

Northeast Little League Incorporated

Spring 2011 BASEBALL League Local Rules

The conduct and operations of Northeast Little League are governed by Little League Baseball, Incorporated 2010 Official Regulations, Rules and Playing Rules and the 2010 Little League Operating Manual. Where Local Option Regulations, Rules and Policies are not specified or allowed, the Regulations, Rules and Policies found in the official publications of Little League Baseball, Incorporated will be followed.

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The League

I Establish age structure for baseball divisions

1. Majors
 - A. League age 10 through 12. (pg 54 2009 Operating Manual)
 - B. Minimum 12 players per team
2. Minor Triple AAA
 - A. Ages 8-11, all 11 year olds must be drafted in AAA
 - B. Minimum 11 players per team
3. Minor Double AA
 - A. Ages 8-10, all 9&10 year olds must be drafted in AA
 - B. Age 7, In order for a 7 year old to be drafted or move up to Double AA, the request must be provided in writing by parent(s) 7 days prior to draft and consent granted by the VP of Baseball and Player Agent
 - C. Minimum 11 players per team
4. Minor Single A
 - A. Ages 7-8, # of players to be determined by President, VP of Baseball and Player Agent based on number of registrants
 - B. Age 6, In order for a 6 year old to move up to Single A, the following requirements must be fulfilled
 1. League Age 6 are permitted to advance to Minor League Coach Pitch or machine pitch after participating in Tee Ball for one year (spring season). (Pg 20, 2009, (a)-note 2 Official Regulations and Playing Rules)

2. Request provided in writing by parent(s) 7 days prior to draft and consent granted by the VP of Baseball and Player Agent

C. Remaining un-drafted players 7-8 must be drafted

5. Tee Ball

A. Minimum Player Counts. Tee 6, Eight (8) Players. Tee 5, Seven (7) Players. Tee 4, Six (6) Players

B. League age 4, 5 and 6. 4 year olds must play with 4 year olds or rookie 5 year olds.

C. Maximum 12 players per team

II Set number of days allowed for a manager to select a replacement for an injured player If player misses two consecutive games for any reason, player agent and VP of Baseball must be notified of absence within 24 hours after the 2nd game missed. If player agent and VP of Baseball determine there is a loss of player, then the manager shall select a replacement player within 7 days.

III Establish if replacements from Minors to the Majors during last 2 weeks of season are prohibited A replacement will be determined at the discretion of Player agent and VP of Baseball.

IV Establish if league will accept late registrations and how they will be handled League will accept late registrations based on majority approval of Executive Committee. No Late Registrations for the Majors Program will be accepted.

V Establish method of drafting teams for each divisions

1. Majors-Plan B as per the Operation Manual with following changes (Pg 62):

A. Random Selection of draft position by drawing numbers from a hat.

B. The Manager protects his son (1st round)

C. The Manager may select one Coach. His/Her Son or Daughter is protected (2nd round)

D. All Players may be drafted at any time as long as all the 12 Year olds play in the Majors.

2. Minors

A. Random Selection of draft position by drawing numbers from a hat.

B. The Manager may protect one Coach. Both children are protected in the first two rounds of the draft .

C. All requests for certain teams will be honored for Single A to the best of the Leagues abilities.

VI Determine if a "Player Pool" system will be utilized and in which divisions Board of directors will determine if player pool is necessary upon completion of registration based on number of registrants.

VII Establish regular season schedules for all divisions

1. Sample Schedules on Page 66-73 will be followed as closely as possible.

A. Season begins February 25th

B. Try-outs January 30-February 2

i. Try-outs are for children League Age 8 and older, 7 year olds may try out for AAA ball, pending Player Agent and VP of Baseball approval.

- C. Draft (Majors 2/4, Minors & TeeBall 2/4)
- D. Practices my start February 6th
- E. Majors Schedule will be for 24 games.
- F. Minors and tee ball schedules will be for 20 games.

VIII Establish policy for Minor Division players who refuse to move up to Major Division Parent has right to refuse promotion to Major Division.

IX Determine a league fundraiser Hit-a-Thon, mandatory participation for ALL players and teams March 19th Teams not participating will have a make-up session prior to April 2nd.

