T"

1. The ball shall not be pitched but shall be hit off a "T" which will be placed on home plate.

2. The catcher must be in normal position and wearing full catcher's gear.

3. Only the Umpire will place the ball on the "T" after allowing the batter the opportunity to see whether the "T" needs to be raised or lowered.

4. There are no strikeouts. The batter continues to bat until the ball is put into play.

5. The Umpire shall remove the "T" from home plate should a play involve a player scoring.

Playing Rules – T-Ball Division

1. **Game Time:** A complete game will consist of four (4) full innings of play or "drop dead" at 1 hour and 15 minutes, whichever comes first. No new inning will begin after 1 hour of playing time.

2. **Defensive Team:** No more than six (6) infielders plus one catcher and four (4) to unlimited outfielders. Outfielders will be on grass when ball is hit. Managers must rotate their outfielders to the infield after every inning so that every player gets used to playing different positions.

3. **Positioning Defense:** Infielders may not be closer to home plate than a radius from the major pitching rubber of 46 feet to home plate. This rule includes the rover. The outfielders must be positioned on the outfield grass. Should an infielder or outfielder move into the 46 foot arc or onto the dirt infield prior to the ball being hit, the Umpire shall call obstruction and award one (1) base to the batter/runner and one (1) base to any base runners. The ball shall be called dead and the runners may not advance beyond the base awarded.

4. All team players will bat until there are three (3) outs or ten (10) batters have come at bat. Batting order is like regular baseball.

5. **Ending an Inning:** The side shall be retired when three outs have been completed or when ten consecutive players have completed their turn at bat. It shall be the responsibility of the

Game Official to notify the Umpire when the 10th batter is approaching the plate. The inning will not end until all play is dead. **After the 10th batter hits the ball, the side shall be retired when the defensive player with the ball touches home plate or makes the third out.**

6. There will be no strikeouts. A hit ball must travel at least 15 feet into fair territory. A foul ball arc will be drawn 15 feet from home plate between first and third base prior to the start of the game. Foul balls shall be the same as conventional Little League except that a ball traveling less than the arc will be considered a foul ball. Obvious throwing of bat will result in a warning; a second offense will result in called out according to judgment of Umpire. A batter shall not be allowed to bunt and may not take a half swing or swinging bunt.

7. **Pitcher:** The pitcher must be positioned behind the Major pitching rubber (46 feet from the plate) and have one foot on the major pitching rubber. If pitcher violates rule and contacts ball or interferes with play, batter or runners are awarded one base; other defense players must stay at least as far back as pitcher mount until ball is hit. If violation occurs, but no ball contact or interference is made, ignore violation and play continues. The pitcher is not allowed to run the ball to first base for a put out unless the pitcher retrieves the ball reasonably close to the first base if fielded within the pitcher's circle.

8. **Ending Play:** When the pitcher is standing on the Major pitching rubber and in control of the ball, runners may not advance to the next base unless the batter/runner or base runner(s) are more than 30 feet between two bases (half way).. Example: The batter hits the ball to left field, the fielder throws the ball into the pitcher who has control of the ball and is standing on the Major pitching rubber. All play stops at this point. If the runner(s) are less than 30 feet to the next base, the runner(s) must return to the last base touched. If the runner(s) are less than 30 feet (halfway) to the next base and the pitcher feints a throw, the runner(s) may advance to the next base at their own risk of being put out by a throw. If the pitcher throws the ball to another player, play resumes at this point until the pitcher once again has control of the ball and is standing on the Major rubber.

9. **Base Runners:** Runners must stay on base until ball is hit. Runners may advance as far as possible without being put out or until the pitcher is holding the ball on the mound, under control, then the Umpire calls time and the play stops. Runners who have advanced further than halfway to the next base will be awarded that base. Otherwise, runners will be returned to previous base. Runners cannot advance on a ball overthrown at first or third. Coaches are prohibited from touching any base runner. Violation will result in base runner being called out.

Coaching / Umpires / Game Official

Defensive: Two (2) Managers or Coaches are permitted in the outfield to instruct players, but are not permitted to touch a live ball or player. If a Manager or Coach in the outfield interferes with a live ball in play, or while a ball is in play touches a player, a penalty shall be assessed, awarding the batter/runner one (1) base and the runners before him, only if they are forced. Any Manager or Coach who continues to interfere will be ejected from the game.

