

**NORTH MISSION VIEJO LITTLE LEAGUE  
LEAGUE ID NUMBER 405-55-07  
LOCAL LEAGUE RULES 2010**

*The “Official Regulations and Playing Rules” from Little League Headquarters is the governing document for all divisions of Little League Baseball. The Board of North Mission Viejo Little League set local rules and policies as allowed by Little League. If these rules conflict in any way with the rules of Little League Baseball, then Little League’s rules will be followed.*

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**Forward**

Following are the Local League Rules for North Mission Viejo Little League (NMVLL). These rules are designed to insure the safety and playing enjoyment of the maximum number of participants in the league. Participants include players, parents and volunteers. The Board of Directors reviews these rules annually in an ongoing effort to improve the quality of the Little League experience for all participants. Our goal is to provide a safe and enjoyable environment for all participants in the League.

While we have had Local League Rules since the inception of NMVLL and they have been amended from time to time, it is not feasible to cover every possible situation with rules. The Board of Directors will not condone “win at all costs” or “it’s not against the rules so its okay” attitudes by any participant. Any participant suspended will not be allowed at the fields for the duration of his/her suspension. The Board of Directors expects that all participants in NMVLL will follow these rules and will also be guided by the spirit of fair play and common courtesy.

### **Section I: District 68 Affiliation**

NMVLL is part of District 68 and as such will support the District in its efforts to support Little League Baseball. Once every three years a District Administrator is elected by the Presidents of the Leagues that are part of District 68. The President of NMVLL, or his/her designated representative, if the President is unable to attend the election meeting, will vote for a District Administrator as follows:

- A. Prior to the District meeting, all candidates for District Administrator will be asked to speak to the Board of Directors at a regularly scheduled Board meeting or a Special Meeting called for the sole purpose of hearing the candidates.
- B. Board members will discuss the candidates and then by a closed ballot, will vote for the candidate they feel best qualified to fulfill the position of District Administrator.
- C. The candidate with the most votes will be the choice of NMVLL that will be carried to the District Meeting by the President or his/her designated representative.
- D. The President or his/her designated representative **MUST** vote for the individual selected by the Board in paragraph B above. If the candidate selected by the Board does not run or is not nominated the President or his/her designated representative can vote for the candidate he or she feels will best represent District 68 and NMVLL.
- E. The President or his/her designated representative is obligated to vote for the candidate selected by the Board for at least three ballots as long as the candidate selected by the Board is on the ballot.
- F. If the President cannot attend the election meeting to vote for a District Administrator, he/she will give a letter addressed to the District Administrator giving full proxy rights to his/her designated representative. The President's representative **MUST** be a current Board member. The President's representative is governed by the same rules as the President within these by-laws as to the voting for a new District Administrator.

### **Section 2: Donations**

Donations of League funds or property, (such as equipment, snack bar supplies or excess snack bar food) may be made to worthy causes such as local charities or other leagues that are in need of equipment, etc. Cash donations may be made as long as they support the league and its community and are made to fulfill the objective of NMVLL as outlined in Article II of the NMVLL Constitution. All donations are restricted to the limits set forth below:

- A. The maximum the league can donate in any year is \$1,500.00; this includes all types of donations, cash, equipment, food, supplies, etc.
- B. No recipient can receive a donation or donations totaling more than \$500.00 in a year, this includes all types of donations, cash, equipment, food, supplies, etc.
- C. The President may authorize a donation of up to \$150.00, but is restricted to one such donation during a year. The Board may authorize a donation up to \$500.00. Any donation in excess of \$500.00 must be authorized by a majority vote of the membership.

**Section 3: League Structure**

The following table represents the divisions for which players of the ages specified may qualify to play:

<b>DIVISION</b>	<b>AGES</b>	<b>SELECTION PROCESS</b>	<b>APPLICABLE NOTES</b>
Big League	16, 17, 18	Tryout and Draft	B
Seniors	14, 15, 16	Tryout and Draft	A, B
Juniors	13, 14	Tryout and Draft	A, B
LL Majors	10, 11, 12	Tryout and Draft	A, B, C, D
Minor AAA	9, 10, 11, 12	Tryout and Draft	B, C, D, E, F
Minor AA	8, 9, 10, 11	Tryout and Draft	B, G
Minor A	7, 8, 9	Tryout and Draft	H, I
Coach Pitch	6, 7	Tryout and Assigned by Division Rep	H, I
Tee Ball	5, 6	Assigned by Division Rep	

**NOTES:**

- A. All non-returning player candidates must try out to be eligible to play Little League, Majors or Seniors with the exception of those players who have received an approved excused absence by the Board of Directors.
- B. Any player candidate (in all divisions except Minor (Single) A and T-ball) who does not attend tryouts, and who has not received an approved excused absence from the Board of Directors, will be suspended from participating in the first played game of the season.
- C. In the Little League Major Division, each team shall have no more than one 10 year old player per team, unless all eligible 11 and 12 year olds have been drafted into the Little League Major Division (exception as noted in Draft section of these rules).
- D. All 12 year olds must be drafted by Little League Major team, unless safety of a child is in jeopardy, as determined by the player agent and approved by the Board. Once the board has approved, a waiver is submitted to District. The District Administrator must approve the waiver for the player to play in AAA.
- E. All returning Minor AAA players, not drafted by a Little League Major team, must be drafted by a Minor AAA team.