X Establish discipline procedure for altercations

Disciplinary actions must be submitted to the appropriate Player Agent and Vice President of Baseball to determine penalty or punishment to be consistent with Page 84 – Rule 9.05

XI Guidance on the following rules (as appropriate):

1 Establish in which divisions two adult base coaches will be utilized Tee ball and minors divisions MUST use adult base coaches. Majors division can use player base coach, but player must wear batting helmet while on the field.

2 Establish in which divisions the league will utilize the mandatory 10 run rule

- 10 run rule will be used in majors division only.

3 Establish how to handle league protests for regular season

- Minor game protests must be handled prior to next pitch or play. No escalation past umpire and board member on duty.

Miscellaneous:

Manager Selection Process

The candidates submit volunteer and manager/assistant coach applications. Northeast Little League follows the rules and guidelines as established in the Little League Operating Manual in the selection of managers.

The manager selection process is as follows:

1. The VP of Baseball and Player Agents creates the list of managerial nominees and sends recommendations in to the President.
2. The President reviews the list and submits to the Board of Directors
 - a. The President considers all candidate applications and many factors when developing the managers' nominee list to present to the Board. The President determines candidates to put forward to the Board.
3. The President presents the nominee list to the Board of Directors for voting. The Board will take the following action(s):
 - a: Board of Directors members vote individually on nominees
 - b: Board of Directors members may vote "approved" or "declined" to approve or deny the entire list. – OR –

- c: Board of Directors members may vote "approved" or "declined" on particular individuals on the nominee list.
4. Managers are selected by a majority vote.
 5. Once the vote is complete, the President shall:
 - a: Notify the impacted managers that they have been approved as managers by a majority vote of the Board -OR-
 - b: Seek replacements for consideration by the Board if any nominee is denied by the Board (in other words, an individual receives a majority of "declined" or "no" votes)
 6. The voting process used by the Board of Directors determines the managers for all teams. Upon being selected managers shall:
 - A. Required to accept the position and to abide by all rules, regulations and requirements as identified by the league in the selection criteria
 - B. Assume all duties and responsibilities for the manager role in the respective division

League Rules

1. Face masks must be worn on batting helmets.
2. All Games must be made up within 2 weeks (14 days)
3. NELL strongly discourages the teaching and throwing of curve balls at any level (Majors and below). "Majors pitch counts (if we have no interlock): Games 1-3 50 pitch maximum (HARD STOP); Games 4-6 65 pitch maximum (HARD STOP). THE rest of the season Little League rules still must be followed, standard pitch counts.
4. Playing Time in Minors Single A, Double AA & Triple AAA. Consistent with the Little League Baseball, Incorporated's Official "Big AI - Little AI" Training Program, NELL will implement the recommended "6-3-3 Substitution Plan." For the complete Minors Single A and Double AA season and the first half of the Minors Triple AAA season, managers will substitute players per the following plan. The 12 rostered players will be divided into two groups of six (6) players - group A and group B for the season. Group A will start and play all defensive outs of the 1st game; Group B will rotate in and out of the game each inning - 3 will start and 3 will substitute in the second inning. Group B will continue rotating every three defensive outs until the game is completed. During the 2nd game of the season, Group B will start and play all defensive outs. Group A will then rotate in and out every three defensive outs until the 2nd game is complete. For the remainder of the season, Group A and Group B will alternate games so that each child plays a full, complete game, every other game - i.e. Group A will start and complete odd numbered games and Group B will start and complete even numbered games. If a child misses a regularly scheduled practice or shows up late for scheduled pre-game warm-up, then that child forfeits his/her right to start and complete the next scheduled game per the manager's discretion. The manager also has the right to alter the 6-3-3 Substitution Plan if a player is absent for a game, or an injury occurs during a game resulting in a loss of player, or a player ejection occurs. Additionally, Little League has mandated continuous batting order for Minor Divisions; NELL is requiring that the manager assign the 12 rostered players a batting position (1 - 12) for the 1st game. The batting order will be rotated throughout the season so that the # 1 batter in the 1st game; becomes the # 2 batter in the 2nd game; # 3 batter in the 3rd game; etc.; the # 12 batter in the 1st game becomes the # 1 batter in the 2nd game; the # 2 batter in the 3rd game; etc.; so that each player has an opportunity to lead-off at least one time during a season.

