



North Mission Viejo Little League
ID Number 405-55-07
2024 Local League Rules

Table of Contents

	Purpose of Local Rules	
Section 1	Donations	2
Section 2	League Structure	3-4
Section 3	Game & Tournament Information	4
Section 4	Drafting & Team Selections	5
Section 5	Player Loss & Movement	6
Section 6	Managers & Coaches	7
Section 7	All-Stars & Tournament Teams	7-8
Section 8	Local Rules & Regulations	9-13
	Majors	10
	Minors AAA	10
	Minors AA	10-11
	Minors A	11-12
	Coach Pitch	12-13
	T-Ball	13
Section 9	Pool Players	13-14
Section 10	Umpire Point System	15
Section 11	Refund Policy	16

Purpose of Local Rules

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.

Following are the Local League Rules for North Mission Viejo Little League (NMVLL). These rules are designed to ensure 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 it’s 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 1: 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:

1. The maximum the league can donate in any year is \$5,000; this includes all types of donations, cash, equipment, food, supplies, etc.
2. No recipient can receive a donation of more than \$1,000 cash in a year.
3. The President may authorize, without Board approval, a donation of up to \$150, but is restricted to two such donations during a year. The Board must authorize any donation up to \$1,000. Any donation in excess of \$1,000 must be authorized by a majority vote of the membership.

Section 2: League Structure

The following table represents the divisions for which players qualify to play based on league age.

Division	League Age	Formed	Notes
T-Ball	4, 5, 6	Assigned	
Coach Pitch	5, 6, 7	Assigned	
Minors A	6, 7, 8	Tryout & Draft	<ul style="list-style-type: none"> ● Age 8 minimum division
Minors AA	8, 9, 10	Tryout & Draft	<ul style="list-style-type: none"> ● Age 10 minimum division ● Age 8 allowed if drafted by Round 7, maximum of two allowed per number of teams
Minors AAA	9, 10, 11	Tryout & Draft	<ul style="list-style-type: none"> ● Age 11 minimum division ● Age 9 allowed if drafted by Round 7, maximum of three allowed per number of teams
Majors	10, 11, 12	Tryout & Draft	<ul style="list-style-type: none"> ● Age 12 minimum division ● Age 10 allowed if drafted by Round 7, maximum of one allowed per number of teams
Juniors	12, 13, 14	Tryout & Draft	
Seniors	14, 15, 16	Assigned	

1. Tryouts - All players candidates for Minors A, Minors AA, Minors AAA, Majors and Juniors must tryout to participate. Any player candidate who does not attend tryouts may have their playing time restricted for the first two attended competitive games of the season to blue book minimum play only, and may not pitch or catch.
2. Majors Division – Eligible 10 year olds may be drafted only within the first seven (7) rounds of the draft, and as long as there are roster spots available for all 12 year olds not yet drafted. There is a maximum allowable 10 year old players equal to one (1) times the number of teams in the division unless all eligible 11 and 12 year olds have been selected.
3. Minors AAA - All eligible 11 year olds not drafted into Majors shall be drafted to Minors AAA. Eligible 9 year olds may be drafted only within the first seven (7) rounds of the draft, and as long as there are roster spots available for all 11 year olds not yet drafted. There is a maximum allowable 9 year old players equal to three (3) times the number of teams in the division unless all eligible 10 and 11 year olds have been selected.
4. Minors AA - All eligible 10 year olds not drafted into Majors or Minors AAA shall be drafted to Minors AA. Eligible 8 year olds may be drafted only within the first seven (7) rounds of the draft, and as long as there are roster spots available for all 10 year olds not yet drafted.

There is a maximum allowable 8 year old players equal to three (3) times the number of teams in the division unless all eligible 10 and 11 year olds have been selected.

5. At the discretion of the Board of Directors, league age 9 year olds may be allowed to participate in Minors A, or league age 7 year olds may be allowed to participate in Coach Pitch.
6. Juniors will interleague with other leagues from District 68. Teams may play in three divisions in Juniors – a National division (60/90), a Central division (58/80 to 60/90) and an American division (50/79 to 54/80) based on age and playing level.
7. Exceptions to age restrictions may be made when the situation dictates and with Board of Directors approval.

