



- Minor C (Rookies)                      6-8 year olds
  - Minor B (CAPS)                         7-10 Year olds
  - Minor A (Minors)                      9-11 year olds
  - Majors                                      10-12 year olds
  - Junior                                      13-14 year olds
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- RDOLL has elected pitching option (1) of section VI of the Little League Official Regulations and Playing Rules for the regular season and tournament of champions (TOC).
  - Any player who is out of the lineup for more than three consecutive weeks (or six games) is subject to being removed from his/her team by action of the board of directors. However, the Board of Directors reserves the right to allow such player to remain on the roster. Managers must make the player agent aware if any player misses more than three consecutive games for any reason.
  - When a Majors or Minor A team loses a player, Managers are to notify the Player Agent immediately (within two days). Managers will be given one week to scout the lower divisions. Managers will notify the Player Agent of their top three choices in the order that they would like the players. At no time are the Managers allowed to contact those players or players' parents, nor shall player/parents from that Manager's team contact any prospective players who can potentially move up. In addition, there should be no communication between the player and his/her current manager, coaches, teammates, team parent. The Player Agent will contact the players one at a time until a player agrees to move up. Players who refuse to move up will be ineligible to move up in the same calendar year. All players are eligible, including a child of the manager or coach.
  - For night games in the Major or Minor A division, no new inning shall start after 10:00 PM.

- To speed up the time to transition between half innings, the manager is required to have a player designated to warm up the pitcher. (Suggest using the opposing team's catcher if your catcher is not ready). A "Courtesy Runner" for the catcher is not authorized in Little League (See rule 3.04) and a special pinch-runner is not authorized in any league game when the entire roster is batting. In any event, a player is required to wear, at a minimum, a mask to warm-up the pitcher between innings. Adults are not authorized.
- All male players must wear athletic supporters. Catchers must wear hard cups.
- Major, Minor A and Minor B home team managers are required to email game results immediately to the Webmaster for maintenance of league standings.
- The home team is responsible for preparing and lining the field prior to each game. If there is another game immediately following your game, the visiting team of the earlier game will assist the home team of the later game in prepping the field.
- All trash must be removed from the dugouts/bench/bleacher areas and bathrooms after each game.
- Smoking and the use of alcohol is strictly prohibited at all times at all RDOLL facilities by everyone, including spectators.
- No dogs are allowed on school property (RSD, Fuerte, Forehand Field). No dogs are allowed at Russell Road (Mosher Field) during games/practices.
- The Draft Method for Majors and Minor A is found in Appendix A.
- The method for selecting All-star Tournament Team players is found in Appendix B.
- For all divisions, the start of the game is designated by the scheduled time – not start of play. Unless start of play is delayed by

a scheduled preceding game.

- For all Minors Divisions (A-C) the season will consist of two Segments. Segment 1 (First Half) corresponds with the first 10 games of the season. Segment 2 (2<sup>nd</sup> Half) will be game 11 through to the end of the season. If a team plays their 11<sup>th</sup> game against a team playing their 10<sup>th</sup>, Segment 2 (2<sup>nd</sup> Half) rules apply.

## **T-Ball Division:**

- A T-ball game is 60-minutes maximum.
- Target of only 7-8 players per team.
- Each team will bat the entire roster each inning. Official scores or standings shall not be maintained.
- Each batter will advance one base on a ball hit to an infielder or outfielder, with a maximum of two bases on a ball hit past an outfielder. The last batter of each inning will clear the bases and run as if a home run and teams will switch sides.
- No stealing of bases or advancing on overthrows.
- No player will occupy the catcher's position. A coach from the team on offense will place/replace the ball on the batting tee.
- On defense, all players shall be on the field. There shall be five infield positions. The remaining players shall be positioned in the outfield. Managers shall aim to play all players in the infield a similar amount of innings.
- A hit ball is foul if it leaves the 1st or 3rd baseline prior to crossing the bag or is not hit beyond the 10-foot arc drawn in front of home plate.
- Managers and coaches of the team on defense are allowed on the field, but must avoid interfering with a ball in play.

