

# OFFICIAL ELGIN NATIONAL LITTLE LEAGUE PLAYING RULES

## 2015 REVISION

### SECTION 100

#### GENERAL RULES

##### 100-1 GENERAL APPLICATION OF RULES

All of the rules and regulations published by Little League Headquarters in Williamsport, on an annual basis, shall apply to the Elgin National Little League. The baseball program shall use the Official Little League Rules and Regulations, and the softball program shall use the Official Softball Rules and Regulations. **The ONLY exceptions to the above are those operating and general rules specifically written in the GENERAL AND OPERATING RULES OF E.N.L.L.I.**

Operating rules may be amended or changed by a simple majority of the General Board.

**NO RULES MAY BE CHANGED AFTER THE SEASON BEGINS.**

##### 100-2 VERIFICATION OF LEAGUE AGE

It is the responsibility of the President, with the assistance of the Player Agent, to verify the League age and address of all players from appropriate documents submitted at try-outs, or thereafter. Subsequent questions about the League age and residency of any player should be directed to the Player Agent.

##### 100-3 PLAYER SELECTION

The following rules 100-3.1 through 100-3.8 define the ways players will be maintained, added, traded, deleted, or replaced on team rosters.

##### 100-3.1 MAJOR LEAGUE, INTERMEDIATE LEAGUE, JUNIOR, SENIOR, AND BIG LEAGUE PLAYERS RETURNING

All players who were members of E.N.L.L. Major League, Intermediate, Junior, Senior, or Big League Division teams at the conclusion of one season will automatically remain members of those same teams at the beginning of the following season so long as they are still eligible to play at the same level, with the following exception:

- A) A manager may request a player's release from the team by submitting a written request, to the League President, stating the reasons for the request.

1. The Executive Committee will, upon receipt of such a request, and after making an investigation of the claims, pass judgement on whether or not the reasons given are justifiable. The definition of “justifiable reason” shall rest solely with the Executive Committee.
2. In cases resulting in a player’s release, the League President shall notify the player’s parents in writing, with copies to the Player Agent and the team manager.
3. Such written notice and/or release shall be given in sufficient time for the released player to qualify for tryouts and selection to another team.

**100-3.2 TRYOUTS**

All returning players that are no longer eligible to play for the same team or to play at the same level as last year, and all other player candidates (except 5 and 6 year old players) must tryout during one (1) of two (2) tryout sessions:

A) Regular Tryouts

-OR-

B) Late Tryouts at Late Registration.

Any youngster failing to complete at least fifty percent (50%) of the spring tryout criteria shall lose the status of candidate unless that youngster presents an excuse that is accepted by a majority of the Board. Exception: 12 year old players not currently on a major/intermediate league team.

The date, time, and place of tryouts will be determined by: the Player agent and the Board of Directors.

C) All named Managers and Executive Board members must be present at tryouts unless an excuse is accepted by a majority of the board.

**100-3.3 PLAYERS DRAFT**

When a thorough tryout program has been completed, a player draft will be conducted for each level of play above Instructional League. Managers’ selections will be made from the pool of eligible player candidates who have met the tryout requirement. The purpose of the player draft is to provide a fair and equitable method of selecting sufficient players for each team to raise its temporary roster to not less than twelve (12) nor more than eighteen (18) players.

The date, time and place of the draft will be determined by the Board of Directors. The draft will be conducted by the Player Agent. The draft proceedings will be held in STRICT confidence. NO player or parent should ever be told what round he/she was drafted in.

Each manager requiring eight or more players prior to the draft to complete the roster will be allowed one bonus pick at the completion of round four. If more than one manager is allowed

bonus picks under this section, the order of rotation will be identical to that being followed in the draft.

A) Conducting the Draft

1. Order of draft and lottery will be determined as follows:
  - a. Major League, Intermediate, Junior, Senior, and Big League Teams will select in reverse order of finish from the preceding season. The last-place team gets the first choice in every round of the draft. The next to last place team gets the second selection in every round, and the remaining teams select the reverse order of standing.
  - b. Minor League Teams will each draw one (1) number from a hat containing numbers equal to the number of teams being created this year. The number drawn by each team will determine that team's draft selection position. In the open draft phases of player selection, assuming, for the purpose of illustration, an eight (8) team draft, teams will select the first round in a one (1) to eight (8) order. The second round selections will be made in an eight (8) to one (1) order. Etc.
  - c. Tee-Ball and Instructional League Teams will be assigned by the Player Agent and 4<sup>th</sup> VP.
2. Each team drafts in the sequence established in step one (1) until the permanent roster size has been met. Once a team has reached the full permanent roster number, that team is out of the draft until all teams have reached the full permanent roster number.
  - a. In the Major League Division ONLY, after all teams have reached the full permanent roster number, the open draft starts over per step one (1) above. At this time, any team may draft until they reach a temporary roster of no more than eighteen (18) players.
  - b. All players age twelve (12) who did not participate in the Major/Intermediate division the prior season will be part of a supplemental draft to take place prior to the open draft until all 12 year olds are placed on a Major/Intermediate team.

