

**Tri-Village Little League, Inc.
Policy Guide for the 2008 Season**

I. Policy Guide Constituting Local Rules

The rules set forth in this POLICY GUIDE shall, in conjunction with the Official Regulations and Playing Rules, published by Little League Baseball, Inc. constitute the rules and regulations for the conduct of the Tri-Village Little League baseball program. Where there is a conflict between this POLICY GUIDE and the LITTLE LEAGUE rules, the provisions of this more restrictive Policy Guide shall take preference. This Policy Guide may be amended between August 1 and April 1 of the following year by a majority vote of the Board of Directors present and voting at a duly called Director's meeting, provided that the amendment to the Policy Guide had been proposed during the previous month's Board Meeting. Between April 1 and August 1 this Policy Guide may be amended by a three fourths (3/4) or better vote of the Board of Directors present and voting at a duly called Director's meeting. Changes to this POLICY GUIDE made between April 1 and August 1 shall not become effective unless they are posted in a prominent location in the clubhouse. Each team manager or representative affected by a rule change shall be individually notified of the change as soon as possible.

II. Composition of Leagues And Teams

A. Player Activities Committee

The Player Activities Committee shall be comprised of the Director of Player Activities and nine additional board members annually appointed by the President, with the advice and consent of the Executive Committee. The President shall serve as an ex-officio member of the committee and shall chair all meetings of the committee pertaining to the selection of managers of major league teams or all-star teams. In appointing members to the Player Activities Committee, the President shall, to the fullest extent possible, strive to achieve: balanced representation of leagues and league ages; and inclusion of one board member who does not have a child participating as a player in TVLL.

B. Divisions and Leagues

All Leagues will be split into American and National divisions. The split of teams will be determined in a random manner at each level. Teams will play cross divisional games at all levels.

1. Major League

Teams consisting of 12 registrants each selected in accordance with the Draft Rules from eligible 10, 11 and 12 year old registrants. Major League teams shall be dissolved at the end of each season--all eligible players (except for options and special assignments) must be subject to the draft. (See Regulation VIII of the Little League Rules).

2. Minor Leagues

a. Intermediate League

Teams consisting of players selected by draft from among all eligible 9 year olds in the 4th grade and 10 and 11 year old registrants not drafted by a Major league Team. In the draft, all eligible 10 and 11 year old registrants must be selected. Intermediate League teams shall be dissolved at the end of each season--all eligible players (except for options and special assignments) must be subject to the draft. (See Regulation VIII of the Little League Rules).

b. Farm League

Teams whose players are selected according to a draft consisting of:

- (i) All of the nine year old registrants who are not in Intermediates, and whose parents have not requested that they play at the Junior Level;
- (ii) any ten year old registrants not playing in the Intermediate or Major Leagues; and,
- (iii) any eight year old registrants who is in the 3rd grade who have requested to play up to the Farm level. Eight year old registrants will only be allowed to move up on a space available basis.

c. Junior League

Teams consisting of:

- (i) all of the eight year old registrants who are not at Farm and whose parents have not requested that they play at the Youth Ball level;
- (ii) any nine year old registrants whose parents, with the consent of the Player Activity Director, have requested them to play at the Junior League; and
- (iii) any seven year old registrants whose parents have requested that they play up at the Junior level. Seven year old registrants will only be allowed to move up on a space available basis.

**Tri-Village Little League, Inc.
Policy Guide for the 2008 Season**

d. Youth Ball League

Teams consisting of:

(i) a balanced number of six and seven year old registrants, and any eight year old registrants whose parents, with the consent of the Player activity Director, have requested to play at the Youth Ball League. To the extent possible, players on Youth Ball and Junior teams will be grouped with other players in the same school or neighborhood.

C. Number Of Players Per Team

The number of players constituting a complete team shall be set by the Player Activities Committee prior to the draft and in accordance with Little League Regulations.

D. Special Assignments

The Players Activities committee may, upon authorization of the Board in each instance, and for special cause, assign players directly to teams without regard to the limitations and requirements specified under these rules. Such assignments may also require the elimination of one or more draft picks. Special players may also be paired for purpose of the draft. Authorization by the Board shall require the plurality required of a rule change under Section I above.

E. Managers and Coaches

1. Major League:

Managers of Major league teams will be selected by a majority vote of the full voting strength of the Committee (i.e., a minimum of six votes is necessary) at a meeting of the Committee. Committee members not able to attend a meeting at which major league managers will be selected may provide the President with their proxy vote in advance of the meeting. A parent of a ten year old registrant may be selected to manage only if no other suitable candidate is available.

2. Intermediate League:

Each team shall have a manager appointed by the League President, based upon recommendations from the Player Activity Committee before the tryouts. A parent of a nine year old registrant may be selected to manage only if no other suitable candidate is available.