Offensive: Two (2) coaches are permitted on the field but must remain in the coaching box at all times during play. One (1) Manager will be responsible for being the home plate Umpire setting the "T" and placing the ball for the batter. The offensive manager/coach will be the umpire.

Game Official: A parent designated the Game Official will announce the game from the score booth and track the lineups. This person will be responsible for adding late arriving players and tracking players removed from the game due to sickness or injury.

Equipment

1. A catcher may wear a fielder's glove but is required to wear complete catcher's equipment.
2. All players must wear gender specific protective equipment to all practices and games.
3. Players will need a baseball glove and tennis shoes or athletic shoes (shoe type is optional).
4. Long pants must be worn at games.

Section 2. Farm Division

Farm Division teams are to accommodate players of league ages 7 and 8.

The Farm program is an Instructional Division.

The following local By-Laws of Tujunga Little League are applicable to the Farm program. Unless otherwise stated in this document, all rules and regulations will follow the Little League Baseball Official Regulations and Playing Rules.

The goals of the Farm Division program are fun, skill development, skill improvement and participation. To this end, some of the traditional ways of winner-takes-all philosophy have been eliminated.

Farms Division Drafts

1. The Farm Division draft will be conducted on a day subsequent to the date of the Minor Division draft.
2. All prospective players will be evaluated and graded on a score of 1 to 5 by Managers and/or Board Members. The Player Agent shall collect all evaluation forms and provide a final grade to be used in the draft for each player.
3. A 3" x 5" card will be prepared for each player and the player's grade will be placed on the back of the card
4. The 3' x 5" cards will be evenly distributed anonymously to every team so that each team will receive the same number of each grade of player
5. When trades are necessary, the Manager must trade a Player of particular grade with another player of the equivalent grade.
6. There will be no more than three trades per team.

General Rules – Farm Division

1. Minimum age requirement is seven (7) as of April 30 of the current year.
2. Farm Division teams are to accommodate players of league ages 7-8. Nine (9)-year-olds may only play in the Farm Division with Board approval.
3. The team roster shall not consist of more than 15 players.
4. A game may not be started with less than nine (9) players on each team.
5. A player late to a game shall be added to the bottom of the batting lineup. The Game Official shall be advised as the player arrives. The opposing Manager shall also be notified.

6. A player removed from the batting lineup due to injury or illness may be put back into the lineup later in the game in the same position in the batting order.
7. Games will not be rescheduled unless the game was called due to inclement weather.
8. If no Umpire shows, both Managers must agree on a parent or the Managers will umpire opposing teams.
9. A soft Rif-5 ball is used.

Playing Rules – Farm Division *(When Tujunga Teams Oppose Each Other)*

1. **Game Time:** A complete game will consist of four (4) full innings of play or “drop dead” at 1 hour and 30 minutes, whichever comes first. No new inning will begin after 1 hour and 15 minutes of playing time.
 - a. In the case of a tie, the game will end in a tie.
 - b. If four innings have not been completed at the mandatory 1 hour 30 minute “drop dead” time, the game will revert back to the last completed inning for the final score.
2. If after four innings, three and one-half innings if the Home Team is ahead, one team has a lead of ten (10) or more runs, the Manager of the losing team **shall** concede the victory to the opponent. (See Rule 4.10 (e).
3. The offensive team shall retire when three (3) outs have been completed or when five (5) runs have scored in the inning. The five (5) run rule shall be removed in the fourth (4) inning or when the last inning is determined by the Umpire.
4. Each team will be allowed 10 defensive players on the field; four (4) players must occupy the outfield positions. They may not play on the infield.
5. In all games, each team will bat the entire roster without changing the batting order during the game.
6. Managers may set up their batting lineup as they desire and the first ten (10) batters shall not necessarily consist of the ten (10) starting defensive players.
7. **Minimum Playing Time:** A player cannot sit out for two (2) consecutive innings in one game.
8. There is no infield fly rule in the Farm division
9. When an offensive player offers to bunt, a defensive player may not take a position closer than the 46’ arc of the pitching rubber prior to the delivery of the pitch. (Note 2.00 under Definition of Terms – BUNT: A bunt is a batted ball not swung at but intentionally met with the bat and tapped slowly. The mere holding of the bat in the strike zone is not an attempted bunt.)
10. In the interest of improving the game’s progress, a base runner will not be permitted to cause a delay of the game by harassing the pitcher and/or catcher by standing or dancing off the base, threatening to steal. When the Umpire observes this activity, the player will first be warned. If the activity continues, the runner will be called out.
11. Each team will supply one game ball supplied by the League.