B) Options

An *option* is an agreement between a manager and the Player Agent covering a special condition. All options must be in writing and be submitted to the Player Agent 48 hours prior to the draft. There are three (3) *options* and they are as follows:

1. Brothers/Sisters

A manager may submit an *option*, in writing, to the Player Agent on two or more brothers and/or sisters becoming candidates who are subject to the draft. When the first brother or sister is drafted under the *option* agreement, the manager automatically takes the next brother or sister on the next turn. The *option* must be completed within the first three (3) draft selections.

2. Siblings: Brothers/Sisters

A manager shall submit an *option* in writing on a draftee if the player’s candidate brother or sister is a member of that manager’s team. The *option* must be completed within the first three (3) draft selections.

3. Children of Managers (and Coaches)

A Manager who has a child or children eligible for the draft who wishes to draft them must state so in writing to the Player Agent prior to the draft. If so stated, the parent-manager is required to exercise this *option* prior to the close of the specific draft round depending on the League Age of that parent’s child/children. (See Chart #1 below.) Parent-manager *option* takes priority over any other *options*.

A new coach shall not be appointed nor approved until after the draft to avoid “Red Shirting” of players through selective coaching appointments.

**Chart #1**

	Specific draft round, no later than the close of which, the option on a manager’s or coach’s child or children must be exercised as determined by level of play and League Age.				
DRAFT ROUND	LITTLE LEAGUE	JUNIOR	INTERMEDIATE	SENIOR	BIG LEAGUE
5	9 – 10		11	14	16
4	11	13	12	15	17
3	12	14	13	16	18

C) Expansion Draft

The new team will draft the number of players equal to the team with the highest number of returning players in that division before the established teams begin to participate in the selecting of players on a rotating basis. They must draft a balance of players league age appropriate for the division. Numbers to be determined by the Player Agent and President.

**100-3.4 PLAYER TRADES**

Players that are permanently rostered on one team may be traded for permanently rostered players on other teams in the same division. These trades can only be made during the time between the draft and cut down day. **Trades involving a player for draft choices are NOT permitted.** Trades must be submitted in writing to the Player Agent. ALL TRADES MUST BE FOR JUSTIFIABLE REASONS AND BE APPROVED BY THE EXECUTIVE COMMITTEE.

**100-3.5 CUT DOWN (Major League Only)**

The Player agent will notify each Major League Manager of the cut down date. It is this date by which the manager must decide and notify the Player Agent of which player candidates he/she will retain on the permanent roster, and which ones will be dropped from that team's roster. This procedure applies only to player candidates drafted or assigned in the current year draft. There are to be (2) cut down dates. The first is to be four (4) days after the draft (including a weekend day). The final cut down day is to be three (3) days later (including a weekend day). This is to provide ample time for all coaches to tryout the draft candidate. Exception: 12 year old players are ineligible for cut down.

**100-3.6 DISPOSITION OF CUT DOWN PLAYERS (Major League Only)**

Players removed from the temporary roster of a Major League team on the Cut Down date may be picked up by any other Major League team on the Cut Down date. The order of finish for the previous season shall determine the order in which the cut players are selected, starting with the worst season record.

In the absence of a request for the services of any player cut by another Major League team, any and all such players will rejoin the Minor League Division.

**100-3.7 DRAFT QUALIFICATION**

Players will be drafted by skill level and age. They will be drafted by the manager in such division and be expected to participate in said division. Requests for specific division play will not be honored. Exception: If a child has a physical or mental deficit, this shall be brought to the attention of the Executive committee for discussion.

**100-3.8 TEAM PERMANENT ROSTERS**

The size of each season's permanent roster will be determined by: the Divisional Vice President, the Player Agent, and the President.

- A) The permanent roster in the Major, Intermediate, Junior, Senior and Big League Divisions shall not be less that twelve (12), nor more than fifteen (15) players.
- B) The roster size will be determined prior to the draft and is permanent for that season.

1. In the Major League, no more than eight (8) twelve-year-old players can be retained on the permanent roster.
- C) Each roster must contain the following data:
1. The *Name, Address, and Telephone Number* of the Manager.
  2. The *Name, Address, and Telephone Number* of each person designated by the team manager to be a Coach.
  3. The *Name, Address, Telephone Number, and League Age* of each player.

**100-3.9 REPLACEMENT OF VACANCIES**

When a player is lost to a team during the playing season for any of the following reasons:

- A) He/she moves to another city or state too distant to commute for practice and play.
- B) He/she is injured and will not be able to return to play within a reasonable period of time.
- C) He/she has, for personal reasons, decided to terminate his/her association with the team.
- D) Any other justifiable reason reviewed and approved by the Executive Committee.
  1. No vacancy can be filled after the season has ended.