Section 3: Game & Tournament Information

1. All NMVLL Divisions will play one overall regular season.
2. At the end of the regular season, a regular season champion will be determined in Minors A and above. Regular season standings shall be ordered by winning percentage. In the event of a tie at the end of the regular season, the tiebreaker rules will be:
 - Head-to-head record during the regular season;
 - Runs allowed per game during the regular season;
 - Coin Toss
3. All make-up games will be played on the first available date, and within two weeks of the originally scheduled date, as weather and league scheduling permits. The league scheduler or respective Division Rep is responsible for scheduling make-up games.
4. In the event of a Majors field weekday doubleheader, the originally scheduled teams will get the choice of which time slot they want to play in – early or late.
5. NMVLL will play a Local Tournament for Majors, Minors AAA, Minors AA and Minors A. Tournament brackets will be determined based on the number of teams and season length. Seeding is based on regular season standings.
6. District TOC – District 68 hosts a Tournament of Champions at the end of the season. NMVLL will send two (2) teams in the Majors and Minors AAA divisions to the District TOC.
 - o The regular season champions in Majors and Minors AAA receive the top seed from NMVLL in District TOC.
 - o NMVLL Local Tournament Champions in Majors and Minors AAA will be the second team representing the league in District TOC. If the regular season champion wins the NMVLL Local Tournament, then the second place team in the NMVLL Local Tournament will receive the second seed in District TOC.
7. Spectators that cause a disturbance during games with umpires, coaches, players or other fans, will be subject to discipline by the Board of Directors.

Section 4: Drafting & Team Selections:

NMVLL uses a draft for Minors A, Minors AA, Minors AAA, Majors and Juniors in order to balance competitiveness and allow managers to choose players based on their own individual criteria. Players must register prior to the Draft, and participate in player evaluations, to be eligible. Prior to the draft, the Player Agent will provide a list of all eligible players to the Managers for each division. Only players listed as eligible may be selected during the draft.

1. All divisions use the “re-draft” method, meaning teams are drafted from scratch each season.
2. Draft order will be determined before the draft by a lottery system. Managers will draw numbers to determine the order of player selection in the First round.
3. The draft shall proceed in serpentine fashion (snake draft) until each team has selected the pre-determined number of players.
4. Cell phone use will not be permitted during the draft. Draft cards must be returned to the Player Agent following the draft.
5. No player is to be contacted until the Player Agent has finalized the rosters and given authorization to Managers.
6. All returning players must be drafted into the same division or higher that they played in the previous Spring season (Fall Ball does not count as previous division level played).
7. There is no guarantee of selection to the division requested by the player. Parental requests to play for (or not for) a specific Manager will not be considered in Minors A or above.
8. All trades must take place immediately following the completion of the draft, and will have a 30-minute time limit. Once the draft is adjourned, all rosters are final.
9. The sibling of a drafted player is protected until the drafting team’s next selection. If the sibling is not selected at that time, they will be available to all other teams. It is expected that every effort will be made to ensure siblings are drafted onto the same team.
10. Manager’s children shall be protected from selection by another team through the round listed below based on age and division level. If there is more than one sibling of a Manager eligible, all siblings are protected by the specific round for that League Age.

Division	3rd Round	4th Round	5th Round
Minors A	8 yrs old	7 yrs old	6 yrs old
Minors AA	10 yrs old	9 yrs old	8 yrs old
Minors AAA	11 yrs old	10 yrs old	9 yrs old
Majors	12 yrs old	11 yrs old	10 yrs old

11. Juniors draft as follows:

- a) National division manager will draft complete teams first. Once completed,
- b) Central division managers will draft complete teams second. Once completed,
- c) American division will draft complete teams.