- F. In the Minor AAA Division, each team shall have no more than 2 9 year old players per team, unless all eligible 10, 11 and 12 year olds have been draft into the LL Majors or Minor AAA Divisions.
- G. At the discretion of the Board of Directors, participants league age 8 (with written permission from their parents) may be eligible to be drafted and participate at the Minor AA level if needed to complete Minor AA teams. There is a maximum of two 8 year olds per AA team with the Board to place additional 8 year olds as needed to fill a 12-player roster.
- H. At the discretion of the Board of Directors and upon written request from a parent, league age 9 year olds may be allowed to participate in the Minor A Division, or league age 7 year old may be allowed to participate in the Tee Ball/Coach Pitch Division, provided:
  - a. The safety of the child is not in jeopardy
  - b. The safety of the children the child will be playing with are not put in jeopardy by a child playing in a lower division
- I. At the discretion of the Board of Directors, participants repeating League age 6, having completed one year of Coach Pitch, may be eligible for Minor A teams, with the written permission of their parents if roster space permits.

#### **Section 4: Game Schedule Information by Division**

- A. The Little League Minor A program may consist of two divisions and will have a first half/second half-season game schedule.
  - a. The first half of the season will be considered “non-competitive” (no score keeping, no win/loss records kept) and will be played inter-division. Every player must play a minimum of two defensive innings in the infield (catcher’s position included).
  - b. The second half of the season will be competitive and may be played intra-division. Score keeping and win/loss records will be maintained. A player must play a minimum of one defensive inning in an in-field position. Second half standings will be used to determine tournament seeding but will not result in trophies (see Section 8E).
  - c. If 2 teams finish with the same record in a division, a one game playoff will be played to determine first and second place local tournament seeding for that division. In the event a playoff game cannot be scheduled, or if it is for other than first/second place seeding, the following criteria will be used in the order indicated:
    - i. Head-to-head record for the entire season
    - ii. Coin toss
    - iii. If more than two teams are tied, the head-to-head record will be used, if applicable. Otherwise a coin toss will be used.
- B. Little League Majors, Minor AAA and Minor AA programs will play one overall season. In AAA and Majors, season overall winner will be the first seed for TOC. The second seed will come out of the Local Tournament. All teams in each division will participate in the Local Tournament. If the season winning team wins the Local Tournament, then the second place team in tournament will be the second TOC team. If the season winning team does not come in first in the Local Tournament, then the winner of the Local

Tournament will be the second seed for TOC. If a tie exists, the tiebreaker criteria in b below will be used.

- a. In AA, the first four will be considered practice and will not count toward standings.
  - b. In the event of a tie for first place for season standings, a playoff game will be scheduled to determine overall winner. In the event the playoff game cannot be scheduled, the following criteria will be used in the following order:
    - i. Head-to-head record for the entire season
    - ii. Coin toss
    - iii. If more than two teams are tied, the head-to-head record will be used, if applicable. Otherwise a coin toss will be used.
- C. Juniors may play a regular season inter-league game schedule. First place and second place teams shall be determined by the regular season overall record. In the event of a tie, the following criteria shall be used, in the following order:
- i. Head-to-head record
  - ii. In the event of a tie for first and/or second place, a playoff game will be held
  - iii. Coin toss
  - iv. If more than two teams are tied, the head-to-head record will be used if applicable. Otherwise a coin toss will be used.
- D. Regular season schedule and division standings for the Seniors will be determined by the governing district inter-league committee unless modified by the Board of Directors.
- E. All Major division and Minor division make-up games will be played on the first available date – within two weeks of the originally scheduled date, as weather and league scheduling permits, and may be determined by the respective Division Representative.
- F. A Saturday game that falls under the Little League continuation rule cannot be rescheduled until after Wednesday of the following week.
- G. The following time restrictions apply only if another game scheduled after the game being played will be impacted (otherwise, the umpire-in-chief will determine game completion in accordance with Little League rules):
- a. In the Little League divisions (except Majors), no new inning will start after 2 hours and 15 minutes. For Single A, no new inning will start after 1 hour and 45 minutes.
  - b. In the event of a major field weekday double header, no new inning will begin after 6:15pm and all play will cease at 6:30pm (this pertains to the first game played).