The manager of the team losing a player shall promptly advise the Player Agent (within twenty-four (24) hours). The Player Agent shall advise the President and the Executive Committee. If loss of the player is approved, then the President will send a letter of release to the player and the parents stating that the player is released from the team and from the league for a justifiable reason. This action creates a legal opening for a replacement on the team roster. The manager shall review the available player list with the Player Agent and shall select a replacement and the vacancy will be filled within seven (7) days. If the Player Agent has not received a selection for replacement of a vacancy from the manager within seven (7) days, the Player agent will assign an eligible, qualified player of his/her choice to fill the vacancy, and will so advise the teams' managers involved, and the player.

The replacement player must be eligible to play in the division requesting said players, and whenever possible, the replacement player must be the same League age or older than the player being replaced. The selected player may be subject to approval of the Player Agent, and the replacement becomes a permanent member of the team (subject to tenure allowed at that division level).

A player who resigns from a team is ineligible to play on any other team for the balance of the season. He/she may enroll the following season and try out as a free agent. The Player Agent will verify the legitimacy.

If a player has missed three (3) consecutive games, the Player Agent and the Divisional Vice President shall meet with the Manager to discuss the status of said player.

**100-4 SELECTION OF MANAGERS AND COACHES**

ALL team managers and ALL coaches must apply for the position and attend a mandatory sportsmanship and manager meeting to be held by the league VP. All prospective managers and coaches **MUST** complete a volunteer form and submit to a background check--- **NO EXCEPTIONS.** All completed and signed applications must be submitted to and reviewed by the League President who shall, with the approval of the Board of Directors, appoint all managers and coaches. Managers must be at least eighteen (18) years old. Coaches must be at least sixteen (16) years old. Only one (1) sixteen year old coach per team.

Applications to manage teams can be submitted prior to and including at the November meeting. The November meeting will be designated as the first time that Manager to team slot assignments can be approved. Applications to fill open team slots can be submitted at the beginning of the subsequent General Board meetings and approved the same meeting.

**100-5 MANAGER/COACH RESPONSIBILITIES**

- A) Select or obtain sufficient players for his/her team through the approved procedure each spring.
- B) Schedule practice sessions at times and locations deemed practical, and notify all players of the times and places of such practices. For minor league and above, mandatory two (2) practices per week prior to start of season weather permitting. After season starts, one (1) practice per week, time and weather permitting. Failure to abide mandatory practices is subject to suspension or termination.
  - 1) All practices on Elgin National Little League fields are subject to change depending upon game and/or grounds keeping needs.
- C) Instruct players continuously in the principles of **good sportsmanship**, along with the **rules** of Little League Baseball and the **playing techniques** required for **successful competition**.
- D) Notify all players of the time, date, and place of each practice and game.
- E) Prepare a lineup before the starting time of each game, and provide one copy each for the official score keeper and/or the opposing manager.
- F) Notify the official score keeper and opposing manager of all lineup changes after the starting lineup has been issued.
- G) Provide assistance to players when requested, or obviously needed during all practice sessions and games to foster their well being and safety.

Standards of safety include, among other things:

1. Proper use of approved equipment including, but not limited to the following:
    - a. Catchers (male) **must wear** a metal, fiber, or plastic cup.
    - b. Catchers **must wear** a full helmet. Skullcaps will not be permitted.
    - c. Shoes with metal spikes or cleats will **not** be worn in the minor and major/intermediate division. Metal spikes or cleats can be worn in the JR. or SR. division.
    - d. All batters, base runners, and player/base coaches must wear a Little League approved batting helmet.
    - e. Both in house team managers, make sure that bases are secured in position, watering, raking, and striping of field is done before the scheduled starting time of the game. Return the bases to the equipment shed after the game and lock the shed and make sure all dugouts are clean.
  2. Placement and use of equipment (bats, helmets, any and all other gear and/or tools) in such a way as to minimize tripping or other hazards.
  3. Placement of waiting players either inside the dugout, behind a backstop or screen, or otherwise out of harms way.
  4. Verification that the players have a safe way of getting home after practice sessions and games.
- H) Maintenance of team equipment through repair and replacement, when necessary (following proper procedures), and in taking normal precautions to prevent loss of such equipment through careless use, theft, etc.
1. Managers must insure the return of team equipment, uniforms, and gear by the time designated by the chairperson of the equipment committee. No pictures will be given out until equipment is returned.
    - a. Failure to return equipment, uniform, and gear to the League may result in the loss of the manager position for the next season.
- I) In the event that an E.N.L.L. team is playing a team from another league at E.N.L.L., and E.N.L.L. is not the home team, said E.N.L.L. team shall assume home team field responsibilities.
- J) In all Division League play, the home team manager is also responsible for acting as the official score keeper.
- K) Both team managers involved in the game shall post in a book in the refreshment stand:

1. The score of the game
2. The pitchers used, and the pitches thrown- First and Last Names
3. The names of all players missing from the game- First and Last Names
4. The ineligible players and why they are ineligible- First and Last Names
5. The names of all players not meeting rule 100-12. First and Last Names

**NOTE:** This information **must be posted immediately following the game**, and **must be signed by both managers**. Failure to comply completely with playing rule 100-5K will result in the manager's automatic one (1) game suspension for the next scheduled game.