3. Farm, Junior and Youth Ball Leagues:

Each team shall have one manager and up to two coaches appointed by the League President, based upon recommendations from the Player Activity Committee, and may have one scorekeeper selected by the manager.

4. All Leagues:

Coaches may be selected by the team manager. While the number of coaches selected per team is not limited, the number of adult participants in a game shall conform to the limitations set forth in paragraph VII-A of this *Policy Guide*.

F. League Championship

A League championship will be determined only in the Major and Intermediate Leagues, in accordance with the rules described below.

In the Major League, teams will play a regular season schedule, with games against all other Majors teams from both divisions. Results of the regular schedule will determine seedings for a playoff that will include all teams. The playoff will determine American and National Division Champions that will represent Tri Village Little League in the District 13 City and County Tournament.

During the playoffs all regular season Little League rules will apply. Seeding for the playoffs will be determined by the following series of tiebreakers (in the event of more than two teams being tied, once a team is eliminated, the remaining teams tiebreaker will revert to the top of the list)

- Overall winning percentage (wins/(wins+losses))
- Head to head winning percentage
- Winning percentage within the division
- Head to head runs allowed per inning of defense
- Coin toss

For the Intermediate League, a one game championship competition will be conducted between American and National division champions. The champion of each division will be determined based on the tiebreakers list for the Major League.

G. All Stars

**Tri-Village Little League, Inc.
Policy Guide for the 2008 Season**

1. All Star Philosophy:

All Star Managers will be instructed that they need only follow the player participation rules for the tournament in which they are competing.

2. All Star Selection:

Managers of all star teams will be selected by a majority vote of the full voting strength of the Committee (i.e., a minimum of six votes is necessary) at a meeting of the Committee. Committee members not able to attend a meeting at which all star managers will be selected may provide the President with their proxy vote in advance of the meeting. The Player Activities Committee is directed to make every effort to select All Star managers to the League President by the third Saturday in May, and the League President will select and announce All Star Managers by Memorial Day. At all levels at which Tri Village Little League fields an All Star team, a nomination process will be developed for each team to determine a pool of all star candidates. The nomination process will allow managers to nominate the most qualified players from their team as all star candidates. The final recommendations will be made by the all star manager and approved by the League President and immediately posted at Magee Park.

All-Star teams will be fielded for American and National Divisions. Managers, Coaches and Players are only eligible for the Division that they have competed in during the regular season. Players must qualify for all star teams based upon their "League Age" designation only, regardless of the League at which they played during the season. Players are only eligible to be selected for the team that is competing at their League Age Level. An exception to this will be allowed for seven year olds that are eligible for the 8 and under team. (Example: League age 8's are not eligible for the 9 year old team, etc.)

III. Draft (For Major, Intermediate and Farm Leagues Only)

A. General

Players shall be assigned to teams in the Major and Intermediate Leagues by draft (unless otherwise directed by the Board). Except for special assignments (See II D), all eligible draftees will be assigned to a common pool and be eligible for a draft from any team in accordance with the other provisions of this selection and of the *Draft Rules*. Players to be optioned or assigned shall not participate in the tryouts. Draftees must be selected in the league equal to, or higher than those played in the previous year in the Tri-Village Little League.

B. Late Registrants

Players who register prior to the closing date and miss the tryouts for any reason (and are not assigned or optioned) may be evaluated at a special tryout by the Player Activities Committee, and the results will be provided to all teams prior to the start of the draft. Players who miss the special tryout will be placed on a waiting list. (Major and Intermediate Leagues only). However, a registrant who did not play in the Major League in the prior year and who by registering late misses all opportunities to try out, will not be eligible to participate in the Major League and, instead, will be placed in the Intermediate League draft. If the Intermediate League draft has already taken place at the time of the registrant's registration, the registrant will be placed on the Intermediate League waiting list.

C. Major League Draft Rules

In the event that any changes are necessary due to unforeseen circumstances during the draft, final decisions will be made by the Player Activities Director, or designee, after consultation with other board members conducting the draft. A board member will be designated to conduct the draft.

1. Order of the Draft

Leagues will be split into divisions based on a random lottery that will be conducted prior to the draft. American and National divisions will alternate selections in the draft. Lottery 'pools' will be created based on the following: Pool:

- 1 – Non 12 year old, non all-stars
- 2 – Non 12 year old, all-stars
- 3 – 12 year old, non all-stars
- 4 – 12 year old, all-stars

Based on Manager's child age lotteries will be conducted in each pool to determine division and picking order. (For purposes of all-star designation, International all-stars will not be considered all-stars. The first and second rounds of the draft will flow down. Subsequent rounds will alternate directions.