Pitching:

- a. All players eight (8) years old and younger are eligible to pitch.

- b. A pitcher is limited to pitching a maximum of two (2) innings per game or 50 pitches. After two (2) innings or 50 pitches are reached, a mandatory two (2) days of rest are required.
- c. The strike zone shall be one balls width wider on each side of the plate. The strike zone vertically shall remain unchanged.
- d. Pitchers will pitch from a rubber 40 feet from the rear point of the plate to the front edge of Home Plate.

Coach Pitch:

1. There will be no walks awarded during the season of play. If ball four is either a passed ball or a wild pitch, the Umpire will not call time until all play has ended.
2. After ball four has been called, the Plate Umpire will call time and the offensive coach shall pitch to the batter. The strike count is continued on the batter until he/she hits the ball or strikes out. (foul balls will not count as strike three. All other pitches must be swung at regardless of location)
3. The Farm pitcher must line up with the major pitching rubber while keeping one foot on the dirt.
4. The catcher must be in the catcher's normal position, in full gear.
5. No bunting allowed hitting off the tee if it is used.
6. At the beginning of the second half, it may be decided to do away with the tee and use a "coach pitch" format. This will be decided by the BOD and the Managers.

Base Running:

1. A runner may steal second or third only when the ball leaves the dirt area of the catcher's circle.
2. The runner at third can only score on a hit ball, or if a player attempts a play at any base.
3. A runner may not steal home.
4. A runner cannot advance on an overthrow from catcher to pitcher.
5. A runner leaving the base early will be returned to the base, not called out.
6. Players are entitled to one base on an overthrow from the initial play.
 - a. If Player A hits the ball to Shortstop, Shortstop overthrows to 1st, Player A advances to 2nd base. Play over.
 - b. If other base runners are on base, the one-plus-one rule would apply if base runner has gone halfway to next base.
 - c. Little League Dead Ball Rule applies when an overthrow takes place with runners on base.

Positioning Defense: Infielders may not be closer to home plate than a radius from the major pitching rubber of 46 feet to home plate. This rule includes the rover. The outfielders must be positioned on the outfield grass. Should an infielder or outfielder move into the 46 foot arc or onto the dirt infield prior to the ball being hit, the Umpire shall call obstruction and award one (1) base to the batter/runner and one (1) base to any base runners. The ball shall be called dead and the runners may not advance beyond the base awarded.

Coaching

Managers and Coaches may stand near their batter or defensive players to give advice but must not interfere with play. The Manager or Coach must request "time" before attempting to demonstrate a technique or explain a play to the players during the progress of the game.

Section 3. Minor Division (*Interleague play takes precedence over these rules*) **Minor Division teams are to accommodate players of league ages 9 through 12.**

The following local By-Laws of Tujunga Little League are applicable to the Minor program. Unless otherwise stated in this document, all rules and regulations will follow the Little League Baseball Official Regulations and Playing Rules.

Minor Division Drafts

1. The Minor Division draft will be conducted on a day subsequent to the date of the Major Division draft.
2. All prospective players will be evaluated and graded on a score of 1 to 5 by Managers and/or Board Members. The Player Agent shall collect all evaluation forms and provide a final grade to be used in the draft for each player.
3. A 3" x 5" card will be prepared for each player and the player's grade will be placed on the back of the card
4. The 3' x 5" cards will be evenly distributed anonymously to every team so that each team will receive the same number of each grade of player.
5. When trades are necessary, the Manager must trade a Player of particular grade with another player of the equivalent grade.
6. There will be no more than three trades per team.