**100-6 DUGOUT PERSONNEL**

Only team members in uniform, plus up to three (3) adults (2 over age 18 and (1) 16 or older), are permitted in the dugout for Major/Intermediate League Hardball and Softball. For Minor League West games, two (2) supervisory persons will be allowed to direct the game from outside the dugout and within a three (3) foot restraining line. Under normal circumstances, the two (2) adults will be the manager and the coach. In the absence of the manager, he/she may designate a listed coach as acting team manager. Under such circumstances, the acting team manager may designate an acting coach of his/her choice to help run the team.

Only rostered team players/Managers/Coaches whose team is holding practice shall be permitted on the field. Failure to comply will result in a 1 game suspension for the Manager.

There will be **NO** tobacco of any kind allowed on the field or in the dugout by any player, manager or coach. Violation will result in a two (2) game suspension.

**100-7 MANAGER, COACH, OR PLAYER**

If a manager, coach, spectator, or player is ejected from any game, an automatic minimum one (1) game suspension will apply for the next scheduled game. In addition, he/she must appear before the Executive Board for case disposition. For this type of action, the Executive Board will meet at least once a week, if necessary.

**100-8 SCHEDULES**

Schedules for each division will be planned by that division's Vice President, and coordinated with the Executive Board.

## **OFFICIAL E.N.L.L. PLAYING RULES**

**2010 REVISION**

1/13/2017

- A) The schedule of games for the regular season must provide for not less than twelve (12) games per team per regular season, exclusive of playoff and tournament games.
1. The schedule should provide for not less than two (2) games per week per team.
  2. The schedule shall not exceed more than four (4) games per week per team. NOTE: Rain outs and reschedules are not considered scheduled games.
  3. All schedules will be subject to the approval of the Board of Directors.

### **100-9 POSTPONED GAME - DELAYED STARTS**

The managers of both teams shall agree on the fitness of the playing field before the game starts. In the event that the two (2) managers cannot agree, an Executive Board Member not involved directly with the game in question shall make the determination.

When field conditions are in question, the start of the game may be delayed until a decision is reached, and the decision of the League officers shall be binding on both teams.

If a decision is made that the field will not be playable within thirty (30) minutes of the scheduled starting time, the Divisional Vice President shall notify the team managers and the person responsible for scheduling umpires that the game is postponed. The Divisional Vice President will then set a date for the postponed game on the earliest available date, in the order in which they were canceled. He/she will notify the managers of all teams being rescheduled, the umpires association, and the League Auxiliary of the date, time, and location of the rescheduled game(s). It is suggested that the Vice President coordinate the playing times of rescheduled games to facilitate the opening and closing of the refreshment stand.

### **100-10 STARTING TIMES**

- A) All League evening games will be scheduled to begin at 6:00 P.M.
- B) All evening double header games will be scheduled to begin:
1. First game at 6:00 P.M.
  2. Second game at 8:00 P.M.

Weekend or holiday games may be scheduled to begin at any time approved by the Board of Directors.

### **100-11 PLAYING TIME**

The occurrence of: failure of lights, rain or other prohibitive weather, injuries requiring medical attention, or other acts of God will not count toward actual playing time.

**100-12 STOPPING TIME**

All games will stop at the times specified in the individual division's rule section, and in accordance with the Little League Rules of Play.

**100-13 MANDATORY PLAYING TIME**

**Every player** on a team roster that is physically able and not under disciplinary action, **will participate in each game for a minimum of:**

A) Six (6) defensive outs - (two (2) innings)

**-AND-**

B) Bat at least one (1) time.

1. Any player(s) not completing both of these requirements **shall start and play the entire next complete game.**

a. In the Minor League AA and AAA Division, at the end of the second inning, play shall be stopped so that all eligible players that have not fulfilled the mandatory play requirements shall be inserted into the lineup.

b. In the Minor League AA and AAA Division teams shall list all eligible players in the line-up at the beginning of the game, and shall bat in the order listed.

c. The Minor League AA Division teams shall list all eligible players in the line-up at the beginning of the game, and shall bat in the order listed.

2. All managers **will** comply with the Mandatory Playing Time rule. (\*) **This document will suffice as written warning!** Non compliance will be handled as follows:

a. For the **first instance of noncompliance**, the Divisional Vice President will suspend the offending manager for his/her next game.

b. For the **second instance of noncompliance**, the Division Vice President will suspend the offending manager for the remainder of the season.

(\*) In the event of a regulation, but shortened game, rule 100-13 will be waived.

