

# AMADOR COUNTY LITTLE LEAGUE EAST

Local League By-Laws & Playing Rules

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## **Manager's Pre-Game Check List**

- Chalk the field before game time
- Arrange for home plate umpire (Minor and Major League games will be assigned umpires by the league).
- Clean up the field and dugouts after the game
- Put all field assigned equipment away
- A coach is required to report any instances of racism or unsportsmanlike conduct immediately to the Coach Coordinator, Safety Officer or any Board Member and all parents of the involved players. The Board will then investigate and determine the appropriate corrective action for the offender up to and including removal from the league.

## **Players**

- Be in uniform (including hat)
- Wear athletic supporter (catchers a cup)

## **Board Members**

- A board member must commit to the monthly meetings, and is required to make 9 of the 12 board meetings of the year. (One summer month is off- traditionally either July or August). Board members who are also Managers/ Coaches are exempt from this rule during regular season IF their practice day falls on the same day as the regular monthly board meeting.

# T-Ball Rules and Regulations

## 1. Playing Age

Tee Ball is for players four to six years of age, and is the youngest developmental division of Little League® Baseball and Softball.

## 2. Uniforms

ACLLE will provide a t-shirt and baseball cap for each player on each team. The t-shirt and cap shall be of the same colors for all members of the team. Each player will be required to provide their own playing pants and socks for games. The type of pants and socks may be normal “play” type clothing (jeans etc.). Shorts of any type are not allowed.

## 4. Player Draft

The managers shall draft players for their team from the pool of players that have registered to play during the local sign up period. Special considerations will be made in accordance to geographic and educational necessities.

## 5. Team Size

The managers and coaches shall draft players in equal numbers to create teams of up to 12 players maximum. Each team will be as equal in team size as possible.

## 6. Forfeits and Protests

There shall be no forfeits or protests in Tee Ball.

## 7. Batting Order

The manager shall assign the Entire Roster to the batting order. Each team shall bat through the entire line-up during each inning, regardless of number of outs. The batting order shall than reverse in each consecutive inning.

## 8. Foul Balls

A batted ball shall be considered fair or foul according to conventional baseball rules except in

the event that a batted ball travels less than 6 feet from home plate in fair territory, in such case the ball will be ruled foul. An area of 6 feet from home plate should be considered at coaches discretion.

## 9. Striking the Tee

In the event that batter strikes the tee instead of the ball, the ball shall be ruled as being a foul ball.

## 10. Defensive Positioning

All players on the roster shall play in the field when their team is on defense.

## 11. Umpire Duties

Umpires are not required and will not be provided by the league. The Umpire Duties will fall upon the responsibilities of both teams Manager. Managers shall make all calls regarding fair and foul balls and general play. There shall be no walks in Tee Ball. It is the responsibility of both teams Managers to provide a fair and fundamentally educational environment for ALL players in the league.

## 12. Defensive Managers and Coaches

Managers and coaches shall be allowed on the field of play during their team's time on defense. They are considered part of the playing field while there and shall not participate in the actions of the players during the course of the game. The manager or coach must request time out, prior to providing instruction or the demonstration of a technique. At no time shall a manager or coach interfere in the normal progress of play when the ball is "live".

## 13. Advancement of Runners

The ball is considered "dead" when the baseball is in the hands of the pitcher who is standing within an area 15 feet in diameter around the pitcher's mound. All runners must return to the last base they have touched safely unless they have reached a point half the distance to the next base in which case they shall continue to that base. Any runner further along the base path who is required to proceed to the next base because of the force of the previous runner shall do so without penalty. Half way marks between the bases shall be determined by Managers discretion and confirmed by both managers.

## 14. Collisions at Home Plate

In an effort to avoid collisions between runners and defensive players at home plate a runner approaching home plate who enters the 6 ft. arc from home plate before any defensive player with the ball enters the arc, shall be considered to automatically score.

## 15. Time/Inning Limits

Play shall be limited to 1 hour.

## 16. Playing Time

Each player on the roster shall participate in the entire game.

## 17. Complete Games

All games are considered complete after the time limit has been reached. Games may end in a tie.