5. Determining Champion. In the Major division, the season will be split into two halves, with the first half champion playing the second half champion in a best two-out-of-three tournament at the end of the regular season. The championship games will be played only after all regular season games necessary to determine first and second half champions are completed. All regular season rules apply throughout the playoffs. If the same team wins both halves, it will be declared Champion. Ties for individual half champions will be decided by a one game playoff between the applicable teams. This one game playoff will be played on the first Saturday after the first half of the season. All attempts will be made to have no majors games after the Wednesday before this potential game and no games until the following Wednesday.

6. End of Season Tournament. Tournament will include Minor & Major teams.

A.Majors- If the Majors Champion (TOC) representative wins both halves the Majors teams will participate in this tournament. The winner of this Tournament will only be named winner of this tournament. This will not change the Majors team who won the regular season championship. If the 1st half champion is different than the 2nd half champion then the other teams will be scheduled to play in consolation games during this week.

B.Minor AAA- 2nd half standing will set the initial seeding; 10 Run rule in effect and 5 run rule limit is lifted.

C.Minor A & AA-seeding will be set by a coin flip

D.All home and visitors will be determine by a coin flip by the board member

E.3rd place and Championship games will be set for this tournament. (5th place game determined by field availability)

7. Tournament Teams Selection (Managers & Coaches)

A.The method of selecting managers and coaches (TOC)

1.Majors Division – Winner of league, upon board approval, represents NELL at TOC (Tournament of Champions).

2.Minors Triple AAA Division – Managers desiring to be the TOC Manager must submit their request to manage a TOC team and if necessary, make a presentation to the executive committee who will submit recommendations to the board for approval.

3.Managers are allowed to name their coaching staff. All regular season managers and coaches are eligible to be named upon board approval.

4. NELL sends 3 Teams- Majors Champion, Minor AAA Blue (top 12-15 players) & Red Teams (next 12-15 players)

5. Board approval for all managers and coaches is a majority vote.

B.The method of selecting managers and coaches (All Stars)

1.Majors Division – Majors Champion- with board approval, has the right to manage the All- Star team of their choosing

2.All other ALL-Star Managers openings - Desire to be an All-Star Manager must submit their request to manage an All Star team and if necessary, make a presentation to the executive committee who will submit recommendations to the board for approval.

3.Managers are allowed to name their coaching staff. All regular season managers and coaches are eligible to be named upon board approval.

4. NELL sends 4 Teams- 11-12 Year Old, 10-11 Year Old, 9-10 Year Old Blue (A 9 year old may play on this team with AAA Player Agent & VP of Baseball approval only), 9-10 Year Old Red (Younger 9 year old Team)

5. Board approval for all managers and coaches is a majority vote.

8. Tournament Teams Selection (Players)

A.The method of selecting players (TOC)

1.Majors Division – players of Winner of league, upon board approval, represents NELL at TOC (Tournament of Champions).

2.Blue & Red Teams -number of players to be determined by the post-season manager. (Minimum is 12)

3. A ballot system will be used with all eligible players for TOC (8 year olds are eligible)

a. Minor AAA Select Two Teams

i.Blue-Top 12 kids in AAA, 3 alternates suggested (Manager discretion to add more)

ii.Red-Kids 13-24 in AAA, 3 alternates suggested (Manager discretion to add more)

b. Minors Triple AAA- Manager(s) and respective player agent & VP of Baseball will meet and evaluate each child and determine two TOC rosters and submit to the board for approval. Rosters are determined by the coaches naming the top 6 kids on their respected teams and listing them on the board for a group vote. Additionally, Minor Triple AAA players will nominate three (3) players – top three vote winners will make one of the two team(s) pending Board approval. The vote takes place by each player filing out one name and turning it in to the Manager. The Manager then turns the names into the Player Agent to count up the selections.

4. League encourages the use of many alternates for practices in the case of extra players being needed

5. Board approval for all players is a majority vote.

B.The method of selecting players (All Stars)

1. Majors- Manager's and respective player agent & VP of Baseball will meet and submit ballots for the following 2 Teams:

a.11-12 12 Players, 3 alternates (Manager discretion to add more)

b.10-11 12 Players, 3 alternates (Manager Discretion to add more)

i. all 10 Year olds who played in Majors and are not named to the 10-11 team will be placed on the 9-10 "Blue" team.

ii. Each Manager will circle 12 names and turn in one ballot for each team (a 10-11 ballot, and a 11-12 ballot).