**Section 5: Drafting**

- A. The following applies to AA, AAA, Majors, Junior and Senior Divisions: Manager draft order to be assigned at the draft meeting by lottery. The draft shall proceed in serpentine fashion until each team has the pre-designated number of players. All players who played in a division in the **2009** season who have not been previously drafted in a higher division must be drafted in that division. Manager's children must be picked in the appropriate round in accordance with Little League Guidelines.

- B. Single A teams will be formed as follows. Each Single A manager will turn in evaluation sheets to Single A Representative with four picks (including their child) for their team. Based on the tryout, the Single A Representative will review, rate and complete rosters for each team working around the manager picks, however it is not guaranteed managers will get all of their picks.
- C. The managers within each division will make their selection in an open verbal draft. **All trades must take place immediately following completion of each draft and will have a 30 minute time limit. Once the draft is adjourned, the rosters are final.**
- D. If siblings are drafted in the same division, they will be drafted on the same team unless otherwise requested.
- E. All sixteen and fifteen-year old players must be drafted into the Senior Division except for those who are determined to be a safety risk if they played at the higher level.
- F. Coach Pitch/Tee Ball – the division representative shall be responsible for placing all prospective player candidates on teams. Teams shall be comprised of equal numbers of returning players and new players as much as possible, and by neighborhood areas as much as possible.

#### **Section 6: Player Participation**

- A. A player not in attendance at the beginning of the game should be listed as absent on the line-up card. If the player shows up late, the manager must advise the chief umpire and opposing manager and declare whether or not the latecomer will be played in the game or disciplined. If the manager informs the chief umpire and opposing manager the child will not play, he or she cannot enter the game unless the team is unable to field nine players. If the manager informs the chief umpire and the opposing manager that the child is eligible to play, then the child must complete the required amount of play to comply with Little League Regulation IV (i). Exception, the child arrives too late to comply with the regulation or the game is shortened due to weather, lights, or mercy rule.
- B. Substitution rules for Senior, Junior and Little League Major Divisions shall be the same as specified by the Little League Playing Rules except that during a complete game (six complete innings, seven for Juniors and Seniors) each participating player shall play a minimum of nine defensive outs and bat at least one time.
- C. If less than six full innings are played – or seven for Juniors and Seniors – then six defensive outs and one at-bat are required.
- D. Minor AAA, Minor AA:
  - a. Managers shall substitute defensive players every other inning. Players may not sit out two consecutive innings in a row.
  - b. No player can sit out more than two innings in a regulation game (6 innings).
  - c. Exception: In the case of injury or illness a player may sit out more than 2 innings, however the manager MUST inform the chief umpire and the opposing manager and scorekeeper.
  - d. Managers must report players sitting out during each inning to the official scorekeeper.

E. Minor A:

- a. Players may not sit out two consecutive innings and must play one defensive inning in an infield position.
- b. No player may sit out a second inning during a game unless all other players on that team have sat out or will be sitting out one inning at the same time.
- c. No player may sit out a third inning during a game unless all other players on the team have or will be sitting out for a second inning at the same time.
- d. Managers must report players sitting out during each inning to the official scorekeeper.
- e. During the first half of the season (which is non-competitive) every player must play a minimum of two defensive innings in an infield position (catcher's position included).

**Section 7: Player Loss and Movement**

- A. Player Agent will accept a waiting list in numerical order based on the time of late registration and will be maintained through the season. For the 2010 season, closure of registration will be May 1, 2010 with the exception of athletes returning from High School sports.
  1. Any five year olds who register late will be assigned directly to a Tee Ball/Coach Pitch team, to a maximum of 15 players. Any late registering 6 year olds will be assigned to either a Tee Ball/Coach Pitch team to a maximum of 15 players.
  2. Any seven or eight year old that registers late will be assigned directly to a Minor A team.
  3. Little League Majors must maintain a twelve player roster for the season.
  4. Seniors – the number of players will be determined each year by the Board of Directors depending on the number of High School players return to the league.
- B. Openings on a Team Roster in All Divisions:
  1. When an opening occurs on a team roster (as defined in Regulation III(d) of the Operating Manual governing Little League Major play), the manager must notify the Player Agent within 24 hours of the opening. Reporting should be done by telephone and in writing.
  2. This opening must be filled within one calendar week after notification. Managers must submit replacement choices (minimum of three in order of preference) in strict confidence to the Player Agent within 72 hours (excluding Sunday).
  3. Players selected for assignment must join their new team by the first Monday after selection.
  4. Age limit restrictions referenced in Section 3 do not apply to player movement during the 2<sup>nd</sup> half of the season.
- C. Openings in the Senior Division
  1. Openings in the Senior Division will be filled first from a waiting list of 16 and 15 year olds, then from 14-year old players on the Junior rosters.
  2. 14-year olds cannot go directly from a waiting list to the Senior Division, unless all 14 year-olds in the Junior division refuse to fill the vacancy in the Senior Division.
- D. Openings in the Junior Division