**Tri-Village Little League, Inc.
Policy Guide for the 2008 Season**

2. Manager Options

There will be no Manager options, except for special circumstances (i.e two children). For these special circumstances, options will be announced prior to the draft.

3. Pairs

Prior to the draft, the Player Activities Director must specify which children are designated pairs. A Designated Pair is a set of two or more children of familial relationship whose parents have requested that the children be drafted onto the same team. When a manager selects one of the pair, he automatically is credited with the second child in the next open round. A manager may not select a pair if either of the pair will cause that team to violate a draft ruling concerning team size or team composition by league age. An open round is a round in which the manager's choice is not constrained by an option.

4. Special Assignments

The Player Activities Director, or designee, may assign players directly to teams or pair special players in the draft. Authorization of the board is required in each case.

5. Draft Procedures

Each team shall be composed of at least 6 and no more than 8 players whose league age is 12. The balance of the players, up to the roster total of 12, shall be made up of children whose league age is 11 or 10. A team may draft from either group in any round until the team reaches the maximum number of players for that age group. To facilitate the draft, the board member conducting the draft will calculate and announce the number of returning Major players and the maximum number of league age 11's and 10's eligible to be drafted within the league. During the draft, the board member conducting the draft will be responsible to ensure that no team drafts an excessive number of league age 11 and 10 players, and that all returning major players are drafted.

D. Intermediate Draft Rules

In the event that any changes are necessary due to unforeseen circumstances during the draft, final decisions will be made by the Player Activities Director, or designee, after consultation with other board members conducting the draft. A board member will be designated to conduct the draft.

1. Order of the Draft

Intermediates will be split into divisions based on a random lottery that will be conducted prior to the draft. American and National divisions will alternate selections in the draft.

2. Manager Options

There will be no Manager options, except for special circumstances (i.e two children). For these special circumstances, options will be announced prior to the draft.

3. Pairs

Prior to the draft, the Player Activities Director must specify which children are designated pairs. A Designated Pair is a set of two or more children of familial relationship whose parents have requested that the children be drafted onto the same team. When a manager selects one of the pair, he automatically is credited with the second child in the next open round. A manager may not select a pair if the team does not have an open round in which the second child can be placed. An open round is a round in which the manager's choice is not constrained by an option.

4. Special Assignments

The Player Activities Director, or designee, may assign players directly to teams or pair special players in the draft. Authorization of the board is required in each case.

**Tri-Village Little League, Inc.
Policy Guide for the 2008 Season**

5. Draft Procedures

All eligible 10 and 11 year old registrants must be drafted. Prior to the commencement of the draft, all managers will be informed as to how many slots are available for eligible 9 year olds (determined by the number of players needed to complete the teams, minus the number of eligible 10 and 11 year olds). There is no requirement that teams carry a specific number of any age group. Teams may draft any player regardless of league age at any point in the draft, except a 9 year old may not be selected after all eligible 9 year old slots are filled. Rules for pairs apply.

The first round shall proceed in order as determined by the draft order lottery. Subsequent rounds shall reverse the draft order from the preceding round.

E. Farm Draft Rules

The Player Agent, in conjunction with the Player Activities Committee, will design a draft system that ensures that talented registrants are distributed among all Farm teams. Determination of American or National Division will be determined by a lottery.

IV. Absences and Vacancies

A. Temporary Player Absences

Temporary player absences due to illness, injury, vacation or approved disciplinary action will not be permanently replaced. However, Major and Intermediate League teams may borrow as many players as needed from the next lower league to provide a starting roster of ten players. Once a roster is composed of ten players (included those that are borrowed), no more may be borrowed. Farm League teams may borrow from other Farm League teams or may borrow eight year old Junior players.

Junior League teams may borrow from other Junior League teams or may borrow from Youth Ball teams. Youth ball league teams may borrow as many players as needed from other Youth ball league teams to provide a starting roster of as many as ten players. Borrowed players may not pitch. A team may continue a game with less than nine players. Once a borrowed player is inserted onto the opposing manager's line up card (even before the game has started), he or she shall be considered a full member of the team for the game and must be allowed, to the extent possible, to participate in accordance with the league's player participation rules. However, a borrowed player may not participate defensively in more innings than any of the participating regular team members that are present when the game begins. A borrowed player's parent and team manager should give their permission. A player may be borrowed only twice during the season by each team.