Section 5: Player Loss & Movement

1. Player Agent will accept a waiting list in numerical order based on the time of late registration and will maintain the list throughout the season.
 - a) Any four (4), five (5) or six (6) year olds who register late will be assigned directly to a T-Ball or Coach Pitch team, up to a maximum of ten (10) players per team.
 - b) Any seven (7) or eight (8) year olds that register late will be assigned directly to a Minors A team, up to a maximum of twelve (12) players per team.
2. When an opening occurs on a team roster (as defined by Regulation III(d) of the Operating Manual governing Little League play), the Manager must notify the Player Agent within 24 hours of the opening. Reporting should be done by phone and in writing.
 - c) This opening must be filled within one calendar week of notification.
 - d) Managers must submit replacement choices (minimum of three in order of preference) in strict confidence to the Player Agent within 72 hours of notification (excluding Sunday). This process is repeated until the roster spot has been filled.
 - e) A Player selected for assignment must join their new team as soon as possible, or by the first Monday after selection at the latest.
 - f) If a player selected to fill an open roster spot refuses to move up a division, that player will forfeit the right to play in the upper division for the remainder of the season.
 - g) Once the opening is filled, Managers in that division will be informed by the Player Agent within 24 hours of the new player on a roster.
 - h) The Player Agent is the only person authorized to contact the player or his/her guardian involved in any selection to a higher division.
3. Minors AAA – Openings in Minors AAA will be automatically filled with the first available 11 year old on the waiting list. If there is no eligible 11 year old available, the Manager shall be given the next available Minors AAA player from the top of the waiting list. The Player Agent will contact the parents and player.
 - i) If there is no waiting list, and the team is below 11 rostered players, the Manager shall select any active Minors AA player, as long as that player is 9 years old or older.
4. Minors AA - Openings in Minors AA will be automatically filled with the first available 10 year old on the waiting list. If there is no eligible 10 year old available, the Manager shall be given the next available Minors AA player from the top of the waiting list. The Player Agent will contact the parents and player.
 - j) If there is no waiting list, and the team is below 11 rostered players, the Manager shall select any active Minors A player, as long as that player is 8 years old or older.

5. The name of any player missing a combination of three consecutive games or practices without valid reasons must be given to the Player Agent within 24 hours after the third missed event.
6. There will be no replacements allowed in any Minors division if there are two weeks or less remaining in the regular season, excluding make-up or playoff games.
7. Medical Release – If a player is unable to play three or more games because of injury, a doctor's release will be required for the player to return to participation in practice or games.

Section 6: Managers & Coaches:

1. Rules Clinic - All Managers, as well as at least one official coach, are required to attend a Rules Clinic offered by NMVLL or District 68, or show proof of attendance at a Rules Clinic offered by another league or district. Any manager failing to comply may be suspended for two (2) games from participation, or as determined by the Board.
2. Coaches Clinic - All first-time Managers must attend a Coaches Clinic approved by the Board. All other Managers are recommended to attend a Coaches Clinic every two years. Coaches are highly recommended to attend Coaches Clinics as well.
3. Safety Meeting – All Managers are required to attend an NMVLL Safety Meeting. Coaches are encouraged to attend as well. Failing to attend may result in a two (2) game suspension.
4. Coaching Certificates – Managers and Coaches may be required to complete training certificates as determined by the Board and District 68 on an annual basis.
5. Any person involved in Manager Selection Committees, draft proceedings or All-Star selections is not to disclose anything regarding the process. 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.
6. All pitching machines will remain at the Youth Athletic Park fields, and are only used for practice on the fields at YAP. No transporting of machines is allowed. 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 a pitched baseball, and a towel if the wheel becomes damp. Please report any malfunctions to the Equipment Coordinator.
7. Any Manager who does not return the assigned equipment bag from the previous year may not be eligible to manage for the current season.
8. A Manager does not have the right to refuse umpire assignments during a game, doing so will cause an immediate ejection of the Manager and a two (2) game suspension.
9. Snack Bar Duties - The Manager of any team not fulfilling their snack bar requirement as set forth by the Snack Bar Coordinator may face discipline at the discretion of the Board.
10. The Manager of any team not fulfilling their umpire requirement during the season as set forth by the UIC may face discipline at the discretion of the Board.
11. Any manager practicing on fields that are closed by the City or Board will be suspended for a minimum of one (1) game. We have zero tolerance for this. It is a safety hazard and completely unacceptable.

12. Practice Times – The Division Rep shall be responsible for scheduling practice times at each level. All Managers must coordinate practice field times through the Division Rep.
13. The league provides Managers & Coaches with a game shirt. These shirts are to be worn during games, as you represent the league. If there is a need to wear something different than what is provided, please connect with the president to find a solution. The dress code for all Managers and Coaches on the field:
 - o No tank tops or other sleeveless shirts. No shirts with unacceptable advertisements or insinuations during practice (alcohol, drugs, sex, etc.).
 - o Nice shorts or pants – athletic pants and jeans. No holes in clothing.
 - o No backwards hats or pins on clothing or hats.
 - o Shoes must be closed-toed, sandals are not allowed. No metal cleats.