## 18. Little League Rules

The rules and regulations as promulgated by Little League Baseball, Inc. where not in conflict with these rules shall prevail and are hereby incorporated in the whole as part of these Local Little League Rules and Regulations

## 19. Making Up Games

All ACLLE regular seasons games will be played as scheduled, or made up at the first available opportunity.

# Coach Pitch Rules and Regulations

## 1. Players Age

Coach pitch playing age shall be any child who is at least 5 and no more than age 8 prior to May 1<sup>st</sup> of that season's year. (Special exceptions for players of age 5 and have played at least 1 year of T-Ball may be considered by the ACLLE Board). Effective for the year beginning 2018 playing age will be calculated with a date of December 31<sup>st</sup>. More information is available at [www.littleleague.org](http://www.littleleague.org)

## 2. Uniform

ACLLE will provide a T-shirt and baseball cap for each player. The T-shirt and cap shall be the



same color for all members of each team. Each player will be required to provide their own pants and socks for games. The type of pants may be normal "play" type clothing (jeans etc.). Shorts of any type are not allowed.

### 3. Safety Equipment

Safety Equipment must be used at all times, even during practices. All players must wear an athletic supporter. Catchers must wear a protective cup.

### 4. Player Draft

The managers shall draft players for their team from the pool of players that have registered to play during the local sign up period. Special considerations will be made in accordance to geographic and educational necessities.

### 5. Team Size

The managers and coaches shall draft players in equal numbers to create teams of up to 12 players maximum. Each team will be as equal in team size as possible.

### 6. Forfeits and Protest

There shall be no forfeits or protest in Coach Pitch.

### 7. Bunting

Bunting is not allowed in Coach Pitch.

### 8. Walks

Walks are not allowed in Coach Pitch.

### 9. Base Stealing and Sliding

Base stealing is not allowed in Coach Pitch. Sliding head first is not allowed.

### 10. Five Run Rule

During each half inning, each team shall bat until the defensive team makes three (3) outs or five (5), or more, runs are scored as a result of regular play. In the event that play begins with less than five runs scored, results in more than five runs scored before the ball becomes "dead", all resulting runs shall be counted in the official score book for the game, but only 5 runs go to the official score of the game. Play shall not stop simply because the 5th run has crossed the plate.

## 11. Batting Order

The manager shall assign the Entire Roster to the batting order. The players shall bat in the listed order until defensive team make three (3) outs, or the five run rule becomes applicable, whichever comes first. The batting order will be continued in the next inning by the batter following the last batter to reach base, or make an out, during the previous inning.

## 12. Defensive Managers and Coaches

Two managers or coaches shall be allowed on the field of play during their team's time on defense. They are considered part of the playing field while there and shall not participate in the actions of the players during the course of the game. The manager or coach must request time out, prior to providing instruction or the demonstration of a technique. At no time shall a manager or coach interfere in the normal progress of play when the ball is "live".

## 13. Advancement of Runners

The ball is considered "dead" when the baseball is in the hands of the pitcher who is standing within an area 15 feet in diameter around the pitcher's mound. All runners must return to the last base they have touched safely unless they have reached a point half the distance to the next base in which case they shall continue to that base. Any runner further along the base path who is required to proceed to the next base because of the force of the previous runner shall do so without penalty. Half way marks between the bases shall be determined by Managers discretion and confirmed by both managers.

## 14. Pitching Options

The Manger or a Coach from the team at bat will pitch directly to their players. At mid-season managers have discretion to use players to pitch if; 1) the pitcher being used is eligible and likely to advance to the minors division the following year, and 2) the batter being pitched to is eligible and likely to advance into the minors division the following year. Managers must use discretion to determine if players abilities are adequest to meet the above requirements. Progression of play shall not be halted in order to provide prolonged instruction for pitching or batting against another player. Primary instruction shall be implement during practice prior to play in game situation. Each batter is allowed three (3) swinging strikes or seven (7) pitches for each at bat to be considered out.

## 15. Time Limits

Play shall be limited to one (1) hour and ten (10) minutes. No new inning may begin after fifty-five (55) minutes.

## 16. Playing Time

Each player on the roster shall participate in the game for a minimum of six (6) defensive outs but should remain in batting order throughout entirety of the game.