1. Openings on any Junior team roster will be filled from the waiting list in the order the Senior League Player Agent registered them.
- E. Openings in Little League Majors
1. Openings on Little League Major rosters will be filled **first by any 12 year-olds on the waiting list and then from the Minor AAA rosters.**
  2. If a player is asked to move up to the Little League Major Division, within the first six scheduled games of the season, (including the 6<sup>th</sup> game), and he or she refused to move up, that player forfeits his or her right to play in the Major Division for the remainder of the season. In addition, the player that refuses to move up will be re-assigned to that team which eventually loses a player to fill the vacancy. (Note: for this rule it's the 6<sup>th</sup> scheduled game of the team giving up the player not the 6<sup>th</sup> scheduled game of the team taking the player.)
  3. If a vacancy occurs after the 6<sup>th</sup> scheduled game, the player or players asked to fill the vacancy has the option to do so or remain with his or her current team and will not be reassigned to the team that fills the vacancy. Any player who chooses to remain with their current team forfeits his or her right to play in the Major Division for the remainder of the season.
- F. Openings in Minor AAA
1. Openings in Minor AAA rosters will be automatically filled with the first available 11 year old on the waiting list.
  2. If there are no eligible 11 year-olds, available, the manager shall select the next available Minor AAA player from the top of the waiting list. If there is no waiting list, the manager shall select any active Minor AA player. If a player is selected from the Minor AA Division he or she must be of league age 9 or older, per Section 3. If a child refuses to move up to Minor AAA from Minor AA they can stay on their Minor AA team but forfeits his or her right to play in the Minor AAA division for the remainder of the year.
- G. Openings in Minor AA
1. Openings on a Minor AA team roster will be filled from the waiting list.
  2. Only nine, ten and eleven year olds are eligible.
  3. If there is no waiting list and a team is below 12 players, a qualified 8 year-old, per Section 3(G), may be moved to Minor AA.
  4. The movement is to be coordinated by the Minor AA representative and the Minor A representative and the Little League Player Agent.
  5. The movement must occur prior to the 6<sup>th</sup> scheduled game of the Minor AA team needing a replacement player. If a child refuses to move up to Minor AA from Minor A they can stay on their Minor A team but forfeits his or her right to play in the Minor AA division for the remainder of the year.
- H. The name of any player missing **a combination of three** consecutive League games **or** practices must be given to the Player Agent within 24 hours after the third game missed. Failure to do so may result in the team manager's suspension of three games.
- I. There will be no replacements allowed from a Minor team if either team has two weeks or less of the regular season remaining, excluding make-up games, tie make-up games or playoff games.

- J. The Player Agent is the only person authorized to contact the player or his/her parent involved in any draft to a higher division. Any violation of this may lead to disciplinary action towards the person(s) involved by the Board of Directors.

### **Section 8: Managers, Coaches and Umpires**

- A. Any manager that does not attend one of the Rules Clinics offered by the League or cannot show proof of having attended one offered by another league will be suspended from participating in the first two played games of the season. It is mandatory that approved coaches attend the rules clinic as well or face suspension of the first game of the season.
- B. Two adults per team (other than the manager or coaches) with the intention to umpire are required to attend one of the Rules Clinics offered by the League or District.
- C. Any person involved in manager selection committees, draft proceedings or all-star selection is not to disclose anything regarding the process to anyone outside of these proceedings. Should the Board of Directors determine that any breach of confidence has occurred, they may take disciplinary action, as they deem appropriate, up to and including suspension.
- D. All pitching machines will remain at the Youth Athletic Park fields and are only used for practice on the fields at the Youth Athletic Park. No transporting of machines is allowed.
- E. No maintenance of the machines will be performed by any managers, coaches or umpires, especially wheel maintenance. The only item to touch the wheel is the pitched baseball and a towel if wheel becomes too damp. Please report any malfunctions to the Equipment Coordinator.

### **Section 9: Tournaments**

NMVLL teams may participate, at Board discretion, in the following post-season tournaments as indicated.

- a. All Little League division teams shall participate in the NMVLL Local Tournament,
- b. All Junior, two Major and two AAA teams shall participate in the District sponsored Tournament of Champions.
- c. Junior and Senior teams may participate in post-season tournament games as directed by their applicable inter-league committee.

\*Exception: Any team not fulfilling their snack bar requirement as set forth by the Snack Bar Coordinator will not be allowed to participate in any post season tournament (Local League or TOC).