Section 7: All-Stars & Tournament Teams

Manager & Coach Selections:

1. The Player Agent will accept all manager candidates via written request or registration. Manager candidates must be a rostered manager or coach during the Spring season.
2. The Manager Advisory Committee shall discuss all managerial candidates and present their recommendation to the President. The President will choose the All-Star Managers and present his/her choices to the Board of Directors for final approval.
 - a) The Manager Advisory Committee consists of the Vice President, Umpire in Chief, Player Agent, respective Division Rep and three (3) other representatives as appointed by the President.

Player Selections & Voting:

1. All-Star teams will roster 12 to 14 players, at the discretion of the All-Star Manager.
2. Team Voting – The Player Agent shall conduct All-Star voting by players, Managers and rostered coaches at the Minors AA, Minors AAA and Majors division levels prior to the selection of the All-Star teams.
 - b) Each player, manager or coach is permitted to vote for up to ten (10) players in their respective division. Players and coaches count as one (1) vote, and Managers count as two (2) votes.
 - c) The Player Agent will compile voting totals for each division to be used as reference by the All-Star Manager and Selection Committee during All-Star team selections.
3. The All-Star Manager and Selection Committee will select the All-Star team for each respective age group via group discussion and voting. In the event that a majority of the Selection Committee does not agree with the Manager's player selection, the League President may make the final decision on that player's selection.
 - a) Little League Tournament Team Selection Committee shall consist of - All-Star Manager, all managers from the Majors Division (or approved representative if Manager cannot attend), Majors Division Rep and Player Agent. The Majors Division Rep will be responsible for supervising the selection process.

- b) 9-to-11 Tournament Team Selection Committee shall consist of - All-Star Manager, all managers from the Majors Division (or approved representative if Manager cannot attend), Majors Division Rep and Player Agent. The Majors Division Rep will be responsible for supervising the selection process.
 - c) 8-to-10 Tournament Team Selection Committee shall consist of - All-Star Manager, all managers from the Minors AAA Division (or approved representative if Manager cannot attend), Minors AAA Division Rep and Player Agent. The Minors AAA Division Rep will be responsible for supervising the selection process.
 - d) 8-to-9 District Tournament Team Selection Committee shall consist of - All-Star Manager, all managers from the Minors AAA Division and Minors AA Division (or approved representative if Manager cannot attend), Minors AAA Division Rep and Player Agent. The Minors AAA Division Rep will be responsible for supervising the selection process.
4. Players selected to an All-Star team may be required to fulfill a secondary uniform fee and additional volunteer commitments to be determined by the Board.
 5. In order to qualify for All-Star play, families must be in compliance with all registration fees, volunteer requirements and/or fund raising obligations, or have approval from the Board.
 6. Players failing to fulfill the previous years' All-Star commitment are subject to Board approval to be allowed to be eligible for the current year All-Star selection.
 7. Player Loss – If a player loss occurs, replacement players may be selected from the original pool of nominated players.

Section 8: Local Rules & Regulations

Local playing rules are rules that may differ from the Official Little League Blue Book. Managers and coaches are responsible for knowing both the Official Little League rules and any Local Rule variations.

Rules that govern all Divisions:

1. Lineup - Continuous batting order will be used. Managers will provide the chief umpire with their lineup card prior to the game. The lineup card will include all players on the team roster present for the game.
 - a) Managers must also provide the chief umpire with an up-to-date pitch count log for Minors AA and above prior to the game.
 - b) If a batter is injured and cannot complete his plate appearance, the last out will assume the count and complete the plate appearance.
2. Teams will be allowed to begin, or continue, a game with a minimum of eight (8) players. There is no penalty for skipping the 9th spot in the order.
3. Minimum play consists of two (2) defensive innings and at least one (1) plate appearance.
 - a) For the purposes of minimum play, an inning shall be defined as a full half inning – either by the team getting three (3) outs or an inning ending due to run limit.