B. Permanent Player Vacancies

Permanent player vacancies resulting from illness, injury, change of address, player resignation or other justifiable reason shall be immediately reported by the player's manager to the League's Player Agent and the Player Activities Director. Managers must immediately report to the Player Agent whenever a player has missed three (3) consecutive games, and the Player Agent and Player Activities Director, with the assistance of the manager, shall determine if a player vacancy exists. If a team has a permanent vacancy on its roster a replacement shall be obtained as soon as practicable [in accordance with Rule II D above]. The Player Activities Director and the League's Player Agent shall determine eligibility and shall make the selection for the team, with the approval of the President. If a waiting list still exists at the time of the vacancy, then the player at the top of the waiting list shall be selected. If a waiting list player is unavailable, in the case of the Majors League, a player shall be selected in birth date order from a list of twelve year old players that were available to be drafted but were not selected by a Majors League team. Only after exhausting this list may a player be selected from any available eleven year old players. In the case of the Intermediate League, if a waiting list player is unavailable, a player shall be selected in birth date order from a list of nine year old players that were available to be drafted but were not selected by an Intermediate League team. Once a player has declined an opportunity to be selected to fill a permanent player vacancy, the player need not be considered again for the balance of the year. All permanent replacements must have the consent of the player and the player's parents. Permanent player vacancies that occur on or after June 1 shall not be replaced.

V. Player Participation

A. Complete Games

In the Major league, each player must play at least two full regulation games during the season. In the Major league, each player must be out of the line-up for two innings during at least two games at which the player is present for the full regulation game. In the Intermediate league, each player must play at least one full regulation game during the season. The Player Activities Director (or Player Agent) shall direct any team manager to play a boy or girl for the entirety of the final game (or final two games, if

**Tri-Village Little League, Inc.
Policy Guide for the 2008 Season**

necessary) of the season if this requirement has not been met by that time. (Penalty for noncompliance: immediate removal of the manager).

B. Absences

Players absent from three games or three practices or a total of 5 practices and games without a sufficient excuse and without prior notification of their manager or coach, may be subject to Little League rules for minimum participation (6 consecutive outs and one at bat) or dropped from a team's roster upon recommendation of the team's manager and the Player Agent, with final action at the discretion of the Executive Board. A player's parents must be notified and player be given a full opportunity to rectify the problem prior to action by the Executive Board. All game absences shall be noted on the player participation card with the letter "A."

C. Discipline

For disciplinary reasons, a manager may bench a player for all or part of a game. If the benching will affect the line-up, notification of the benching must be given to the opposing team manger and the umpires at the time it occurs. The League's Player agent (or the Player Activity Director) must also be notified as soon thereafter as practical. Benching of a player shall be indicated on the player participation sheet by the letter "B" along with an indication of the number of innings played before being benched.

D. Injuries

Injured players shall be noted on the player participation cards by use of the letter "I" along with an indication of the number of innings played before being removed. An injured starting player may re-enter the game in accordance with the substitution rules, provided the player participation rules are not violated for the player being removed. In the Farm, Junior or Youth Ball Leagues, where a rotating batting order is used, players may not bat while still declared injured; once the injury is declared over, they shall resume their original positions in the batting order. If a Farm, Junior or Youth Ball League player is injured while batting or running the bases, that player's turn at bat shall be taken by the next batter or that player's place on the bases shall be taken by the first preceding batter that is not on base at the time of the injury. If the player remains injured when his or her next turn at bat occurs, he or she shall be skipped.

E. Player Participation Forms

Major, Intermediate and Farm Managers must post player participation and pitching records and scores in the business office at the close of each game. Managers that fail to post will be required to leave the playing field until such time as the posting is completed. Repeated failure to post the required information the day before a team's next scheduled game is grounds for suspension or removal of the manager.

F. Line Ups (Major and Intermediate Leagues)

Each manager shall present a copy of their team's batting line up, including player numbers (if any) and defensive positions, to the opposing manager or scorekeeper before the start of each game. The line-up shall show all proposed substitutes (with shirt numbers) absences, injuries and benched players.

VI. League Regulations

A. Forfeits (Major and Intermediate Leagues)

If a team is unable to field nine players (regular plus borrowed players—see paragraph IV-A) within ten minutes after the scheduled game time (twenty minutes if at Line Drive), the game shall be deemed a forfeit by the Director on duty or the umpire, if no Director is on duty. However, the Board may decide that forfeiture is not appropriate under the circumstances concerning the case, and the game shall be re-scheduled by the Player Activities Director or Player Agent (See paragraph VI-D below).