\*Exception: Any team not fulfilling their umpire requirement of ten games during the season as set forth by the Chief Umpire will not be allowed to participate in any post season tournament (Local League or TOC).

- A. Division winners will seat post season tournaments based on their regular season overall standing in the same order as determined in Section 4 for their respective divisions.

- B. All players on each team's roster shall participate in each official tournament game unless approved otherwise by the Board of Directors.
- C. All NMVLL Local Tournament games will be played using Regular Season and Local League rules. During a local tournament, the time limit will be lifted in the event of a tie game. A winner must be decided. All other tournament games will be played using Little League Tournament rules.
- D. For the NMVLL Local Tournament at Single A and AA levels, the winners and runners-up in each division will receive First and Second place tournament trophies. All other Single A division players will receive participation trophies. AAA and Major Local Tournament winner are rewarded by advancing to TOC.
- E. NMVLL will participate in the Little League All-Star tournament with the following teams determined by Section 10 selection criteria:
  - One Senior All-star team
  - One Junior All-star team
  - One Little League Major All-star team
  - One 11 year old All-star team
  - One 9/10 All-star team
  - One 9 Tournament team

### **Section 10: All-Stars**

A. 9s – Senior All-Stars (Rules below apply to all Divisions. Division specific rules follow under respective division sections)

1. Teams will roster up to twelve players with the All-Star Manager having the option to roster up to fourteen.
2. The Little League and Senior League Player Agents will accept all manager candidates and submit to the Board of Directors for interview and selection process.
3. Prior to the beginning of each player selection process, the All-Star Manager will advise the All-Star Selection Committee (as described in each section below) of the number of players he wants to complete his roster. Once voiced to and approved by the Committee, the All-Star Manager may **not** change his mind nor may the Committee add more players to the respective roster.
4. Ballots will include players' names, numbers, age, team and division played in during the regular season.
5. Players may not vote for players from their own team, except Seniors, nor can they vote for themselves. Managers and two rostered coaches may vote for all players including players from their own team. Each player, manager and coach may vote for no fewer than seven players and no more than twelve players on one ballot.

Votes will be weighted as follows:

Player votes = one vote

Coach votes = 2 votes

Manager votes = 4 votes

6. Players failing to fulfill the previous year All-Star commitment are subject to board approval to be allowed to be eligible for the current year All-Star selection.
7. Replacement players may be chosen by the All Star Manager with the approval of the League President or his/her designated appointee. The replacement players must come from the nominated pool of players.
8. The League President will set voting times and procedures.
9. All players receiving votes will be placed in most votes received order. Draft procedures apply. If the Selection Committee does not agree with a pick from the All Star Manager, discussion will be made. Final decision if the Committee cannot come to an agreement is made by League President.
10. The Board of Directors will determine any other All Star Team entries and selections.

B. Seniors

1. The Senior Player Agent shall accept manager candidates, as approved by the Board of Directors.
2. The All-star manager shall choose the All-star coaches from among the Board approved managers and coaches in the Senior Division.
3. All Senior players will be listed on the ballot, except Senior players of league age 14 that ASK that their name be removed from the ballot. Players of league age 14 that have asked that their name be removed from the ballot are allowed to vote for the Senior All-stars.
4. If a 14 year old is selected to the Senior All-stars he/she is ineligible to participate in the Junior All-stars. All 14 year olds must be informed of this prior to All-star selection and ballot preparation by the Senior Player Agent.
5. Replacement players may be chosen by the All-star Manager with the approval of the League President or his/her designated appointee. The replacement players must come from the nominated pool of players. If a 14 year old was not selected and is in the top 25 vote-recipients but is selected to the Junior All-stars he/she is ineligible to be a replacement player for the Senior All-stars.

B. Juniors – 13 & 14 Year Olds

1. The Senior Player Agent shall accept Manager candidates, in the Junior division, as approved by the Board of Directors.
2. The All-star manager shall choose the All-star coaches from among the Board approved managers and coaches in the Junior division.
3. All players of league age 13 & 14, whether they played in the Senior or Junior division will be listed on the ballot, except players of league age 14 that have asked that their names be taken off the ballot. Players of league age 14 that have asked that their names be removed from the ballot are ineligible for the Junior All-stars; however they are allowed to vote for the Junior All-stars if they played in the Junior division. Fourteen year olds who played in the Senior Division cannot vote for Junior All-stars even though they may be on the Junior ballot.
4. Any 14 year-old that played in the Senior division, and was not selected to the Senior All-stars, will be added to the All-star pool for Juniors.
5. If a 14 year old, which played in the Senior division, is selected to the Senior All-stars he/she is ineligible to participate in the Junior All-stars. All 14 year olds must be informed of this prior to the All-star selection and ballot preparation by the Senior Player Agent.
6. Replacement players may be chosen by the All-star manager with the approval of the League President or his/her designated appointee. The replacement players

must come from the All-star pool. If a 14 year old was in the All-star pool and was selected to the Senior All-stars he/she is ineligible to be a replacement player for the Junior All-stars.