General Rules – Minor Division

1. Minimum age requirement is nine (9) as of April 30 of the current year.
2. Minor Division teams are to accommodate players of league ages 9-10. 11 and 12 year olds may also play in the Minor Division. 12 year olds may not pitch in the Minor Division.
3. All players must wear gender specific protective equipment.
4. The team roster shall not consist of more than 15 players.
5. A game may not be started with less than nine (9) players on each team.
6. A player late to a game shall be added to the bottom of the batting lineup. The Game Official shall be advised as the player arrives. The opposing Manager shall also be notified.
7. A player removed from the batting lineup due to injury or illness may be put back into the lineup later in the game in the same position in the batting order.
8. Incomplete games called due to inclement weather will be rescheduled based on field availability.
9. If no Umpire shows, both Managers must agree on a spectator to Umpire the game.

Playing Rules – Minor Division

1. **Game Time:** A complete game will consist of six (6) full innings of play or "drop dead" at 1 hour and 50 minutes, whichever comes first. No new inning will begin after 1 hour and 30 minutes of playing time.

- a. "Drop dead" at 1 hour and 50 minutes or the completion of six (6) innings, whichever comes first.
 - b. In the case of a tie, the game will end in a tie.
 - c. If six innings have not been completed at the mandatory 1 hour 50 minute "drop dead" time, the game will revert back to the last completed inning for the final score.
2. If after four innings, three and one-half innings if the Home Team is ahead, one team has a lead of ten (10) or more runs, the Manager of the losing team **shall** concede the victory to the opponent. (See Rule 4.10 (e).
 3. The offensive team shall retire when three (3) outs have been completed or when five (5) runs have scored in the inning. The five (5) run rule shall be removed in the sixth (6) inning or when the last inning is determined by the Umpire.
 4. **Minimum Playing Time:** No player may sit on the bench for two (2) consecutive innings.
 5. In all games, each team shall bat the entire roster present without changing the batting order during the game.
 6. Managers may set up their batting lineup as they desire and the first nine (9) batters shall not necessarily consist of the nine (9) starting defensive players.
 7. If a player throws the bat in the act of swinging, the player will be given a bat warning. On the second offense in the same game the batter will be called out.
 8. Each Manager shall provide a game ball to the Umpire prior to each game. The League will provide balls to the Manager.
 9. When an offensive player offers to bunt, a defensive player may not take a position closer than the 46' arc of the pitching rubber prior to the delivery of the pitch.
(Note 2.00 under Definition of Terms – BUNT: A bunt is a batted ball not swung at but intentionally met with the bat and tapped slowly. The mere holding of the bat in the strike zone is not an attempted bunt.)
 10. The infield fly rule shall be enforced in the Minor Division.

Pitching – See "Pitching – Pitch Count Rules" in ARTICLE II: DIVISION RULES

Note: No 12-year-old shall pitch in the Minor Division.

Replacing a Lost Player

If a Minor team loses a player, a replacement **may** be made available through the Player Agent if there is a replacement player available.

SECTION 4. MAJOR DIVISION (*Interleague play takes precedence over these rules*)

The Major Division teams are to accommodate players of league ages 9 through 12

All Rules and Regulations will follow the **Little League Baseball Official Regulations and Playing Rules**, unless otherwise stated in this document.