B. Time Limit

There is no time limit for Major League games. Intermediate, Farm, Junior and Youth ball League games will be limited to two hours from the scheduled (not actual) starting time except when there is no following game scheduled for the field or where the following game has been officially canceled. Junior and Youth League managers are strongly encouraged to conduct their games at a pace that will allow games to be completed in 1.5 hours. At approximately 15 minutes prior to the expiration of the two hour time limit, the Director on Duty shall make a reasonable effort to inform both managers and the umpire in chief of the time remaining. At the conclusion of the two hour time limit, the Director on Duty shall inform both managers and the umpire in chief that the game shall end when the player at bat completes his turn. If no player is at bat at the conclusion of the two hour time limit, the game will end immediately. The final score shall be recorded as the score at the end of the last complete inning.

**Tri-Village Little League, Inc.
Policy Guide for the 2008 Season**

C. Tie Games

Regulation games in the minor leagues which end in a tie either due to the above time limit rule or after being called because of weather or darkness, shall not be replayed. Each team will be credited with 1/2 game won and 1/2 game lost. Games in the major league which end in a tie but cannot be completed at that time due to either weather or darkness, shall be completed in accordance with the rules for Incomplete Games and Rain Outs.

D. Incomplete Games and Rain Outs

Games in the Majors League shall be played for the full 6 innings (5 ½ innings if the home team is winning) or until an inning ends without a tie in the case of games that are tied after 6 innings. Rained out and other incomplete games will be rescheduled by the Player Activities Director, Player Agent or Director on duty at the time the game is canceled. If at least 24 hours prior to the first available date, both managers and the League's Player Agent agree on another location and/or date and time for the game, it may be scheduled for that location and/or date. During the final week of the season, rained out or other incomplete games will not be rescheduled unless they would have a bearing on a championship; the game would be considered a no contest. A Majors League game that has been suspended is considered official in the event that one team has a 10-run or more advantage and at least 4 innings (3 1/2 if the home team is winning) have been completed.

E. Ending Games

The Director on Duty shall have sole discretion in determining when a game shall be called because of weather or darkness, or in determining when a time limit has been reached. The umpire in chief may only suspend play because of weather, darkness or the inability of a team to field nine players (See paragraph VI A above). Only the Director on Duty may forfeit a game to the opposing team for the other reasons listed in section 4.15 of the Little League rules. An Intermediate League game shall end and be considered official in the event that one team has a 15-run or more advantage and at least 4 innings (3 1/2 if the home team is winning) have been completed.

F. Scorekeeping

At the end of each half inning, each manager shall confirm the correct score with the opposing manager and/or the official scorekeeper. Scorekeeping disagreements should be resolved immediately with the help of the umpires and Director on Duty, if necessary.

G. Protest Procedures

The protest procedure shall be in accordance with section 4.19 of the Little League Rules. No protests will be allowed in the Farm, Junior or Youth Ball Leagues.

H. Equipment

There shall be no equipment on the ground in the field of play or attached to the fences or to the outside of the dugout.

VII. Sportsmanship And Field Decorum

A. Managers And Coaches

1. Major And Intermediate Leagues

Only the manager and one coach shall be allowed on the field or in the dugout during a game. In addition to those two adults the scorekeeper may also be stationed in the dugout if desired.

2. Farm, Junior And Youth Ball Leagues

Only the manager and two coaches shall be allowed on the field or in the dugout during a game, except that when their team is on defense only two of those three adults may be on the field outside the dugout. It is recommended that an adult always remain in the dugout as long as any players are in the dugout. In addition to those three adults, the scorekeeper may be stationed in the dugout if desired.

3. All Leagues

Except when coaching bases, or when coaching Youth Ball players in accordance with Rule VIII E 11, Managers and Coaches shall remain in, or in the area immediately adjacent to, the dugout or bench. Managers, coaches and players participating shall not sit or stand behind the backstop. (Penalty: ejection from the game for unsportsmanlike conduct). The manager shall be responsible for the conduct of the team members and for the observance of the rules. Umpires may (in lieu of full ejection of manager or coach) require that he or she remain inside the dugout or beyond the fence (or out of play line).

B. Base Coaches

Tri-Village Little League, Inc.
Policy Guide for the 2008 Season

A team member in uniform or a manager or coach may be stationed in the coaches' box at first and third base while that team is at bat, except that only one adult base coach shall be permitted in the Major League. The total number of adults involved in a game shall not exceed the number specified in paragraph A above.

**Tri-Village Little League, Inc.
Policy Guide for the 2008 Season**

C. Conference With Umpire

Only the manager from each team may confer with the umpire or an opposing manager during the games. Such discussions shall be conducted in normal voice and without gestures.

D. Ridicule

Managers, coaches, players and spectators shall refrain from any conduct which ridicules an umpire, league official, player or team or the game itself. Managers, coaches, players and spectators are prohibited from calling balls, strikes or outs prior to the umpire making the call. Negative rooting is not allowed. Violation of this paragraph shall be grounds for immediate suspension or expulsion of the offender.