C. Little League – 11 & 12 Year Olds

1. The Little League Major old All-star selection committee shall consist of the following voting members:
  - \* All managers from the Major division, or appointed representative if manager cannot attend.
  - \* One manager from the AAA division selected by the Major division representative
  - \* The Little League Major All-star manager as selected by the Board of Directors
2. The Little League Player Agent shall accept manager candidates from official managers and rostered coaches only, in the Little League Major division, as approved by the Board of Directors.
3. The All-star manager shall choose the All-star coaches from among the Board approved managers and coaches in the Little League Major division.
4. All players will be listed on the ballot, except league age 10, playing on a Little League Major Team. Players of league age 10, on a Little League Major team are allowed to vote for the Little League Major All-stars.
5. All 11 and 12 year old players will be listed on the ballot, except for the Major players of league age 11 who ASK that their name be removed from the ballot. Players of league age 11 who have asked that their name be removed from the ballot are allowed to vote for the Little League Major All-Stars.

D. Eleven Year Old All-stars

1. Any individual who meets Little League, District 68 and MNVLL qualifications may apply to the Board of Directors as manager of the 11-year old All-star team.
2. The 11-year old All-star selection committee—shall consist of the following voting members:
  - \* All managers from the Major and AAA division, or appointed representative if manager cannot attend.
  - \* One manager from the AA division selected by the AAA division representative
  - \* The 11-year old All-star manager as selected by the Board of Directors
3. The Major division representative will be responsible for overseeing the selection of the committee members and supervising the selection process. The Major division representative is not a member of the selection committee and therefore cannot vote.
4. Selection of the AAA manager and AA manager should be made prior to the start of the season and submitted to the Board of Directors for their approval. Should a committee member not be able to complete his responsibilities outlined herein, the Major division representative may nominate an approved coach from the same team (if Major manager) or another manager from the same division (if AAA or AA manager).
5. All NMVLL players of league age 11 who meet Little League criteria are eligible for consideration.

E. Nine and Ten Year Old All-stars

1. There will be one 9/10 year old All-star team. All NMVLL players of league ages 9 or 10 who meet Little League criteria are eligible for consideration.

- Any individual who meets Little League, District 68 and NMVLL qualifications may apply to the Board of Directors as manager of the 9/10 All-star team.
- The AAA division representative will be responsible for overseeing selection of the committee members, and supervising the selection process. The AAA division representative is not a member of the selection committee and therefore cannot vote.
- The 9/10 All-star selection committee shall consist of the following voting members:
  - i. All managers from the AAA and AA division
  - ii. One manager from the Major division selected by the AAA division representative
  - iii. The 9/10 All-star manager as selected by the Board of Directors
- Selection of the AA manager and Major manager should be made prior to the start of the season and submitted to the Board of Directors for their approval. Should a committee member not be able to complete his responsibilities outlined herein, the AAA division representative may nominate an approved coach from the same team (if AAA manager) or another manager from the same division (if AA or Major manager).

F. Nine Tournament Team

1. There will be one 9 year old Tournament team as long as South or another league in District is hosting said tournament in any given year. All NMVLL players of league ages 9 are eligible for consideration.
2. The AAA division representative will be responsible for overseeing selection of the committee members, and supervising the selection process. The AAA division representative is not a member of the selection committee and therefore cannot vote.

**Section 11: Local Playing Rule Variations**

Senior and Junior Division

1. A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams are facing a shortage of rostered players for a regular season game. The following guidelines must be followed:
  - The Senior League Player Agent will create and run the pool. The Player Agent will use the pool to assign players to teams that are short of players on a rotating basis
  - Managers and/or coaches will not have the right to randomly pick and choose players from the pool
  - Players used from the pool will not be allowed to pitch or catch, except during the player's regular season scheduled game
  - Pool players who are called and show up at the game site must play at least nine consecutive defensive outs and bat once. Pool players should be used as substitutes and not start or play more than available rostered players. (Pool players shall be used to bring the game roster to no more than 10.)
  - If inter-leaguing and the opposing team's league does not allow the use of pool players, an agreement must be made prior to the start of the season on the use of pool players by NMVLL teams
2. Mercy Rule: If after five innings – 4 ½ innings if home team is ahead – if one team has a lead of ten runs or more, the manager of the team with the least runs must concede the victory to the opponent.
3. Juniors will bat Continuous Batting Order (CBO) the entire season. A continuous batting order will include players on the team roster present for the game batting in order. Each

player would be required to bat in his/her respective spot in the batting order. However, a player may be entered and/or re-entered defensively in the game anytime provided he/she meets the requirements of mandatory play.