- b) Players may not sit out defensively in two consecutive innings, until minimum play requirements are met.
 - c) In the case of injury or illness, a player may sit out consecutive innings or more than minimum play requirements, provided the Manager informs the chief umpire, opposing manager and scorekeeper.
 - d) Managers must report defensive players sitting out each inning to the umpire and official scorekeeper until minimum play is met.
 - e) Players repeatedly not attending team practices, and just showing up for games, may result in the player receiving Little League International's rule book minimum play of six outs and one at bat.
4. NMVLL will use blue book rule 4.10 covering run rules for Majors and Triple-A.
 - a) 15-run Rule – If after three (3) innings (or 2 ½ innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the game shall be considered completed.
 - b) 10-run Rule - If after four (4) innings (or 3 ½ innings if the home team is ahead), one team has a lead of ten (10) runs or more, the game shall be considered completed.
 - c) 8-run rule - If after five (5) innings (or 4 ½ innings if the home team is ahead), one team has a lead of ten (8) runs or more, the game shall be considered completed.
 5. Courtesy Runners – In Minors AA and above, courtesy runners are allowed for the pitcher and/or catcher of record with two outs in the inning. The courtesy runner must be the player who made the last out.
 6. Time Limits - There is no time limit for games in Minors AAA and above. Time limits for Minors AA and below are listed in the division rules.
 - a) The head Umpire may call a game due to darkness. The drop dead time for any game played on a field without lights is five minutes after sunset.
 7. Scorekeeper & Pitch Counter – The home team is responsible for providing an official scorekeeper and pitch counter in Minors A and above.
 - a) The scorekeeper's role is to keep score and maintain the score book.
 - b) The official pitch counter's role is to maintain the pitch count for both teams.
 - c) Scorekeepers and pitch counters should only communicate with the umpires.
 8. Game Balls – The home team is responsible for providing game balls for all games. In Minors AA and above, the home team will provide three (3) new game balls for each game.
 9. Umpires - The home team is responsible for ensuring there is an umpire for each game.
 10. Field Prep – The home team is responsible for field prep for each game. Field prep should be completed at least 45 minutes prior to the start of the game. Field prep consists of properly lining the foul lines and batter's box, as well as potentially filling holes on the pitcher's mound and/or dragging the infield dirt.
 11. In the event of a protest, the NMVLL UIC must be notified immediately before any more play continues. The NMVLL UIC will make the final ruling before a game can continue.

Division Rules

Majors Division:

- Infield Fly Rule is in effect
- Dropped third strike rule is in effect
- NMVLL will use blue book rule 4.10 covering run rules for Majors and Triple-A.
 - 15-run Rule – If after three (3) innings (or 2 ½ innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the game shall be considered completed.
 - 10-run Rule - If after four (4) innings (or 3 ½ innings if the home team is ahead), one team has a lead of ten (10) runs or more, the game shall be considered completed.
 - 8-run rule - If after five (5) innings (or 4 ½ innings if the home team is ahead), one team has a lead of ten (8) runs or more, the game shall be considered completed.

Minors AAA Division:

- An inning ends when the defensive team gets three (3) outs or the offensive team scores five (5) runs, whichever comes first.
 - For the last inning of the game, the five (5) run rule limit does not apply and the defensive team must record three (3) outs.
 - If a home run or ground rule double goes over the fence, then all runs that are forced in to complete the play will be counted, even if it surpasses five (5) runs. However, this only applies to balls that go over the outfield fence.
- Infield Fly Rule is in effect
- There is no dropped third strike
- NMVLL will use blue book rule 4.10 covering run rules for Majors and Triple-A.
 - 15-run Rule – If after three (3) innings (or 2 ½ innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the game shall be considered completed.
 - 10-run Rule - If after four (4) innings (or 3 ½ innings if the home team is ahead), one team has a lead of ten (10) runs or more, the game shall be considered completed.
 - 8-run rule - If after five (5) innings (or 4 ½ innings if the home team is ahead), one team has a lead of ten (8) runs or more, the game shall be considered completed.

Minors AA Division:

- An inning ends when the defensive team gets three (3) outs or the offensive team scores five (5) runs, whichever comes first.
 - For the last inning of the game, the five (5) run rule limit does not apply and the defensive team must record three (3) outs.
 - If a home run or ground rule double goes over the fence, then all runs that are forced in to complete the play will be counted, even if it surpasses five (5) runs. However, this only applies to balls that go over the outfield fence.
- All players must play one (1) defensive inning at an infield position. For Minors AA, an infield position is defined as P, C, 1B, 2B, 3B or SS. The player must play their (1) infield inning by the end of the 4th inning of the game.
- Runners may advance only one base at a time on a steal during the 1st Half of the Season (e.g. no advancing to third base on an overthrow of second base by the catcher). For the 2nd

Half of the season, a player may advance a second base on an overthrown ball during a steal attempt.

- No infield fly or dropped third strike rules.
- Pitchers may only throw a maximum of nine (9) outs in a game.
- Length of Game – At one (1) hour and third (30) minutes, teams will finish the current inning and umpire will declare the next inning to be the last inning. There is a drop dead time limit of (1) hour and fifteen (15) minutes.