## **Minor C “ROOKIES” Division: Coach Pitch**

- A Minor C game is six innings unless the game is shortened by time limit. No new inning can start after 1 hour and 15 minutes of the scheduled start of play. An inning begins at the moment the last out of the preceding inning is made.
- Target of only 9-10 players per team.
- Each team will bat their entire roster in order.
- On defense, all players must be on the field. There shall be no benching of players. There shall be six infield positions. The remaining players shall be positioned in the outfield. The outfielders must be out of the infield.
- Each player must play at least two innings per game on defense in an infield position. If the coach/parent determines the player is a safety risk in the infield, then the coach/parent may decide to have the player only play the outfield. This must be agreed to by the coach and parents.
- Runners may not steal any bases including home.
- The play is dead when the ball is returned to the vicinity of the pitcher's mound and will be the call of the coach on the pitching mound.
- Coaches shall develop their catchers.
- A parent may be behind the catcher to speed up play.
- No bunting.
- No Walks.
- No Stealing.
- No enforcement of the infield fly rule.

- If 3 outs are recorded by the defense, the batting team will clear the bases of any runners and continue with the batting until the end of their line-up.
- Managers and coaches of the team on defense are allowed on the field, but must avoid interfering with a ball in play.
- Coach on the pitching mound will call plays dead.
- Runners may advance only one base on an overthrow per batter.
- Once a player reaches third, the player must either be walked or hit home, they cannot advance home on an overthrow

### **SEGMENT 1 (First 10 games) MINORS C:**

- A coach from the team on offense will pitch 5 pitches to the batter. If batter fouls last pitch, then he gets another. If the batter does not put the last pitch in play, then the batter will get three swings from the tee. If the third attempt is not put in the field of play, then the batter is out.
- A half inning is complete when the lineup has batted in full

### **SEGMENT 2 (Game 11 – End of Season) MINORS C:**

- A coach from the team on offense will pitch 5 pitches to the batter. If batter fouls last pitch, then he gets another. If the batter does not put the last pitch in play the player will be out.
- A half inning is complete when the lineup has batted in full or the batting team scores 5 runs.

### **Minor B “CAPS” Division: Coach/Player Pitch**

- A Minor B game is six innings unless the game is shortened by time limit. No new inning can start after 1 hour and 30 minutes after the scheduled start of play. An inning begins at the moment the last out of the preceding inning is made.
- Target of only 9-10 players per team.

- Each team will bat their entire roster in order.
- A half inning is complete when either three outs are registered or the batting team scores 5 runs.
- There shall be six infield positions, and up to 4 outfielders. The outfielders must be out of the infield and play on the outfield grass.
- Each player must play at least two innings on defense in an infield position in six inning game. Each player must play at least one inning on defense in an infield position in the first three innings. If the coach/parent determines the player is a safety risk in the infield, then the coach/parent may decide to have the player only play the outfield. This must be agreed to by the coach and parents.
- No enforcement of the infield fly rule.
- If a hitter is hit by a player pitch, then the hitter will advance to first base.
- The Coaches will develop their catchers.

### **SEGMENT 1 (Prior to April 7, 2019) MINOR B:**

- The first 10 games will be a combination of player/coach pitch. Coaches will pitch the first two innings. From the third inning on kids will pitch as follows:
  - A pitcher will throw until a hit or an out (including strikeout) is recorded or the player throws 4 balls; after 4 balls the count will carry over if a coach comes in to pitch. The coach will then have up to a maximum of 3 pitches, unless the batter fouls off the last pitch. The batter is out if the batter misses or does not swing at the 3rd pitch (Concessions can be made for poorly thrown coach pitches; however, no concessions shall be made for any pitch in the vicinity of the strike zone –

the strike zone is considered shoulder to knees). There will be no walks. Balls and strikes will be called by the pitching team coach standing behind the pitcher and the fielding team can have a coach backing up the catcher to help collect passed balls.

- Coaches are encouraged to “coach-up” the pitchers while calling balls and strikes
  - Batting team coach will pitch to their own players once summoned by the coach calling balls and strikes.
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- Bunting is not allowed
  - Runners may not steal any bases including home.
  - There will be no advancing on overthrows
  - A batter or runner may not advance more than two bases on any play.
  - On defense, two coaches may be in the outfield to provide players with instruction and direction.
  - The play becomes dead when the ball is properly returned to the pitcher in the vicinity of the pitcher’s mound and will be the call of the coach on the pitching mound.
  - If the Coach pitching is hit with a batted ball, the ball is dead and the play is replayed.