2.Minor AAA- Manager's and respective player agent & VP of Baseball will meet and submit ballots for the following 2 Teams:

a. 9-10 Year Old "Blue" 12 Players, 2 Alternates (Manager Discretion to add more) (A 9 Year old may play on this team with AAA Player Agent & VP of Baseball approval only)

b.9-10 Year Old "Red" 12 players, 2 Alternates (Manager Discretion to add more)

(Younger 9 Year Old Team)

i. Each Manager will circle 12 names and turn in one ballot for each team (A 9-10 "blue", and a 9-10 "red").

3. The Player Agent and VP of Baseball will select All Star Teams and submit to the board for approval based on the following process. Board approval for player selection is a majority vote.

a. All Unanimous selections make the team they were selected to.

b. All additional spots will be ranked by the number of ballots they were selected to. (For example if player A receives 3 votes on the 11-12 ballot and Player B receives 2 votes on the 11-12 ballot, then Player A is picked over Player B)

4. The Manager of the All Star team has the last three selections and the ability to have more than 12 players. Manager has option to default to a ballot for the entire team, rather than top 9.

5. League encourages the use of many alternates for practices in the case of extra players being needed for All Stars

9. Post Season Uniforms- The player will bear the cost of the uniform.

Minor Rules & Tee Ball Rules

Minors AAA Rules

****Follow Little League Rules, below are the only exceptions ****

1) Kid Pitch All Season

2) 6-3-3 is in effect (12 Players) For the second half of the season, it is up to the manager's discretion as to whether or not to continue with the 6-3-3 Substitution Plan.

3) Managers rotate their players to several defensive positions during games. Every player should play both infield and outfield every game.

4) Continuous Batting in effect-Each team is to bat the full roster every game. (Rule 4.04)

5) 5 runs limit per inning

6) Stealing home is not permitted in 1st half of season. Stealing home on an error on the throwback is not permitted. Stealing home is permitted in the 2nd half of the season. (Rule 7.13)

7) Players in the dugout may not swing a bat.

8) Home team is responsible for keeping the official score & rule book. Visitor team is responsible for keeping pitch count and turning in the form. Pitch Count & Score must be emailed in to player agent by the following day for posting on eteamz.

9) Standing will be kept the 2nd half of the season (Last 10 games). The finish will determine the initial seeding process in the end of season tournament.

10) Offensive Team Coach calls balls & strikes if no umpire is available

11) Time Limits (VII (h))

Saturdays- Do not start an inning after 2:00 hours.

Weekdays- Do not start an inning after 1:45 minutes.

Games may end in a tie.

12) Managers are responsible for clearing all debris from the dugout.

Please attempt to keep the game moving, NELL really would like to see all games go 6 innings.

13) AAA pitch counts: 1st half of season: 50 pitch maximum per game regardless of league age. Little League rest rules still must be followed.

Minors AA Rules

****Follow Little League Rules, below are the only exceptions ****
(For example, 9 Players on defense, single, doubles, triples and home runs are allowed)