- a) If the batter is injured and cannot complete his "at bat", the last out will assume the count and complete the "at bat".
- b) Managers must report defensive substitutions to the official scorekeeper each inning.
4. Juniors will inter-league with other leagues from District 68. There may be two divisions in Juniors – a National division consisting of at least eight 14 year olds per team, and an American division. For draft purposes, the National team will draft first in the presence of all junior managers, player agent and District representative. Then the American teams will draft in normal draft procedure with all junior managers, player agent and District representative present. Both the Senior Player Agent and Little League Player Agent will attend Junior tryouts and rate players.
5. Returning high school players age 14 – 16 will be placed in the Senior Division upon release from high school when a National Junior team is in place for that season. Otherwise, 14 year olds have the option of returning either to Juniors if a team has an opening or to Seniors.

#### Little League Major Division

1. Mercy Rule: If after four innings – 3 ½ innings if home team is ahead – one team has a lead of ten runs or more, the manager of the team with the least runs must concede victory to the opponent.
2. A continuous batting order that will include players on the team roster present for the game batting in order. Each player would be required to bat in his/her respective spot in the batting order. However, a player may be entered and/or re-entered defensively in the game anytime provided he/she meets the requirements of mandatory play.
  - c) If the batter is injured and cannot complete his "at bat", the last out will assume the count and complete the "at bat".
  - d) Managers must report defensive substitutions to the official scorekeeper each inning.

#### Minor, AAA, Minor AA

1. Mercy Rule: If after four innings – 3 ½ if home team is ahead – one team has a lead of fifteen runs or more, the manager of the team with the least runs must concede the victory to the opponent.

#### Minor AA Division only

1. There is no stealing home. A runner on third may only advance on a batted ball, sacrifice or when forced home.
2. A base runner on third may not advance on a passed ball or errant throw back to the pitcher.
3. The first four games played will not count toward standings. Games not completed will not be made up; pitching and player participation rules will be in effect.
4. If an 8 year old pitches 36-40 pitches in a day, two calendar days rest must be observed.
5. If an 8 year old pitches 41-50 pitches in a day, two calendar days rest and a game must be observed.

#### Minor A Division only

1. Pitching Rules – A pitching machine operating by the offensive team's manager or coach (known as the offensive pitcher) shall be utilized to provide the pitched balls to the batter as follows:
  - The batter may swing at all of the five pitches regardless of the number of strikes

- The batter shall run on any fairly hit ball and the defensive team shall play to put him/her out. The batter may not walk or be awarded first base by being hit by the pitch
  - Intentional bunting is NOT allowed
  - The batter shall be out on the fifth pitch if the ball is not hit. A foul ball on the fifth pitch or ensuing pitch allows for an additional pitch unless caught by the catcher
  - If the ball hits the pitching machine, the ball is “live” on a batted ball, unless it settles foul
  - If the ball lodges or loops under the machine or hits the pitching coach, the ball is dead, runners advance one base and batter gets first base
  - If the offensive pitching coach intentionally interferes with a batted ball, the batter will be called out
  - Pitching coach may coach the batter only. Once the ball is in play, the pitching coach must cease from coaching
2. Pitching distance shall be 40’; bases shall be 60’. Defensive pitcher must stand within a 10’ diameter marked area with at least one foot in the circle and cannot leave the area until after the pitch crosses the plate.
  3. If ten or more players are available, ten must take the field during the non-competitive part of the season. Four of these players must play the outfield. Fields will be properly lined, distinguishing the infield from the outfield. If no line, it is left to the discretion of the umpire.
  4. Managers must substitute defensive players every other inning. Players may not sit out two consecutive innings.
  5. A player who arrives after the beginning of the game must go to the bottom of the batting order.
  6. Stealing of bases is not allowed.
  7. Once the pitcher has possession of the ball from a throw, within the pitching circle, or if the thrown ball becomes trapped under the pitching machine, regardless of whether a defensive play is made, and the runner is not over half way to the next base, the base runner must return to the prior base. If no base runner advances and an infielder has control of the ball, the umpire will call time and terminate the play. Umpire’s judgment as to the location of the runner is final.
  8. The infield fly rule will not apply to this division.
  9. There is no mercy rule for this division.
  10. Unless otherwise stated herein, all other rules from the “Official Regulations and Playing Rules” shall apply.
  11. Outfielders cannot make defensive plays that should be completed by an infielder. Outfielders must stay behind the line dividing the infield from the outfield.
  12. Field set up and tear down for each Single A game will be completed as follows:  
 Home team is responsible for setting up field – this includes getting pitching machine, power cords from shed and setting up in a responsible manner on the designated game field. This should be taken care of by the first Home team to play on that designated Single A field of the day.  
 Visiting team is responsible for tear down – this includes putting away pitching machine, power cord in shed in a responsible manner. This should be taken care of by the last Visiting team to play on that designated Single A field of the day.