Minors A Division:

- A maximum of ten (10) players will play in the field defensively – six (6) infielders and four (4) outfielders – for the entire season.
- An inning ends when the defensive team gets three (3) outs or the offensive team scores five (5) runs, whichever comes first.
 - For the last inning of the game, the five (5) run rule limit does not apply and the defensive team must record three (3) outs.
 - If a home run or ground rule double goes over the fence, then all runs that are forced in to complete the play will be counted, even if it surpasses five (5) runs. However, this only applies to balls that go over the outfield fence.
- There is a two (2) base maximum for both runners and batters all season long, unless a player hits a home run over the outfield fence.
- The batter/runner cannot advance on an overthrown ball to first base.
- Defensive Rules:
 - Players must play (2) two defensive innings at an infield position per game. For Minors A, an infield position is defined as C, P, 1B, 2B, 3B or SS.
 - An outfielder cannot make an out by tagging a base or tagging a runner. The outfielder must throw the ball to an infielder to record an out on a base runner. Outfielders must take a position behind the “15’ line” until the ball is put in play.
 - Catchers must be engaged in the proper position behind home plate.
 - Pitcher position must have one foot in the pitching circle/mound. The pitching circle will be a five-foot radius from the center of the pitching machine.
- A Player may not sit out a second inning during a game until all other players on the team have sat out one inning, or will be sitting out their first inning at the same time.
- Pitching Rules – A pitching machine operated by the offensive team’s manager or coach (known as the offensive pitcher) shall be utilized to provide pitched balls to the batter.
 - The pitching machine shall be set up approximately 42 feet from home plate, at a speed of 35-38 MPH. Both managers will agree upon a set speed for the entire game and cannot adjust the machine speed at any point during the game.
 - The batter will get five (5) balls pitched from the machine. He may swing at any of the five pitches regardless of the number of strikes.
 - The batter may not bunt, walk or be awarded first base by a hit by pitch.

- o The batter shall be ruled out if contact is not made on the fifth (5th) pitch of the at bat. A foul ball on the fifth pitch results in another pitch from the machine until a ball is put in play or no contact is made on the pitch.
- If a batted ball hits the pitching machine, or the operator feeding the machine, the ball is dead and the batter will be awarded first base. Any base runners will be awarded one base if forced to advance (only). However, if a batted ball hits any part of a defensive player prior to hitting the pitching machine, or operator feeding the machine, then the ball remains live and in play. 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.
- Stealing of bases, or advancing on wild pitches, is not permitted.
- No infield fly or dropped third strike rules.
- Four (4) adult coaches are allowed in the dugout. No coaches are allowed on the field during defensive play.
- Field Set Up –
 - o First Game of the Day – Home team is responsible for setting up the pitching machine prior to the game.
 - o Last Game of the Day – Home team is responsible for breaking down the pitching machine, rolling up the extension cords, and returning to the proper location.
- Length of Game - At one (1) hour and third (30) minutes, teams will finish the current inning and umpire will declare the next inning to be the last inning.

Coach Pitch Division:

- Recognition - There will be no official tracking of a team's win/loss record or score. Each participant will receive a memento or trophy at the end of the season.
- Games will be four (4) innings in length. Each team will hit their entire batting order each half inning.
 - o If a defensive out is made, the player will be removed from the bag. If three outs are achieved before the entire team has batted, the bases will be cleared and play will continue.
 - o An inning is over when the last batter of the inning reaches home plate safely, or the catcher, while in possession of the ball, steps on home plate. No contact is to be made by the runner with the catcher.
- During the 1st Half of the season, the coach pitches four (4) balls to each batter. If no contact is made on the fourth pitch, the fifth (5th) pitch shall be hit off a tee.
 - o During the 2nd Half of the season, a pitching machine will be used instead of a coach pitching. If no contact is made after five (5) pitches, then the sixth (6th) ball will be hit off a tee.
 - If the ball hits the machine, it is considered a dead ball single.
- The defensive team will field all players each inning. Players will rotate from infield to outfield each inning.

- Length of Game - At one (1) hour and third (30) minutes, teams will finish the current inning and umpire will declare the next inning to be the last inning.