## 17. Complete Games

All games are considered complete after the time limit has been reached or four (4), full innings are completed, regardless of the score or which team is leading. Games may end in a tie.

## 18. Little League Rules

The rules and regulations as promulgated by Little League Baseball, Inc., where not in conflict with these rules shall prevail and are hereby incorporated in the whole as part of these Local Little League Rules and Regulations.

## 19. Umpire Duties

Umpires are not required and will not be provided by the league. The Umpire Duties will fall upon the responsibilities of both teams Manager. Managers shall make all calls regarding fair and foul balls and general play. There shall be no walks in Tee Ball. It is the responsibility of both teams Managers to provide a fair and fundamentally educational environment for ALL players in the league.

## 20. Field Positioning

Outfielders must be positioned in the outfield grass and not brought into the infield as an extra defensive player.

## 21. Making Up Games

All ACLLE regular seasons games will be played as scheduled, or made up at the first available opportunity.

# Minor League Rules and Regulations

## 1. Player Draft

The managers shall draft players for their team from the pool of players that have registered to play during the local sign up period. Draft shall be coordinated in a serpentine fashion. Team managers and one assigned assistant coaches children can be considered as a teams first two picks in the draft.

## 2. Team Size

The managers shall draft players in equal numbers to create teams of approximately 12 players at the discretion of the Player Agent and The Board.

## 3. Batting Order

The batting order shall be assigned as per little league rules. Only 9 players shall be in the defensive lineup at any time. The team must "bat" the entire line up.

## 4. Playing Time

Each player on the roster shall participate in the game for a minimum of six (6) defensive outs, and one (1) at bat.

## 5. Time Limit

Play time is nominally limited to two (2) hours. No new Inning may begin after one (1) hour and fifty (50) minutes. Any inning begun before one (1) hour and fifty (50) minutes may be completed. For the purposes of the rule, a new inning is considered to begin immediately following the third out of the previous inning. In the event a new inning has started, but the home team does not get their full at bats due to the two (2) hour limit, the score reverts back to the previous final inning, however, pitch counts for the extra partial inning played, still count.

## 6. Complete Games

Games are considered complete as directed by little league Rules, or as modified by the Time Limit prescribed above. If a game ends as a result of the time limit the game may end in a tie.

## 7. Balks

Balks are not called in the Minor division. However the Umpire will advise the manager and player when a balk has occurred.

## 8. Five Run Rule

During each half inning each team shall bat until the defensive team makes three (3) outs or five (5), or more, runs are scored as a result of regular play. In the event that play begun with less the five runs scored, results in more than five runs scored before the ball becomes "dead", all resulting runs shall be counted in the official score book for the game (only 5 runs count for purpose of scoring). Play shall not stop simply because the 5th run has crossed the plate.

## 9. Open Innings

There are no open innings. The Five Run Rule applies for all innings.

## 10. Throwing the Bat

Throwing of bats are not allowed. The determination of whether a bat has been thrown is the judgment of the plate umpire. If the plate umpire determines that a bat has been thrown in an unintentional manner, the player will be called out, however, the results of the play {runner advancing runs scored, etc.} will allowed to stand in the official score book. In the event that the plate umpire rules that the bat was intentionally thrown, the batter will be immediately removed from the game and be suspended from the next game.

## 11. Little League Rules

The rules and regulations as promulgated by Little League Baseball, Inc. where not in conflict with these rules shall prevail and are hereby incorporated in the whole as part of these Local Little League Rules and Regulations.

## 12. Participation in Unsanctioned Little League Play

Little League International's Position and Policy concerning Travel Teams is as follows:

1. Individual players who play on Little League teams are permitted to participate in non-Little League Baseball and Softball programs.
2. However, players who do participate in any non-Little League activity, and miss games or practices because of such participation, may be suspended or dismissed from their Little League team by action of the local Little League Board of Directors.
3. Uniforms, equipment, and any assets belonging to the local Little League (to include any uniform bearing the Little League shoulder patch), cannot be used for non- Little League activities, or in any game or tournament not specifically approved by Little League International. Any player or team that does so may be declared ineligible for further participation in Little League for that year, by action of the Tournament Committee or Charter Committee in Williamsport. The Carter Committee also reserves the right to suspend or revoke the local Little League's charter for such violations.