E. Player Conduct

Players shall not throw bats, helmets or other equipment at anytime for any reason. It shall be the responsibility of the manager to inform all team members of this rule before the season begins. The umpire in chief shall give a warning to the player. The umpire in chief or the Director on Duty may remove a player for a second or flagrant offense in a game. Players must remain in the dugout. On-deck batting is prohibited.

F. Pitcher Warm Up

Managers and coaches may warm up a pitcher when the pitcher is on the mound. Maximum warm up is five pitches, eight pitches if the pitcher has just entered, and the umpire shall direct play to begin once the maximum is reached.

G. No Alcoholic Beverages

Alcoholic beverages are not permitted on or adjacent to any field before, during or after games and/or practices.

H. No Smoking

No smoking or other use of tobacco is permitted by anyone on the field or in the dugout during the progress of a game.

I. No Food

No food of any kind, including candy, gum or soda shall be brought on the field or in the dugout at any time. Enforcing this rule will be the primary responsibility of the manager. Failure of the manager to enforce this will result in possible suspension as determined by the Board of Directors.

VIII. Local Playing Rules (Changes from Little League Rules)

A. Major League

1. Participation

All players shall play at least 2/3rds of the regulation innings played in the field for each game, with exceptions resulting from injury, absence or disciplinary action. At the completion of the second inning and the completion of the fourth inning play will not continue until the managers of both teams report their substitutions to the official scorer. Managers may not substitute at any time in a six inning regulation game (except for injury, absence or disciplinary action) other than after the bottom of the second and fourth innings. If a player arrives late to a game, they may only be inserted into the lineup after the bottom of the second or fourth innings. For extra inning games substitutions may be made after the bottom of each even numbered inning beginning with the sixth.

2. Fake Bunting

Faking a bunt and then swinging away is prohibited and will result in the batter being called out and runners returning to their bases.

3. Intentional Walks

Intentional Walks (no pitches thrown) are not allowed.

B. Intermediate League

1. Participation

No player shall be on the bench for consecutive innings in a game except in the case of injury, absence or disciplinary action.

2. Fake Bunting

Faking a bunt and then swinging away is prohibited and will result in the batter being called out and runners returning to their bases.

3. Intermediate Field rule

When playing on the Intermediate field the left and center fielders shall wear a head protector while in the outfield if there is a game in progress on the Major field.

Tri-Village Little League, Inc.
Policy Guide for the 2008 Season

4. Batting Order

Each team's batting order shall include all team members on the roster. Injured players may bat in their proper spot in the order at any time during the game that they are able to resume full play and they would normally be up to hit.

5. Intentional Walks

Intentional Walks (no pitches thrown) are not allowed.

C. Farm League

1. Pitching:

a). The pitching rubber will be 46 feet from home plate.

b). All players desiring to pitch at the Farm League must demonstrate to the manager or coach the following:

(i) The ability to consistently throw the ball from the pitcher's mound to and over the distance to the plate; and

(ii) That they can defend themselves adequately against balls batted back to them.

c). An adult, designated by the manager of the fielding team, will stand behind the catcher, up against the backstop, and will retrieve missed pitches; and the adult will gently toss the ball back to the pitcher.

For games played before Memorial Day:

d). Upon ball four being thrown, the manager or coach or other adult designated by the manager of the batting team, will inherit the strike count and pitch from the pitching rubber until the batter puts a ball in play or strikes out, but in no event will the adult pitcher throw more than FOUR(4) pitches to the batter. If a batted ball hits the adult pitcher the ball is in play. If after FOUR (4) pitches the batter has not hit the ball into play, the batter is OUT. (If the fourth pitch is a foul ball, additional pitches will be thrown as long as they continue to be hit foul)

e). Subject to paragraph (b), all players shall be given an equal opportunity to pitch. It is the express intent of the Board that managers attempt to give pitching opportunities to as many children as possible. Each pitcher may pitch 2 innings per game. Little League Pitch count rules will also be enforced.

For games played on or after Memorial Day

f) Each pitcher may pitch 3 innings per game, one player may pitch 3 innings in any one game. Little League Pitch count rules will also be enforced.

2. Participation:

a) No player shall be on the bench for consecutive innings in a game; the manager and /or coaches shall strive to play each player an equal number of innings in the field.

b) Field substitutions may be made at any time (free substitutions) subject to the rule in the above paragraph, and so long as each player participates for at least six consecutive outs.

c) No player shall play one position more than three innings in any one game. Any position in the outfield shall be considered as one position. If the manager, however, believes that it is unsafe to have a player in the infield, then the manager may seek the permission of the player's parent to not use the player in positions which the manager believes it is unsafe; and, if the parent does not consent, then resolve the matter through consultation with the Farm League Player Agent, Player Activity Director or League President.