**SEGMENT 2 (After April 7, 2019) MINOR B:**

- Player pitch only, no coach pitch. Walks are allowed.
- A batted ball will play what a normal play will allow.
- The play becomes dead when the ball is properly returned to the pitcher in the vicinity of the pitcher’s mound and will be the call of the coach on the pitching mound.



- Runners/batter may advance on one overthrow per play, but may only advance one base. (i.e. player puts a ball in-play and an overthrow is made at first, the player may choose to advance to 2<sup>nd</sup>, but is still subject to being tagged out. However, in the process of trying to tag out advancing runner, the defense makes another overthrow, the batter must hold their position at 2<sup>nd</sup> and cannot advance again).
- Stealing will be allowed after Spring Break. Stealing may only occur after the ball has crossed the plate per green book rules. Runners can only steal one base per pitch. 3<sup>rd</sup> base is “locked,” however. Once a player reaches third and the play has stopped, they must either be walked or hit home. There will be no stealing of home.
- No coaches will be on the field. Coaches will coach from the dugout or from the first and third coach’s box.

### **RDOLL TOC Last Week of Regular Season**

- Minor’s B “CAPS” Division will have a double elimination blind draw during the last week of the regular season. RDOLL will have an umpire or the coaches will recruit an umpire for the game. There is a five-run rule per inning. The last inning is an open inning. There is a ten-run rule after four innings.

### **Minor A Division: Player Pitch**

- A Minor A game is six innings unless game is shortened by time limit. No new inning can start after 1:45hrs. An inning begins at the moment the last out of the preceding inning is made.
- Target of only 10-11 players per team.
- Official score and standings are kept for the entire season, season

games will count for each leagues TOC seeding. Each team will bat the entire roster during the regular season and TOC

- When utilizing the Continuous Batting Order (CBO) and a player gets injured, becomes ill or must leave the game site after getting on base the policy will be to use the last out as a runner for that player. In the event that there were no outs yet recorded in the inning then it will revert to the last out of the previous inning.
- There is a 5-run limit imposed per inning except for the sixth/last inning, when either team has a chance to win the game. In the 6th inning all runs will count towards the official game score. In innings 1-5, a maximum of 5 runs will count towards the official game score regardless of the manner in which the 5th run was scored except when a batter hits a bases-clearing **over-the-fence** home run with 2-4 runs already scored in that half an inning, all of these runs count to reach a potential of an 8-run max. If a ball is not hit over the fence, then only one run will count.
- The 6<sup>th</sup> inning will be an automatic open inning, if due to time or light constraints a game will not reach the 6<sup>th</sup> inning, then an open and last inning can be declared by the UMP at the start of the inning and will therefore be open. If the inning was not declared “last” or “open” then the inning will adhere to the 5-run rule above, even if the game is shortened and therefore never reaches the 6<sup>th</sup> inning.
- Players may advance bases on a throw-back to the pitcher or on overthrows at any base (including home).
- Every player on the roster present at the start of a game who does not fall ill or become injured throughout the course of the game will NOT be allowed to sit more than two innings per game (and never consecutively) on defense and must play at least one inning in an infield position. If this rule is violated, the neglected player will start the next game in an infield position for a minimum of six defensive outs. *Safety Concerns are not a justified reason for rule violation.*

**TOC**

- During TOC, every player on the roster present at the start of a game will participate in each game for a minimum of six (6) defensive outs. No infield playing requirements. During TOC, Continuous Batting order shall be utilized. The higher seeded team is the home team. A double elimination tournament format will be used. If there are only two teams, then the teams will play a best of five series and rotate home and away.
- There is no 10-run rule during the regular season. The 10-run rule after 4 innings is in effect for the RDOLL TOC. The last inning is open.
- RDOLL TOCs are Double elimination. When there are 5 teams seeds 1-3 will have a first-round bye. 4 teams will have no byes and will pair 1 vs 4 and 2 vs 3. If there are three teams the first-place team will have a bye in the first round. If there are only two Teams, then the teams will play a best of five series with the teams rotating home and away. The team with the best record will be home the first game.