T-Ball Division:

- Recognition - There will be no official tracking of a team's win/loss record or score. Each participant will receive a memento or trophy at the end of the season.
- Games will be four (3) innings in length. Each team will hit their entire batting order each half inning.
 - No outs will be recorded in T-Ball. All batters will remain on base.
 - An inning is over when the last batter of the inning reaches home plate safely, or the catcher, while in possession of the ball, steps on home plate. No contact is to be made by the runner with the catcher.
 - If a ball travels less than 10 feet into play, it will be considered a foul ball.
- Players will hit off a tee for the entire season.
- The defensive team will field all players each inning. Players will rotate from infield to outfield each inning.
- Players will advance one base only after the ball is hit.
- Protests are not permitted in T-Ball.
- Length of Game - At one (1) hour and third (30) minutes, teams will finish the current inning and umpire will declare the next inning to be the last inning.

Section 9: Pool Players

From Little League Blue Book – “To aid leagues that are having a difficult time getting enough players for their regular season teams the following option is available. 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 face a shortage of rostered players for a regular season game within their respective division. Players may not be “borrowed” from an opponent. They must be assigned by the player agent.”

1. NMVLL will create a list of pool players for Majors and Triple-A. The 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 game-by-game basis.
2. A manager must request a pool player if he will be unable to field a team of at least nine (9) players. The request must be made at least 24 hours prior to the scheduled game.
3. Only one (1) pool player will be allowed per team per game.
4. When a request is made, the player agent shall assign the player from the respective division at the top of the pool to the game. Only players from the same division may be eligible pool players. Managers and/or coaches will not have the right to randomly pick and choose players from the pool. If the player has a game conflict or is unable to participate, the player agent will move to the next player on the pool list.

5. A pool player that rejects a proposed assignment for any reason other than an overlapping game with their own team shall move to the bottom of the pool player list.
6. When a player participates in a game on a team other than his/her own, such player will not be permitted to pitch, catch or play infield during the game.
7. Pool players must play at least nine (9) consecutive defensive outs and bat once.
8. Pool players shall be placed at the end of the batting order.
9. Pool players must wear their regular team uniform when playing for other teams.

Section 10: Umpire Point System

NMVLL has implemented an Umpire Point System to ensure proper coverage across all scheduled games. The umpire points system will be based on the UIC’s determination of the appropriate volunteer requirements to account for the number of games at each division level at the beginning of the season. Points will be earned by adult and youth umpires. It is the Manager’s responsibility to ensure that their team meets its umpire program requirements.

1. Youth umpires must attend a Youth Umpire Clinic.
2. Volunteers interested in umpiring are highly recommended to attend umpire training classes. District 68 conducts a Mechanics Clinic outlining proper positioning and techniques, as well as a Rules clinic reviewing all Little League rule, prior to each Spring season.
3. Volunteers can sign up to umpire games through the Umpire Signup Site (CGI) linked on the NMVLL website.
4. Failure to meet Umpire Point requirements shall subject a team to disciplinary action at the discretion of the Board of Directors. Discipline can include, but is not limited to, ineligibility for NMVLL Tournament and/or Tournament of Champions competition.

The umpire point system is calculated by assigning points to umpire positions in each level:

Division	Plate	Bases
Minors AA	2 points	1 points
Minors AAA	3 points	2 points
Majors	3 points	2 points

The team requirements for each level are:

- Majors Division – 45 points
- Minors AAA Division – 45 points

- Minors AA Division – 60 points
- Minors A Division – 3 points

Majors and AAA games consist of one plate umpire and two base umpires. Double-A games will have one plate and one base umpires. Single-A games have two base umpires.

1. Minors A – Will umpire their own division, as well as being required to cover 3 points at higher divisions.
2. Teams cannot exceed 55% of required point totals in the first half of the season.
3. Please do not sign up for games in your own division.
4. Please do not sign up for games with your own child playing.
5. In the event there are no umpires for a game, each team will pull one parent from the stands to umpire the game.
6. The UIC has the right to authorize anyone to umpire a game.
7. The UIC has the right to changed required points as needed.

Section 11: Refund and Cancellation Policy

Due to uniform orders and other operating costs, cancellations are not accepted after the first day of evaluations for Spring Season and the first day of practices for Fall Seasons.

Exception: If a child endures an injury rendering them unable to play and the written request for cancellation is accompanied by a doctor's report, the request for registration fee refund and cancellation will be reviewed until January 30th. However, \$75.00 will be deducted from the registration fee for administrative and uniform costs.

No refunds will be issued after practices have begun.