3. Batting Order:

Each team's batting order shall include all team members on the roster. Injured players may bat in their proper spot in the order at any time during the game when they are able to resume full play and they would normally be up to bat.

4. Bunting:

Bunting is not allowed.

5. Infield Fly Rule:

Does not apply.

6. Base Stealing and Intentional Walks:

There is no Stealing and Intentional Walks (no pitches thrown) are not allowed.

7. Overthrow of Bases:

Runners will be allowed only one extra base on an overthrow per batted ball. Therefore, the runners will be allowed the base they are going to and may advance at their own risk to an additional base for the overthrow.

**Tri-Village Little League, Inc.
Policy Guide for the 2008 Season**

8. Stopping Play:

Play shall stop when the defensive team is able to stop the forward progress of the offensive team on the base path or the rule referenced above in paragraph 7 is invoked.

9. Scoring:

When a team has scored five runs in one half inning or the defensive team has obtained three outs, the team in the field will come to bat and the half inning will end.

10. Umpiring:

There will typically be two Umpires assigned to the games. The umpire, typically, will be first year umpires, age 11 or 12. If only one umpire is available he will make calls from behind the plate. If no umpire is available, the manager or coach of the batting team, shall also serve as the umpire when his/her team is at bat.

11. Coaching:

Generally, Manager and Coaches of the defensive team are to remain near the dugout. Although, the manager or coach may request "time" from the umpire before attempting to demonstrate a technique or explain a play to the players during the progress of the game. Managers and coaches may coach the offensive team at first and third bases.

12. Game Length:

The game should be continued until the home team has batted in the bottom of the inning. If that game has to be stopped for any reason, it will not have to be replayed.

13. Standings:

Score will not be kept during the game, league standings shall not be kept, nor will a champion be determined.

D. Junior League

1. Pitching:

There will be PLAYER/COACH Pitching from the rubber, placed at 38 feet from home base, with the following rules:

For games played before Memorial Day:

a.) An adult will take the pitcher's mound with and pitch the ball slowly to his/her team. If the batter does not hit the ball into fair play after 6 pitches the batter is out.

b.) The adult will stand on the pitching rubber for each pitch; the pitching should be done overhand.

c.) If a batted ball hits the adult pitcher, the ball is in play but the adult may not field the ball (other than to protect him/her self from a line drive).

d) An adult coach of the fielding team will stand behind the catcher, up against the backstop and will retrieve missed pitches and gently toss the ball back to the pitcher.

For games played on or after Memorial Day

a) A player will take the pitcher's mound; Upon ball four being thrown by the player, the manager or coach or other adult designated by the manager of the team at bat will throw from the pitching rubber as many as but no more than 4 pitches to the batter. If the batter does not hit the ball into fair play after 4 pitches the batter is out. (If the fourth pitch is a foul ball, additional pitches will be thrown as long as they continue to be hit foul)

b) A player may pitch either 1 or 2 innings in a game. Little League Pitch count rules will also be enforced.

c) If possible, the manager should give everyone an opportunity to pitch; however, if the player cannot adequately defend him or her self, and/or cannot reach home plate from the pitching rubber then the manager does not have to let the player pitch.

e) An adult coach of the fielding team will stand behind the catcher, up against the backstop and will retrieve missed pitches and gently toss the ball back to the pitcher.

f) If a batted ball hits the adult pitcher the ball is in play, but the adult may not field it (other than to protect him/her self from a line drive).

2.Participation:

a) No player shall be on the bench for consecutive innings in a game; the manager and /or coaches shall strive to play each player an equal number of innings in the field.

b) Field substitutions may be made at any time (free substitutions) subject to the rule in the above

Tri-Village Little League, Inc.
Policy Guide for the 2008 Season

paragraph, and so long as each player participates for at least six consecutive outs.

c) No player shall play one position more than three innings in any one game. Any position in the outfield shall be considered as one position. If the manager, however, believes that it is unsafe to have a player in the infield, then the manager may seek the permission of the player's parent to not use the player in positions which the manager believes it is unsafe; and, if the parent does not consent, then resolve the matter through consultation with the Junior Player Agent, Player Activity Director or League President.

3. Batting Order:

Each team's batting order shall include all team members on the roster. Injured players may bat in their proper spot in the order at any time during the game when they are able to resume full play and they would normally be up to bat.

4. Bunting:

Bunting is not allowed.

5. Infield Fly Rule:

Does not apply.

6. Base Stealing and Intentional Walks:

There is no Stealing and Intentional Walks (no pitches thrown) are not allowed.