**NOTE:**

Consistent with the ability of a manager to conduct the affairs of his or her team, and only in cases of disciplinary problems, a manager may bench a player for a game. This action may not be taken without giving a twenty-four (24) hour advance notice to the Division Vice President. If notification is not given and/or approved by the

Division Vice President, twenty-four (24) hours in advance, then the player must be allowed to play in each game until the Division Vice President has been notified and/or approved of such action. It shall be the responsibility of the Division Vice President to investigate each situation of a manager seeking disciplinary action against the same player more than twice in one season.

**100-14 PITCHER CONFERENCES**

A manager or coach may request time, from the umpire, to speak to his/her pitcher, on the playing field, only three (3) times during a game without being required to change pitchers. The **fourth time** a manager or coach calls time out to speak with the same pitcher on the paying field, that pitcher **must be removed** from the mound. That player may continue in the game at some other position, at his/her manager's option, but **may not resume pitching** during the game.

**100-15 POST SEASON TOURNAMENTS**

When a representative team is sent, by E.N.L.L., to a post season tournament, which begins after a Season Championship has been determined, then the representative shall be that Season Champion.

- A) Hamm's Tournament Trophy should stay in possession of E.N.L.L. In the event of a team winning 3 times in a row a special trophy will be awarded to that team. The original Hamm's trophy shall always stay in circulation. A TRAVELING Trophy will be given, in place of, to the winning team at the conclusion of the Hamm's Tournament. The winning team will have the traveling trophy in its possession until the following year at which time the winning team will bring the Traveling Trophy to E.N.L.L. at the start of the Hamm's Tournament.

**100-16 ALL-STARS**

Selection of All Star players

1. The number and level of All Star teams will be decided by the executive board at the beginning of June based on the number of tournaments offered by the district. The Player Agent will evaluate the number and age of eligible players in each division and determine how many credible teams could be formed at each level. The executive board could override the player agent recommendation with a majority vote. As of 2014, District 13 is offering these levels for ENLL to participate in: 9/10 Minor, 50/70, Juniors, Seniors.

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2. Each division will have an All Star draft meeting facilitated by the Player Agent. All managers from the division will nominate their players they feel should be considered. A manager may also nominate a child from a team other than theirs if they were not nominated by their own manager. Each manager will vote on each child. The manager of the All Star team (see section B below) can determine the roster size they would like to carry between 12 – 14 players. The players getting the most votes will be placed on the roster. In the event of a tie the division VP will decide which player will be awarded the roster spot.
  3. If
- B) All Star Manager
1. In order to be eligible for E.N.L.L. All Star Manager, the person must be a manager in that division in the same year in which he/she will be managing the All Star team.
  2. The person selected to manage an E.N.L.L. All Star team should be the manager of that division's season championship team of the previous season, upon approval of the Board of Directors. If that person is not eligible, then the All Star team will go to the next eligible returning manager in descending order of finish, starting with the second place team, from the previous season.
    - a. The first person selected as Major League All Star Manager shall have a choice of any All Star team in his/her division, (11/12, 9/10, or 9 year old special games, if applicable).

Nine (9) year old special game teams are not Williamsport sanctioned "All Star" teams, and must not interfere with the 9/10-year-old or 11/12-year-old All Stars.
    - b. Remaining All Star Manager selections should begin with the next available manager in descending order of finish, starting with the second place team, from the previous season, etc.
- C) All Star Coach
1. Coaches will be selected by the President, the Player Agent and the Divisional Vice President of said division, with input from the All Star Manager. In order to be eligible as an E.N.L.L. All Star Coach, the person must have managed or coached, that same year, during the regular season, in the same division for which he/she would be All Star Coach. (The intent of this rule is to combine quality coaching skills

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and the knowledge and familiarity with the children, that can be gained only with current, active participation, to provide the children with the best possible experience at the All Start level of play.)

**100-18      SPORTSMANSHIP**

- A)      When the pitcher steps onto the rubber, **ALL CHATTER** by the defensive team must stop.

**Notes**

**SECTION 200**

**MAJOR LEAGUE HARDBALL DIVISION**

Unless otherwise noted in Section 200 of these rules, Intermediate League Hardball play will follow all E.N.L.L.I. General Rules Section 100.

**200-1 LEAGUE AGES**

The Major League Hardball Division at E.N.L.L. will consist of players of league ages eleven (11) through thirteen (13) only. All 12 year old players must be drafted up to the intermediate league division.

**200-2 STOPPING TIMES**

In the Intermediate League Hardball Division, all games may continue to the normal conclusion, except, no inning may begin after one (1) hour and forty-five (45) minutes of actual playing time after the actual starting time. However, the inning in progress may continue to its normal conclusion.

- A) NO inning may begin after 10:00 P.M.

**200-3 MAJOR LEAGUE HARDBALL SEASON CHAMPIONSHIP**

If necessary, the major League Hardball Division Season Champion will be determined by playing a three (3) game Championship Series between the First and Second Half winners. The series shall not begin until the fourth day after the regular or tie breaking game played by either team. The first team to win two (2) games will be named Season Champion.