Major Division Drafts

1. Refer to the Little League Operating Manual.

2. All non-returning Players MUST tryout for Majors or they will be automatically placed in Minors.
 3. Returning Major players do not need to tryout and will be placed on their former Major team.
 4. A new Coach will not be appointed nor approved until after the draft to avoid "red shirting" of players through selective coaching appointments.
 5. The Major Division draft will be scheduled by the President and Player Agent.
 6. Draft order is determined by the previous year's regular season (pre-playoff) standings. If two teams tied in the prior year's order of finish, the order of the draft shall be determined by the teams' head-to-head record against each other. The team with the worst head-to-head record will select before the other. If the two teams had the same head-to-head record, order of selection shall be determined by a coin flip.
 7. The number of draft selections plus returning players equals 12 players.
 8. Prior to the draft, the Player Agent prepares a list of eligible players, identified by tryout number, for the draft. Non-returning Players must tryout to be eligible for the draft.
 9. Only the Manager may attend the draft. No Manager aide is permitted.
 10. A "ladder" draft selection process will be used.
 11. Managers have a maximum of five (5) minutes to make a draft selection. Missed selection opportunities are postponed until the end of that round at which time selection must occur immediately.
 12. The maximum number of 12 years olds per Major League team is eight (8). There is no minimum.
 13. All 12 year olds will be drafted into the Major Division. (except those 12yr olds whom the board gives approval to play in the Minor Division)
 14. Player registration forms shall be provided to the team Manager at the conclusion of the draft.
 15. It is inappropriate for Managers and draft aides to discuss the position a player was selected in the draft with anyone outside the draft room. Such behavior shall be considered misconduct and will likely jeopardize that individual's future affiliation with Tujunga Little League.
 16. **Manager's Option** (must be the child of the manager): Manager's child is "protected" in the draft as follows
 - a. If 12 years old, protected through the third (3rd) round and "unprotected" thereafter.
 - b. If 11 years old, protected through the fourth (4th) round and "unprotected" thereafter.
 - c. If 9 or 10 years old, protected through the fifth (5th) round and "unprotected" thereafter.
- NOTE: Managers must submit an option in writing to the President or Player Agent at least forty-eight (48) hours prior to the draft. Exceptions to this timing are subject to the approval of the President or Player Agent.

17. **Sibling Option** (Brothers/Sisters): If one sibling is already the "property" of a team only that team is entitled to draft the other sibling in the first three rounds, after which the player becomes "unprotected". NOTE: Managers must submit an option in writing to the President or Player Agent at least forty-eight (48) hours prior to the draft. Exceptions to this timing are subject to the approval of the President or Player Agent.
18. **Sibling Protection During the Draft:** Once a brother or sister is drafted on draft night, the Manager can only protect his or her sibling until his next rounds selection. If the sibling is not chosen in the next round, he or she becomes unprotected.
19. **Trades:** All trades shall be made through and only with the approval of the Player Agent or President. Trades must be completed in the draft room (i.e., this is the only time trades are permitted). Exceptions to this timing rule requires the Player Agent's approval.
20. The Player Agent must monitor and is responsible to prevent attempts by Managers and/or parents to manipulate the draft system and thereby create an imbalance within the League.
21. **Drafting 9-Year-Olds into Majors:** Nine-year-olds will not be eligible for the Major draft unless the parent(s) or guardian(s) give their permission to the Player Agent. Should a Manager of a Major team wish to draft a 9-year-old on draft night, a phone call shall be made to the parents by the President or Player Agent requesting permission. However, they may not be told on which team their child is being drafted.
22. **Reduction of Teams:** Major players from a team being disbanded will be available to existing teams in a pre-draft round to be completed prior to the regular draft. Teams will select in the same order as the regular draft until all players from reduction teams are selected. Regular draft then begins with the first (1st) selection of the first round as described herein.
23. **Adjustments to Draft Rules:** The President and Player Agent shall have the sole right to add, change, modify or adjust any of the aforementioned rules.

General Rules – Major Division

1. Minimum age requirement is nine (9) as of April 30 of the current year. Major Division teams are to accommodate Player League ages 9–12. Nine (9) year olds are drafted up only with parental consent.
2. All players must wear gender specific protective equipment.
3. A regulation Little League baseball is used.

Playing Rules – Major Division

1. **Game Time:** A complete game will consist of six (6) full innings. (See Rule 4.10)
 - a. No new inning may start after 9:00 pm unless authorized by the President or Player Agent.
 - b. If a game is called, it is a regulation game if:
 - i. Four (4) innings have been completed
 - ii. The home team has scored more runs in three and a half innings than the visiting team has scored in four completed half-innings.
 - iii. The home team scores one or more runs in its half of the fourth inning to tie the score.
 - c. If the score is tied after six completed innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning; or (2) the home team scores the winning run in an uncompleted inning.