In addition, Little League Baseball, Internationals - Rules and Regulations Book address' it further as follows:

1. Regulation I, pg. 26, para.(g) states: "A local Little League is not permitted to sponsor, administer, underwrite, or otherwise support, any team or teams, and individual or group, for the purpose of participating in a non-Little League Baseball program or event. Violation may result in revocation of charter and/or suspension of tournament privileges." and:

2. Little League Baseball, International Rules and Regulations Book: Regulation IV, Pg. 36; states: "Little League (Majors), Minor League, Tee Ball and Intermediate (50-70) Division/Junior/Senior/Big League participants may participate in other programs during the Little League (Majors), Minor League, Tee Ball and Intermediate (50-70) Division/Junior/Senior/Big League regular season provided such participation does not disrupt the Little League (Majors), Minor League, Tee Ball and Intermediate (50-70) Division/Junior/Senior/Big League season."

ACLLE interprets "disrupt", as used above to mean: "Participation in non-Little League programs/ events that effect or causes to effect one or more players, teams, Local Little League regular season schedule or Officials of the Chartered Local Little League Organization."

ACLLE's position is to abide by the afore mentioned Little League International's position and policy, as well as, enforce the above Little League International Rules and Regulations.

### 13. All Stars Selection of Manager, Coaches and Players

ALL-STARS, SELECTION OF MANAGER, COACHES and PLAYERS.

ACLLE ALL STAR SELECTION COMMITTEE: The ACLLE President will appoint a five (5) member committee (including the President) as the "ACLLE All Star Committee," The Committee should include:

1. President
2. Player Agent
3. Board Member
4. Board Member
5. Board Member, Non-Manager/Coach

and then must be approved by a majority vote of the ACLLE Board of Directors. The ACLLE All Star Committee will be chosen by the midpoint of the regular season schedule.

MANAGERS/COACHES: The All Star Selection Committee will appoint the Managers for the Majors and Minors All-Star teams that will represent the league in postseason tournaments. The All Star Committee will give great consideration to the overall regular season team record for its appointment. However, the appointment will not be based solely on the record of the Manager's regular season team. The selection decision will also include the character, ability to work with players, parents and league officials. Finally, the ability to make the time commitments to be available to conduct practices and participate in postseason tournaments for whatever length of time such teams are not eliminated from play.

ASSISTANT COACHES: The appointed All Star Managers for the Majors and Minors All Star

Teams will select up to two Assistant Coaches each. The selected Coaches will not be based solely on the record of the Coaches regular season team. The selection decision will also include the character, ability to work with players, parents and league officials. Finally, the ability to make the time commitments to be available to conduct practices and participate in postseason tournaments for whatever length of time such teams are not eliminated from play.

PLAYERS: By the final weekend of May, or at a date determined by the ACLLE All Star Committee, each Manager in Majors and Minors will be asked to submit nominations of players to be part of the All-Star teams. The nominations are to be presented in a round table discussion before the All Star Committee and the All Star Manager. These nominations will be reduced to a written pool of names to include the player's names, primary position(s) played. **The nomination pool of players will be used by the selected All Star Team Managers, for the determination of the All-Star teams (the All Star Committee will give final approval).** Each All-Star team will include a minimum of twelve (12) players and a maximum of fifteen (15) players, one (1) Manager and up to two (2) Assistant Coaches. An effort will be made to include at least one player from each team on the appropriate All-Star team (Majors and Minors), but is not guaranteed. The goal is to select players that will best represent the character of ACLLE, and also provide a competitive group representing our best players on the field who can play together as a team. Another consideration for player selection will be Player availability to attend all practices and games for whatever length of time such teams are not eliminated from play.

Each regular season team Manager will require an availability form to be completed by each nominee's parent/guardian to be considered for the All Star Team (Minors and Majors).

APPROVAL: The All Star Selection Committee will present the selected All Star Teams to the Board of Directors for final approval.

ANNOUNCEMENT: All-Star teams can NOT be announced or begin practice prior to dates set by Little League, in accordance to national policy and based on starting dates of tournaments.