**SECTION 201**

**INTERMEDIATE LEAGUE HARDBALL DIVISION**

Unless otherwise noted in Section 200 of these rules, Intermediate League Hardball play will follow all E.N.L.L.I. General Rules Section 100.

**201-1 LEAGUE AGES**

The Intermediate League Hardball Division at E.N.L.L. will consist of players of league ages eleven (11) through thirteen (13) only.

**201-2 STOPPING TIMES**

In the Intermediate League Hardball Division, all games may continue to the normal conclusion, except, no inning may begin after one (1) hour and forty-five (45) minutes of actual playing time after the actual starting time. However, the inning in progress may continue to its normal conclusion.

A) NO inning may begin after 10:00 P.M.

**201-3 INTERMEDIATE LEAGUE HARDBALL SEASON CHAMPIONSHIP**

If necessary the Intermediate League Hardball Division Season Champion will be determined by playing a three (3) game Championship Series between the First and Second Half winners. The series shall not begin until the fourth day after the regular or tie breaking game played by either team. The first team to win two (2) games will be named Season Champion.

**SECTION 300**

**MINOR LEAGUE HARDBALL DIVISION**

Unless otherwise noted in Section 300 of these rules, Minor League Hardball play will follow all E.N.L.L.I. General Rules Section 100.

**300-1 LEAGUE AGES**

Minor League Hardball at E.N.L.L. will consist of players of league ages seven (7) through eleven (11) classified into one (1) of two (2) divisions as follows:

- A) AAA will consist of players of league ages nine (9) through eleven (11) only.
- B) AA will consist of players of league ages seven (7) through nine (9) only.

**300-2 TEAMS**

All Minor League Hardball Division teams shall:

- A) Be determined, in number, by the E.N.L.L. Player Agent prior to the division's draft.
- B) Have a team name to be approved by the Division Vice President on or before draft night.
- C) Be disbanded at the end of each season.

**300-3 STOPPING TIME**

In the Minor League Hardball Division, all games may continue to the normal conclusion, except, no inning may begin after one (1) hour and forty-five (45) minutes of actual playing time after the actual starting time. However, the inning in progress may continue to its normal conclusion.

- A) A Minor League Hardball Division game shall be considered a regulation game if one (1) hour and forty-five (45) minutes of playing time has elapsed, and at least one (1) complete inning has been played.
- B) No inning may begin after 10:00 P.M.

**300-4 AAA PLAYOFF GAMES**

No standings will be kept in the AAA Boys Division. 2 weeks before the season ends there will be a round robin play-off. The team that wins the round robin will advance to the Sperry Tournament held in South Elgin.

**300-5 AA PLAYOFF GAMES**

No standings will be kept in the Western Boys Division. 2 weeks before the season ends there will be a round robin play-off game to determine the winner of the division.

**300-6 COACHES IN OUTFIELD FOR MINOR AA BOYS**

Two coaches from the defensive team may be in the **OUTFIELD** for instructional purposes **ONLY**. They may **not touch** the ball **or interfere** with any plays. They are **ONLY** allowed in the outfield area while their team is on defense. **THEY MAY NOT GO IN THE INFIELD PLAYING AREA**. If coaches interfere, go in the infield, or are disruptive to the team(s), that team will forfeit having the coaches on the field in future games. **THIS IS SUPPOSE TO HELP PLAYERS LEARN!**

**300-7 COMPLETE INNING**

A) AAA

An inning shall be complete with 3 defensive outs or when 10 runs have scored in a single inning.

B) AA

An inning shall be complete with 3 defensive outs or completion of batting order for team with least amount of players.

**300-8 BUNTING**

A bunted ball is a legally batted ball. There is **NO** fake bunt/swing away. This will result in the batter being called out.

**300-9 STEALING – AA**

Stealing of 2<sup>nd</sup> and 3<sup>rd</sup> base will be allowed. **There will be no stealing home**. There will be no lead offs.

**SECTION 400**

**MAJOR LEAGUE SOFTBALL DIVISION**

Unless otherwise noted in Section 400 of these rules, Major League Softball play will follow all E.N.L.L.I. General Rules Section 100.

**400-1 LEAGUE AGES**

The Major League Softball Division at E.N.L.L. will consist of players of league ages ten (10) through twelve (12) only.

**400-2 STOPPING TIMES**

In the Major League Softball Division, all games may continue to the normal conclusion, except, no inning may begin after one (1) hour and forty-five (45) minutes of actual playing time after the actual starting time. However, the inning in progress may continue to its normal conclusion.

- A) No inning may begin after 10:00 P.M.

**SECTION 500**

**MINOR LEAGUE SOFTBALL DIVISION**

Unless otherwise noted in Section 500 of these rules, Minor League Softball play will follow all E.N.L.L.I. General Rules Section 100.