### **Majors Division:**

- A Major game is six innings unless shortened due to weather or curfew.
- Each game will have a drop-dead time of 20 minutes prior to the next scheduled game on that field.
- There is a 10-run rule after the fifth inning. The 10-run rule is in effect for the RDOLL TOCs.
- Every player on the roster present at the start of a game will participate in each game for a minimum of six (6) defensive outs.
- Continuous batting order will be utilized.
- When utilizing the Continuous Batting Order and a player gets injured, becomes ill, or must leave the game site after getting on

base the policy will be to use the last out of the previous inning as a runner for that player.

- Final seeding of Major teams for the RDOLL TOCs will be determined by overall records/winning percentage for the entire season. If two or more teams are tied, the tie will be broken by the results of head-to-head games between the teams involved. If still tied, the tie will be broken by calculating the runs allowed per inning played on defense in all games played by the teams. The team having the lowest ratio receives the higher placement.
- No player will be called up from a Minor A team to a Majors team in the last two weeks of the regular season. (See Regulation III (d) 2)
- Every effort will be made to play all games scheduled. Managers of games rained out or cancelled need to reschedule the game(s) as soon as practical. If only 9 players are available from each team, the game should be played.

## **TOC**

- RDOLL TOCs are Double elimination. When there are 5 teams seeds 1-3 will have a first-round bye. 4 teams will have no byes and will pair 1 vs 4 and 2 vs 3. If there are three teams the first-place team will have a bye in the first round. If there are only two Teams, then the teams will play a best of five series with the teams rotating home and away. The team with the best record will be home the first game.
- During the RDOLL LL TOC. Every player on the roster present at the start of a game will participate in each game for a minimum of six (6) defensive outs. The higher seeded team is the home team for the first game.

## **Appendix B – All Stars (7/8 tournament)**

*7/8 tournament teams are not an official all-star team but will be labeled, selected and*

*managed through the procedures listed below:*

Provided Little League requirements are met, all 7 through 12 year olds (age as of April 30) are eligible to be selected for the All-Star teams which are formed at the end of the regular season. RDOLL typically forms four all-star teams: 7/8, 9/10, 10/11, and 11/12. Teams are typically comprised of 11-13 players. Teams are selected per Little League rules and as outlined below. Time commitments for 7/8 year olds will be approximately May 26<sup>th</sup>- June 15<sup>th</sup> while the dates for all other divisions will be approximately June 1<sup>th</sup>- July 15<sup>th</sup>. (and longer if the team should advance beyond the District Tournament). Player availability during this time period may impact final roster selection.

### **General:**

1. RDOLL shall participate and host All-Star events at the discretion of their respective Boards.
2. All players of legal age and who have met play requirements will be included on the All-Star ballot unless a player's parents request otherwise for their player.
3. The Player Agent shall conduct All-Star balloting under the discretion of the President and in accordance with the instructions issued by California District 41 and Little League Baseball.
4. All-Star Managers shall be selected by the President and presented to the Board for approval. Any regular season manager or coach that wishes to manage an All-Star team must notify the President in writing prior to May 7th to be considered. All-Star Managers will be announced approximately by May 15th.
5. All-Star Managers will select the All-Star Coaches after the teams are formed. Coaches selection must be approved by the board.

### **Player/Parent Requirements:**

1. All players selected as All-Stars will present their **original** birth certificate (not an abstract) and three proofs of residence to the RDOLL Player Agent. Players that participate in RDOLL and possess an active II.D waiver must also present the original approval to the player agent. The original birth certificate will be returned at the end of the tournament.
2. Players agree to be available for practices and games beginning on or after the above timelines.
3. Players understand that they may play only the Required Minimum Play and that they may play in a position that they did not play during the regular season. The minimum play for All-Stars is three (3) consecutive defensive outs and one (1) at-bat per game if the roster is comprised of 11-12 players. Teams comprised of 13 or more players may choose to start 9 players and bat each player a minimum 1 time only.
4. Players agree to follow the Manager's directions, show good sportsmanship, and put the team and the League above themselves.
5. All parents/guardians of each All-Star player agree to accept volunteer positions for the tournament(s) hosts (such as All-Star team parent, snack bar, field prep, scorekeeping, etc.). The commitment may include games at RDOLL fields although RDOLL teams are not playing. The All-Stars experience is a rewarding family commitment.
6. Players and Parents/guardians agree to sign a contract with RDOLL to uphold these requirements.
7. To be considered for placement on the ballot, parents must agree to commit to at least 1 volunteer time slot for post-season play and/or a team volunteer position.