#### 14. Making Up Games

All ACLLE regular seasons games will be played as scheduled, or made up at the first available opportunity. Inter-league games should to be played as scheduled, however we cannot force other leagues to make-up games, so if a make-up is not possible in a game that must be re-scheduled, then no win/loss will be assigned.

#### 15. T.O.C. Team Placement

ACLE will send the regular season team to TOC tournament which has the highest winning percentage,  $\text{=(count of wins/(count of wins + count of losses))}$ , including all sanctioned games (games between ACLLE & inter-league). In the event of a tie, the team's regular season record against each other, then runs-scored against each-other will be used to break a tie. Any further tie determination will be voted on by the current board of directors.

Example of Win Percentage:

Team 1 12 1 0 0.9231 1

Team 2 11 1 1 0.9167 2

Team 3 6 6 1 0.5000 3

Team 4 6 7 0 0.4615 4

Team 5 3 10 1 0.2308 5

## Major League Rules and Regulations

### 1. Player Draft

The managers and coaches shall draft players for their team from the pool of players that have registered to play during the local sign up period.

### 2. Team Size

The managers and coaches shall draft players in equal numbers to create teams of 12 players.

### 3. Replacement of a Player

Any team that loses a player from the roster in the course of the season through illness, injury, change of residency or other justifiable reason, may obtain a replacement player from the Minor division within ACLLE. The ability of a player is not a justifiable reason for replacement. The replacement of this player shall be coordinated through the Player Agent.

### 4. Eligibility of the Replacement Player

A player being considered as a replacement player under rule 4.3, shall meet all the regulations for eligibility to player In the ACLLE Major division as per Little League, Inc. rules and regulations. The manager of the minor league team has seven days to comply with the selection of the replacement.

### 5. Throwing the Bat

Throwing of bat is not allowed. The determination of whether a bat has been thrown shall be the judgment of the plate umpire. If the plate umpire determines that a bat has been thrown in



an unintentional manner, the player will be ruled out, however, the results of the play (runners advancing, runs scored, etc.) will be allowed to stand in the official score book. In the event that the plate umpire rules that the bat was intentionally thrown, the batter will be immediately removed from the game and be suspended from the next game.

## 6. Little League Rules

The rules and regulations as promulgated by Little League Baseball, Inc., where not in conflict with these rules shall prevail and are hereby incorporated in the whole as part of these Local Little League Rules and Regulations.

## 7. Participation in Unsanctioned Little League Play

Little League International's Position and Policy concerning Travel Teams is as follows:

1. Individual players who play on Little League teams are permitted to participate in non-Little League Baseball and Softball programs.
2. However, players who do participate in any non-Little League activity, and miss games or practices because of such participation, may be suspended or dismissed from their Little League team by action of the local Little League Board of Directors.
3. Uniforms, equipment, and any assets belonging to the local Little League (to include any uniform bearing the Little League shoulder patch), cannot be used for non-Little League activities, or in any game or tournament not specifically approved by Little League International. Any player or team that does so may be declared ineligible for further participation in Little League for that year, by action of the Tournament Committee or Charter Committee in Williamsport. The Charter Committee also reserves the right to suspend or revoke the local Little League's charter for such violations.

In addition, Little League Baseball, International's - Rules and Regulations Book address' it further as follows:

1. Regulation I, pg. 26, para.(g) states: "A local Little League is not permitted to sponsor, administer, underwrite, or otherwise support, any team or teams, and individual or group, for the purpose of participating in a non-Little League Baseball program or event. Violation may result in revocation of charter and/or suspension of tournament privileges." and:
2. Little League Baseball, International Rules and Regulations Book: Regulation IV, Pg. 36; states: "Little League (Majors), Minor League, Tee Ball and Intermediate (50-70) Division/Junior/Senior/Big League participants may participate in other programs during the Little League (Majors), Minor League, Tee Ball and Intermediate (50-70) Division/Junior/Senior/Big League regular season provided such participation does not disrupt the Little League (Majors), Minor League, Tee Ball and Intermediate (50-70) Division/Junior/Senior/Big League season."

ACLLE interprets "disrupt", as used above to mean: "Participation in non-Little League programs/events that effect or causes to effect one or more players, teams, Local Little League regular season schedule or Officials of the Chartered Local Little League Organization."