**500-1 LEAGUE AGES**

Minor League Softball at E.N.L.L. will consist of players of league ages seven (7) through eleven (11) classified into one (1) division.

If the program grows beyond the capacity of one (1) division, then the Minor League Softball program will be split, and players will be classified into one (1) of two (2) divisions as follows:

**500-2 TEAMS**

All minor League Softball Division teams shall:

- A) Be determined, in number, by the E.N.L.L. Player Agent prior to that division's draft.
- B) Have a team name to be approved by the Division Vice President on or before draft night.
- C) Be disbanded at the end of each season.

**500-3 STOPPING TIMES**

In the Minor League Softball Division, all games may continue to the normal conclusion, except, no inning may begin after one (1) hour and forty-five (45) minutes of actual playing time after the actual starting time. However, the inning in progress may continue to its normal conclusion.

- A) A Minor League Softball Division game shall be considered a full game if one (1) hour and forty-five (45) minutes of playing time has elapsed, and at least one (1) complete inning has been played.
- B) No inning may begin after 10:00 P.M.

# **Notes**

## **SECTION 600**

### **INSTRUCTIONAL LEAGUE**

Unless otherwise noted in Section 600 of these rules, Instructional League play will follow all E.N.L.L.I General Rules Section 100.

#### **600-1 LEAGUE AGES**

The Instructional League Division of E.N.L.L. may consist of players of league age five (5) if participated in one (1) year T-Ball with E.N.L.L., to seven (7) only.

#### **600-2 STOPPING TIMES**

Games will be held to a maximum time limit of one (1) hour and thirty (30) minutes regardless of the number of innings played.

#### **600-3 INSTRUCTIONAL LEAGUE RULES**

- A) The manager and coaches are permitted on the field.
  - 1. For safety purposes, a coach shall be stationed by the catcher at all times. (Including practices).
- B) The complete roster will be used as the batting order. The side is retired when three (3) outs occur or when a team bats through its roster.
- C) Adult pitchers will be used for this division. They will pitch from the knee. Boys will be pitched to overhand, and girls will be pitched to underhand.
- D) After five (5) pitches have been pitched without the ball being put into play, the batting tee will be used.
  - 1. No player in this division can be called out on strikes.
- E) The team manager shall keep a record of each player's field time, and positions played.
- F) Game score will not be kept.
- G) Stealing bases is not allowed.
- H) The Home Team supplies the ball.

## **SECTION 700**

### **TEE BALL**

Unless otherwise noted in Section 700 of these rules, Tee Ball play will follow all E.N.L.L.I. General Rules Section 100.

#### **700-1 LEAGUE AGES**

The Tee Ball Division at E.N.L.L. will consist of players of league ages four (4) and first year five (5) year olds.

#### **700-2 STOPPING TIMES**

Tee Ball games will be held to a maximum time limit of one (1) hour regardless of the number of innings played.

#### **700-3 TEE BALL RULES**

- A) The manager and coaches are permitted on the field.
  - 1. For safety purposes, a coach shall be stationed by the catcher at all times. (Including practices).
- B) The complete roster will be used as the batting order.
  - 1. The side is retired when a team bats through its roster.
- C) A batting tee shall be used at all times.
  - 1. **Pitching is strictly prohibited.**
- D) The team manager shall keep a record of each player's field time, and positions played.
- E) Game score will not be kept.
- F) Stealing bases is not allowed.
- G) The Home Team supplies the ball.

## **SECTION 800**

### **JUNIOR AND SENIOR LEAGUE HARDBALL DIVISION**

Unless otherwise noted in Section 800 of these rules, Junior and Senior League Hardball play will follow all E.N.L.L.I. General Rules Section 100.

#### **800-1 LEAGUE AGES**

The Junior League Hardball Division at E.N.L.L. will consist of players of league age thirteen (13) and fourteen (14). Any thirteen (13) year old that has played at least one year in the Major Hardball Division may be eligible to tryout for the Junior Hardball Draft.

The Senior League Hardball Division of E.N.L.L. may consist of players of league ages fourteen (14), fifteen (15) and sixteen (16).

The playing rules will be those of Illinois District 13 Metro League as follows:

#### **800-2 JUNIOR/SENIOR LEAGUE HARDBALL DIVISION RULES**

- A) All weekday games will start at 6:00 P.M. unless noted on the schedule. If either or both teams are unable to field a full compliment of nine (9) players fifteen (15) minutes after the scheduled start time, the home team manager will be responsible for rescheduling the game in a timely manner unless other disposition has been made of the game by District 13 ruling. Otherwise, games will **ONLY** be postponed due to weather, field conditions, or school functions.
- B) When a game is scheduled to follow, a two and one-half (2 ½) hour time limit will be in effect. All tie games will be completed, if time is available, as scheduled; if not, the game will be completed when the teams meet again, or at the first agreed upon date.
- C) The Home Team score book will be the official record of the game. The Home Team supplies the umpires, and will supply three (3) baseballs for each game.
- D) Each player **must play** no less than six (6) consecutive outs, and bat at least once in each game. Violation of this rule will result in a one (1) game suspension for the manager. The affected player will lead off the next game, and play the complete game.