## **Ballots:**

1. The Secretary and Player Agent shall create the ballots. The number of ballots created shall be at the discretion of the League Board of Directors and may vary by season.

2. Ballots shall be created either based upon League regular season divisions - or- by age as follows:

a. All eligible 11 and 12 year olds will be placed on the "11-12 Ballot".

b. All eligible 10 and 11 year olds will be placed on the "10-11 Ballot".

c. All eligible 9 and 10 year olds will be placed on the "9-10 Ballot".

d. All eligible 7 and 8 year olds will be placed on the "7-8 Ballot".

3. Players' names on the ballots will be organized by team.

4. If a parent states in writing to the Board that their child will only play All-Stars if placed a certain age team, the Board will consider the request only under extenuating circumstances and if the request would align with other Board decisions related to the All-Star teams. Extenuating circumstances, for example, do not include transportation or requests to play with friends.

5. A player whose name does not appear on the ballot may not be placed on a team after voting has transpired unless a player is determined to be eligible after voting has transpired. In such cases, it will be at the Manager's

discretion.

### **Voting/Player Selection:**

1. All-Star ballots will be distributed on a date determined by the League Board of Directors.
2. Ballots will be administered to the teams by a Board member at the discretion of the Player Agent and returned to the Player Agent ASAP after voting is completed.
3. No player may vote for him or herself.
4. All players must vote for 12 players. Any ballots with more or less than 12 votes will not be counted.
5. Players will vote based upon their age and division eligibility. Minor B (CAPS) players do not vote.
6. Every effort will be made to use pens for voting (no pencils).
7. Ballot distribution will be based upon the ballot format of the corresponding season, either by age or by division.
8. Minor B (CAPS) managers and coaches will vote for players on the 7-8 Ballot and can vote for players on their team. The manager and two coaches per team vote. 7-8 year old Minor A players will automatically be **considered** for placement on the All Star team. 9-10 year old Majors players will be automatically **considered** for placement on the All Star Team. Final placement for the 7-8/9-10 automatic considerations is made by the player agent, President and team Manager.
9. Minor A managers and coaches will vote for players on the



9-10 Ballot and can vote for players on their team. The manager and two coaches per team vote.

10. Board members will vote all ballots. A Board member with minimal knowledge of talent in a particular division may also elect not to submit one or more ballots.
11. No one can vote more than once, with the exception of a manager or coach who is also on the Board.
12. The Player Agent, President, and one additional Board member shall count and validate the ballots.
13. Player Ranking. Three lists will be developed for each group of Ballots: The Player List, the Manager/Coach List and the Board List. For each ballot, the top 15 vote-getters from Player voting will go on the Player List, the top 15 vote-getters from the Manager/Coach voting will go on the Manager/Coach List, and the top 15 vote-getters from the Board voting will go on the Board List. The #1 vote-getter on each list will receive 15 points, #2 -14 points, #3-13 points, etc. Each player's points will then be totaled across the three lists. A Consolidated Ranking List will be developed and used to form the All-Star teams.

### **Team Formation:**

Emphasis will be given to build a team/teams that will best compete in the All-Star tournament for RDOLL. The RDOLL All-Star team/teams that will be most competitive will vary year to year based on age-specific RDOLL talent. The Board will determine the number of All-Star teams. The Manager and board will determine roster size. Usually, 12-13 players will be selected to each team according to the following.

1. The Players Agent, President, and All-Star Managers will meet to form the teams.
2. The first nine (9) players selected for each team will be determined from the Consolidated Ranking List (developed by process described in #12 above).
3. The next three or four (3-4) players will be determined by the All-Star Manager, with approval from the President and the Player Agent, taking into account the player skill level, the need of the team, and voting.
4. All-Star team selection results will be posted on the RDOLL website, respectively.
5. Once teams are selected and posted, if a parent does not want their child to play on the team on which they are placed, the child will be removed from the roster and may be replaced with another eligible player. The child may not be placed on another All-Star team.