- d. If a game is called before it has become a regulation game, but after one (1) or more innings have been played, it shall be resumed exactly where it left off.
2. If after four innings, three and one-half innings if the Home Team is ahead, one team has a lead of ten (10) or more runs, the Manager of the losing team **shall** concede the victory to the opponent. (See Rule 4.10 (e).
3. If a player throws the bat in the act of swinging, the batter will be given a warning. On the second offense in the same game, the batter will be called out.
4. **Minimum Playing Time** – Every player on a team roster will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time.

Pitching – See “Pitching – “Pitch Count Rules” Little League Official Rules and Playing Regulations. Section VI- Pitchers.

Replacing a Lost Player

1. If a player is lost for any reason, the Manager shall draft through the Player Agent a replacement within five (5) observation days of the vacancy (ten [10] days during preseason). No Manager shall pick up a player in the last two (2) weeks of the season no matter the reason. Teams that will be going to tournaments will be allowed to pick up a player from a lower division only, after the season is officially over, to be used for tournament play.
Under NO circumstances will a Manager or Coach contact a player or the parents before announcing the name to the Player Agent If there is a violation the Player Agent will assign a player to the Major team needing a player.
2. Major replacements are picked from Minor Division with within five (5) observations days of the vacancy (ten [10] days during the preseason). When selecting a player from the Minor Division, one (1) eligible player must have been selected from each team before a team has a second player selected.
3. If a Minor Division player is asked by a Major Division team to move up to fill an opening and the player refuses to move up, that same player will not be able to move up to a different team, if requested for the remainder of the season.

**ARTICLE III:
POST SEASON PLAY**

The Official 2009 Little League Tournament Rules and Guidelines will govern the Rules for Post Season play.

ALL STAR TEAMS

Provided teams are fielded during the regular season, Tujunga Little League will field the following All Star teams:

Boys Baseball

1. 9 and 10-year-old boys baseball
2. 11-year-old boys baseball
3. 11 and 12-year-old boys baseball
4. 13 and 14-year-old boys baseball
5. 15 and 16-year-old boys baseball

Girls Softball

1. 9 and 10-year-old girls softball

2. 11 and 12-year-old girls softball
3. 13 and 14-year-old girls softball
4. 15 and 16-year-old girls softball

Manager Selection:

Any Manager or Coach in the Majors that is interested in Managing or Coaching an All Star Team must notify the Board of Directors prior to the end of the regular season and shall complete a short interview process.

The Board of Directors shall select, determine and approve all Managers and Coaches for each All Star Team fielded.

All Star Voting:

Voting for the 9 and 10-year-old and 11-year olds All Star Teams shall be by the Manager of the Major Division teams.

Voting for the Little League 12-year-old All Star Team will be determined by two (2) groups, the Managers and the Players. Each group will vote for six (6) players each. The players may not vote for players on their own team. Each group's choice will be given 1 point for each of the six players chosen. The top twelve (12) players (six by the Managers and six by the Players) with the most points will be assigned to the All Star teams.

Major Managers will vote for the 9 and 10-year-olds and 13 and 14-year-olds.

The player's attitude during the season should be given serious consideration when assigning votes for All Stars. One of the key components of baseball we are trying to instill is sportsmanship and awarding a player with poor sportsmanship with an All Star position does not promote our goals.

Any player brought before the Board and given disciplinary action from the Board shall not be eligible for an All Star position. This rule can be overturned by a majority vote from the Board of Directors.

Number of Players Placed on All Star Teams:

The Managers shall vote on the number of players to be placed on the team (12, 13 or 14). If the Manager of an All Star Team chooses to add a 13th or 14th player, he may do so. However, he must take the players who were next in line on the voting. No exceptions will be made. **THERE WILL BE NO ALTERNATES ALLOWED.**

Tri Cities Teams

All Minors teams will play in the Tri-Cities "Knock-Out" Tournament at the end of the season. There will be two Major teams chosen to play in the Tri Cities Championship games. The two teams will be the winner of the first half of the season and the winner of the second half of the season, unless the winner of both halves is the same. If the winner of both halves is the same, the second team to go to the Tri-Cities games will be the team with the next best overall record for the entire season. **(Major Tri-City seeding is subject to District 16 format during interleague play.)**