**Section 800 Continued**

- E) A maximum of three (3) adults will be allowed in the dugout/playing area during a game.
  - 1. One (1) adult and one (1) player in uniform may act as base coaches.
    - a. In Big League ONLY, adult managers and coaches are permitted as coaches in the coaching boxes.
- F) High School players cannot practice or play on a team until the High School season is completed.
- G) There will be **NO** tobacco of any kind allowed on the field or in the dugout by any player, manager, or coach. Violation will result in a two (2) game suspension.
- H) The ten (10) run rule will not be in effect.
- I) Shoes with metal spikes will not be allowed. Catchers must wear full helmets; skullcaps are not permitted.
- J) The Official Regulations and Rules of Little League Baseball Inc. will govern all play except as noted above.
- K) All rosters must be sent to the Current District Representative before opening day.

## **SECTION 900**

### **JUNIOR/SENIOR LEAGUE SOFTBALL DIVISION**

Unless otherwise noted in Section 800 of these rules, Junior and Senior League Hardball play will follow all E.N.L.L.I. General Rules Section 100.

#### **900-1 LEAGUE AGES**

The Senior Softball Division may consist of players of league ages fourteen (14) through sixteen (16).

The Junior League Softball Division will consist of players of league ages thirteen (13) to fourteen (14). Any twelve (12) year old that has played at least one year in the Major Softball Division may be eligible for the Junior Softball draft.

#### **900-2 JUNIOR/SENIOR SOFTBALL DIVISION RULES**

- A) All weekday games will start at 6:00 P.M. unless noted on the schedule. If either or both teams are unable to field a full compliment of nine (9) players fifteen (15) minutes after the scheduled start time, the Home Team manager will be responsible for rescheduling the game in a timely manner unless other disposition has been made of the game by District 13 ruling. Otherwise, games will **ONLY** be postponed due to weather, field conditions, or school functions.
- B) When a game is scheduled to follow, a two and one-half (2 ½) hour time limit will be in effect. All tie games will be completed, if time is available, as scheduled; if not, the game will be completed when the teams meet again, or at the first agreed upon date.
- C) The pitching week will be Sunday to Saturday.
- D) The Home Team score book will be the official record of the game. The Home Team supplies the umpires, and will supply three (3) baseballs for each game.
- E) Each player **must play** no less than six (6) consecutive outs, and bat at least once in each game. Violation of this rule will result in a one (1) game suspension for the manager. The affected player will lead off the next game, and play the complete game.
- F) A maximum of three (3) adults will be allowed in the dugout/playing area during a game.
  - 1. One (1) adult and one (1) player in uniform may act as base coaches.

**Section 900 Continue**

- G) High School players cannot practice or play on a team until the High School season is completed.
- H) There will be **NO** tobacco of any kind allowed on the field or in the dugout by any player, manager, or coach. Violation will result in a two (2) game suspension.
- I) The ten (10) run rule will not be in effect.
- J) Shoes with metal spikes will not be allowed. Catchers must wear full helmets; skullcaps are not permitted.
- K) The Official Regulations and Rules of Little League Baseball Inc. will govern all play except as noted above.
- L) All rosters must be sent to Current District Representative before opening day.

## **APPENDIX A**

### **ELGIN AREA SOFTBALL LEAGUE (E.A.S.L.) RULES**

#### **I. LEAGUE COMPOSITION**

A) The E.A.S.L. will comprise Minor, Major Junior and Senior League teams from the following Little Leagues:

1. Elgin Classic
2. Elgin National
3. South Elgin
4. Hanover Park

B) Playing Rules

1. The Little League Minor, Major, Junior and Senior Softball Rule book will govern play.
2. Any by-laws for the league must be submitted in writing to all league representations at least ten (10) days prior to voting, and must be approved by a majority. All representatives must be present when the vote is taken.

C) Playing Fields

1. All leagues are expected to provide a field.
2. If a league does not have a field, their teams can be designated as the Home Team.

#### **II. ADMINISTRATION**

- A) Each league will have a representative.
  - 1. It is recommended, but not required, that this representative be the person in charge of their softball program.
  - 2. Each representative can have one (1) person designated as his/her assistant.
    - a. This person can attend meetings.
    - b. This person cannot vote.
    - c. This person can vote in the absence of the representative with written approval.
- B) Responsibilities
  - 1. To strive for and insure cooperation between the leagues.
  - 2. To act responsibly for one's league.
  - 3. Each representative will handle problems/complaints among their teams, and can call a meeting to handle the situation, if necessary.
- C) All representatives are on the protest committee.
- D) A presiding officer will be elected by a vote of the representative.

# **SPECIAL NOTES**