#### Coach Pitch/Tee Ball Division

1. Defensive positions must be rotated each inning giving each player a minimum of one inning at an infield position.
2. The Coach Pitch/Tee Ball program will not keep score or division standings.
3. The Coach Pitch/Tee Ball division teams will be comprised of 4 (with letter from parent and at discretion of the board), 5, 6 and 7 year old players. The first 10 games of the

season will be played as Tee Ball games with ALL batters regardless of age hitting from the Tee. After the completion of the 10<sup>th</sup> game, the teams may elect to have coaches pitch to the batters. It is at the discretion of the Manager to determine if all players are ready for coach pitch, or if only some should be pitched to. All batter rules apply to either the tee ball batter or the coach pitch batter.

4. Batting rules – Tee Ball: The ball is placed on the tee, from which it is hit by the batter.
5. Coach Pitch: Each batter can receive up to four pitches from a coach on their team. The coach shall position himself/herself approximately 20' from the hitter and should attempt to not obstruct the opposing pitcher. If after four pitches the batter has still not hit a fair ball into play, the batter must place the ball on the tee and then hit. The coach pitcher will leave the field while the batter hits off the tee. If the hit ball strikes the coach pitcher, the ball is ruled dead and the player is awarded first base. Coach pitchers should take all measures to avoid interfering with the ball in play or any of the fielders on the defensive team. Coach Pitch & Tee Ball: The batter shall run on any fairly hit ball and the defensive team shall play to put him/her out. The batter shall not be allowed to bunt and may not take a half swing or swinging bunt. If, in the umpire's judgment, the batter was not taking a full swing, the batter may be called back and must take that swing over.
6. Pitching position – 34', bases 50'.
7. A team will be comprised of a maximum of 15 players.
8. The defensive team must field all eligible players. The infield shall consist of no more than six players as follows: defensive pitcher, catcher, first base, second base, third base and shortstop. The outfield shall consist of all remaining players. No outfielder may make a "force play" at any base by catching a ball and stepping on a base, but must throw the ball to an infielder to make such an out. All eligible players must play defense.
9. The offensive team lists its entire roster in the order that they will bat. Any player who arrives after the beginning of the game must go to the bottom of the batting order.
10. A team must field a minimum of nine players, if this is not possible, make-up games may be scheduled at the discretion of the Division Representative.
11. An inning shall be comprised as follows:
  - All eligible players will bat in each inning. The bases will be cleared after each third out. For the last batter, the last eligible batter rule shall apply.
  - The last eligible batter may be retired in a conventional manner, but also can be retired by possession of the ball by a defensive player standing on home plate. **In the latter case, a tag on the runner is not necessary.**
  - When the last eligible batter comes to bat, it shall be assumed that the offensive team has two outs and all that is necessary to retire the last eligible batter is as stated in the previous paragraph.
  - Coaching – The conduct of managers and coaches shall provide a congenial environment that makes this program a fun learning experience. All players should be encouraged by managing personnel to do their best. The coaching must reflect positive and constructive direction tempered with patience. Coaches will be allowed to be on the field of play with the following restrictions:
    - Defense – there will be a maximum of four coaches.
    - Offense – in addition to a batting coach present at the tee, there will be a coach at the first base and third base.
    - If there are players located in the dugout, there must be a coach located in the dugout to maintain order and to assist with the batter order.
12. Base running – Runners must stay in contact with the base until the ball is hit. When players have advanced as far as possible without being put out, or have been retired, the Umpire shall call time and place the ball on the tee. When all defensive players are

in their proper positions, the umpire shall call "play ball" and the next batter takes his/her turn.

13. There is no base stealing. Runners can only advance after the ball is fairly hit.
14. A base runner may "tag up" and advance at his/her risk after a ball is caught. Since this constitutes a play started by a batted ball, the base runner may continue to advance and can attempt to score.
15. A base runner advance may be terminated when the ball is thrown to and reaches the general vicinity of the defensive pitcher, who must be in his/her assigned zone within the field of play. The base runner shall return to the prior base if he/she is not at least halfway to the next base when the ball reaches the vicinity of the defensive pitcher.
16. The infield fly rule will not apply to the Coach Pitch/Tee Ball Division.
17. A regulation game shall be a maximum of three full innings or 90 minutes, whichever occurs first. The season shall be no less than 14 games.
18. Protests are not permitted in the Coach Pitch/Tee Ball Division.
19. Recognition – There will be no official tracking of a team's win/loss record. Each participant in the NMVLL Coach Pitch/Tee Ball program will receive a memento at the League's Closing Day Ceremony.