7. Overthrow of Bases:

Runners will be allowed only one extra base on an overthrow per batted ball. Therefore, the runners will be allowed the base they are going to and may advance at their own risk to an additional base for the overthrow.

8. Stopping Play:

Play shall stop when the defensive team is able to stop the forward progress of the offensive team on the base path or the rule referenced above in paragraph 7 is invoked.

9. Scoring:

When a team has scored five runs in one half inning or the defensive team has obtained three outs, the team in the field will come to bat and the half inning will end.

10. Umpiring:

League umpires will not be provided. The manager or coach of the batting team, who is acting as the adult pitcher, shall also serve as the umpire when his/her team is at bat.

11. Coaching:

Managers and coaches may stand near their batter or defensive players to give advice, but must not interfere with play. The manager or coach must request "time" before attempting to demonstrate a technique or explain a play to the players during the progress of the game. Managers and coaches may coach the offensive team at first and third bases.

12. Game Length:

The game should be continued until the home team has batted in the bottom of the inning. If that game has to be stopped for any reason, it will not have to be replayed.

13. Standings:

Score will not be kept during the game, league standings shall not be kept, nor will a champion be determined.

E. Youth Ball League

1. Number of Players:

Each team will attempt to field at least eight players (with three in the outfield, no catcher), but, preferably a ten player team (with four players in the outfield). Outfielders must be positioned five feet into the grass.

2. Pitching:

(a.) An adult will take the pitcher's "mound" with four tee balls and pitch the ball slowly to his/her team.

(b.) The distance the adult will stand from home plate can vary for each player; likewise, the pitching may be done overhand, underhand, or from a kneeling position.

(c.) The batter will have four pitches, which include foul balls and inaccurate tosses, in which to hit the ball into fair play. After four pitches, the Tee must be brought out and the batter will hit the ball off of the Tee. The batting team will have an adult, other than the pitcher, "nearby" so that after the fourth pitch the Tee will immediately be placed on home plate. Upon the Tee being

Tri-Village Little League, Inc.
Policy Guide for the 2008 Season

brought out, the adult pitcher will leave fair territory and stay in foul territory until it is time to take the "mound" for the next batter.

(d.) If a batted ball hits the adult pitcher, the ball is in play but the adult may not field the ball

(e.) The adult shall be a manager, coach, parent, or legal guardian of one of the players.

3. Batting Order:

Each team's batting order shall include all team members on the roster. The batting order will remain fixed and follow from game to game so that the first batter of each game is the player in the batting order following the last player to bat in the preceding game, but from time to time the manager shall change the player designated as the first batter in the order. Team members that are absent, benched or injured may be skipped over during a game, but shall remain in the batting order. Injured players may bat in their proper spot in the order at any time during the game that they are able to resume full play and they normally would be up to bat.

4. Base Running and Stopping Play:

Runners must stay in contact with the base until the ball is hit. Players (and runners on base) may advance one base after the ball is hit in fair territory.

5. Scoring:

When a team has scored five runs in one-half inning or the defensive team has obtained three outs, the team in the field will come to bat and the half inning will end.

6. Foul:

Same as conventional baseball except a ball that travels less than 10 feet in fair territory from home plate is called a foul (an arc 10 feet from home plate shall be assumed or drawn from the first base line to the third base line). Exception: No player may field a hit ball within the 10 foot arc. If a hit ball should be touched in this zone, play is stopped and the batter may hit again, i.e., no play.

7. Strike Out:

There are no strike outs. The batter swings until the ball is hit fair off the coach pitches or off the tee.

8. Hitting:

The batter should not be allowed to bunt and may not take a half swing or swinging bunt. If, in the manager's judgment, the batter was not taking a full swing, the batter may be called back. Hitting the tee shall be considered the same as hitting the ball. If the ball goes less than 10 feet, or rolls foul, it shall be called foul. See rules 6 and 7 above.

9. Defensive Players:

There shall be no catcher. There shall be no more than four infield defensive players. All outfield players must be positioned at least 5 feet in the outfield grass. Coaches will be responsible to remind fielders to "stay in the outfield" during the course of the inning. Players shall participate equally at all field positions.

10. Coaching:

Managers and coaches may stand near their batter or defensive players to give advice, but must not interfere with play. The manager or coach must request "time" before attempting to demonstrate a technique or explain a play to the players during the progress of the game. Managers and coaches may coach the offensive team at first and third bases.

11. Standings:

Score will not be kept during the game, league standings shall not be kept, nor will a champion be determined.

12. Game Length:

Games should last approximately one hour and twenty minutes. The game should be continued until the home team has batted in the bottom of the inning. If that game has to be stopped for any reason, it will not have to be replayed.

13. Infield Fly Rule:

Does not apply.

14. Base Stealing:

There is no Stealing.