ACLLE's position is to abide by the aforementioned Little League International's position and policy, as well as, enforce the above Little League International Rules and Regulations.

## 8. All Stars, Selection of Manager, Coaches, and Players

### ALL-STARS, SELECTION OF MANAGER, COACHES and PLAYERS.

ACLLE ALL STAR SELECTION COMMITTEE: The ACLLE President will appoint a five (5) member committee (including the President) as the "ACLLE All Star Committee," The Committee should include:

1. President
2. Player Agent
3. Board Member
4. Board Member
5. Board Member, Non-Manager/Coach

and then must be approved by a majority vote of the ACLLE Board of Directors. The ACLLE All Star Committee will be chosen by the midpoint of the regular season schedule.

MANAGERS/COACHES: The All Star Selection Committee will appoint the Managers for the Majors and Minors All-Star teams that will represent the league in postseason tournaments. The All Star Committee will give great consideration to the overall regular season team record for its appointment. However, the appointment will not be based solely on the record of the Manager's regular season team. The selection decision will also include the character, ability to work with players, parents and league officials. Finally, the ability to make the time commitments to be available to conduct practices and participate in postseason tournaments for whatever length of time such teams are not eliminated from play.

ASSISTANT COACHES: The appointed All Star Managers for the Majors and Minors All Star Teams will select up to two Assistant Coaches each. The selected Coaches will not be based solely on the record of the Coaches regular season team. The selection decision will also include the character, ability to work with players, parents and league officials. Finally, the ability to make the time commitments to be available to conduct practices and participate in postseason tournaments for whatever length of time such teams are not eliminated from play.

PLAYERS: By the final weekend of May, or at a date determined by the ACLLE All Star Committee, each Manager in Majors and Minors will be asked to submit nominations of players to

be part of the All-Star teams. The nominations are to be presented in a round table discussion before the All Star Committee and the All Star Manager. These nominations will be reduced to a written pool of names to include the player's names, primary position(s) played. **The nomination pool of players will be used by the selected All Star Team Managers, for the determination of the All-Star teams (the All Star Committee will give final approval).** Each All-Star team will include a minimum of twelve (12) players and a maximum of fifteen (15) players, one (1) Manager and up to two (2) Assistant Coaches. An effort will be made to include at least one player from each team on the appropriate All-Star team (Majors and Minors), but is not guaranteed. The goal is to select players that will best represent the character of ACLLE, and also provide a competitive group representing our best players on the field who can play together as a team. Another consideration for player selection will be Player availability to attend all practices and games for whatever length of time such teams are not eliminated from play.

Each regular season team Manager will require an availability form to be completed by each nominee's parent/guardian to be considered for the All Star Team (Minors and Majors).

**APPROVAL:** The All Star Selection Committee will present the selected All Star Teams to the Board of Directors for final approval.

**ANNOUNCEMENT:** All-Star teams can NOT be announced or begin practice prior to dates set by Little League, in accordance to national policy and based on starting dates of tournaments.

**ALL STARS ADVANCEMENT:** Should an ACLLE All Stars team advance past Sectionals, the ACLLE board will help with the cost of travel for players and coaches, IF we are financially able with funds in the All Star Account. If the funds are not available, ACLLE will fundraise to help the players with the cost of travel.

## 9. Making Up Games

All ACLLE regular seasons games will be played as scheduled, or made up at the first available opportunity. Inter-league games should to be played as scheduled, however we cannot force other leagues to make-up games, so if a make-up is not possible in a game that must be re-scheduled, then no win/loss will be assigned.

## 10. T.O.C. Team Placement

ACLELLE will send the regular season team to TOC tournament which has the highest winning percentage,  $= (\text{count of wins} / (\text{count of wins} + \text{count of losses}))$ , including all sanctioned games (games between ACLLE & inter-league). In the event of a tie, the team's regular season record against each other, then runs-scored against each-other will be used to break a tie. Any further tie determination will be voted on by the current board of directors.

Example of Win Percentage:

Team 1	12	1	0	0.9231	1
Team 2	11	1	1	0.9167	2
Team 3	6	6	1	0.5000	3
Team 4	6	7	0	0.4615	4
Team 5	3	10	1	0.2308	5