- 1) Coach Pitch (1st Half); Kid Pitch (2nd Half)
- 2) 6-3-3 is in effect (12 players)
- 3) Managers rotate their players to several defensive positions during games. Every player should play both infield and outfield every game.
 - >4 inning game-2 innings infield/ 2 innings outfield
 - >6 inning game-3 innings infield/ 3 innings outfield
- 4) Continuous Batting in effect (Each team is to bat the full roster every game.) (Rule 4.04)
- 5) The offensive is out when 3 outs are made or the offensive team bats through its entire roster in its half of the inning, whichever occurs first.
 - >Balance the line-ups-Team with the most kids is the limiti.e Visitors has 12 kids and home team has 10 kids, home team may bat all 10 and then 2 more in order unless three outs is reached first
- 6) 5 runs limit per inning
- 7) No Stealing (Rule 7.13)
- 8) Players in the dugout may not swing a bat.
- 9) Pitching Rules
 - >1st half Coach Pitch (7 Pitches) No walks/ No strike outs recorder-They just sit.
 - >2nd half Kid Pitch- If ball 4 occurs, coach pitches 5 pitches maximum. The strikes count (i.e count is 4 balls, 1 strike when offensive coach comes in, the new count is 0 balls, 1 strike)
 - >1 Inning per pitcher.
 - >Larger strike zone to be used, one baseball on the inside and outside of the plate
 - >Offensive coach calls balls and strikes from the mound
 - >Kids MUST pitch from the pitching rubber
 - >All Strike outs the 2nd half count as outs (even coach pitch)
- 11) Runners may advance at their own risk; however they may advance only one base on each over thrown ball.
- 12) Coach is responsible to move the game along! There is no lying or sitting down, digging or pulling up the grass.
- 13) Time Limits (VII (h))
 - > Saturdays- Do not start an inning after 2 hours.
 - >Weekdays- Do not start an inning after 1:45 minutes.
- 14) Managers are responsible for clearing all debris from the dugout.

Minors A Rules

****Follow Little League Rules, below are the only exceptions ****
(For example, a catcher must be used, 1 position player in each infield spot, single, doubles, triples and home runs are allowed)

- 1) Pitching Machine
- 2) 11 kids may play on defense, the extra 2 play in the outfield only
- 3) 6-3-3 is in effect (12 players)
- 4) Managers rotate their players to several defensive positions during games. Every player should play both infield and outfield every game.

- >4 inning game-2 innings infield/ 2 innings outfield
- >6 inning game-3 innings infield/ 3 innings outfield
- 5) Continuous Batting in effect (Each team is to bat the full roster every game.) (Rule 4.04)
- 6) The offensive is out when 3 outs are made or the offensive team bats through its entire roster in its half of the inning, whichever occurs first.
 - >Balance the line-ups-Team with the most kids is the limit
 i.e Visitors has 12 kids and home team has 10 kids, home team may bat all 10 and then 2 more in order unless three outs is reached first
- 7) 5 runs limit per inning
- 8) No Stealing (Rule 7.13)
- 9) Players in the dugout may not swing a bat.
- 10) 5 Pitches maximum per batter
- 11) Runners may advance at their own risk; however they may advance only one base on each over thrown ball.
- 12) Coach is responsible to move the game along! There is no lying or sitting down, digging or pulling up the grass.
- 13) Time Limits (VII (h))
 - > Saturdays- Do not start an inning after 1:30 minutes
 - > Weekdays- Do not start an inning after 1:15 minutes.
- 14) Managers are responsible for clearing all debris from the dugout.

Tee Ball Rules

****Follow Little League Rules, below are the only exceptions ****

- 1) **T-6 TEAMS PLAY REAL GAMES (PA TO DEFINE)** - Tee to be used (Only exception next half of T6, coach pitch on one knee is allowed-last 10 games)
- 2) All kids may play on defense
- 3) Managers rotate their players to several defensive positions during games. Every player should play both infield and outfield every game.
- 4) Continuous Batting in effect (Each team is to bat the full roster every game.) (Rule 4.04)
- 5) **T-4/T-5 -** The offensive team bats through its entire roster in its half of the inning. Each player advances one base at a time. The last hitter is the home run hitter. Players on base and the final hitter all advance to home.
- 6) Players on deck may not have a bat in hand.
- 7) Coach is responsible to move the game along! There is no lying or sitting down, digging or pulling up the grass.
- 8) Time Limits (VII (h))-1 hour
- 9) Managers are responsible for clearing all debris from the dugout.

FALL BALL (Changes from Local Spring Rules)

Fall Ball is played at the start of the school year as an instructional season. Coaches work with players in new positions and at higher levels as part of a process of improving skills and an understanding of the game. Fall Ball provides an opportunity to play youth baseball in a fun and casual atmosphere. Players will be placed according to their league age in the following Spring Season (Spring 2012) All games will be played in accordance with the current year Little League

Regulations and Playing

Rules, and Northeast Little League Local Rules with the following exceptions.

1. Majors-

- A. Continuous batting in effect (meaning all kids bat)
 - B. 10 run mercy rule is lifted
 - C. Teams must practice ONLY once per week once the season starts
 - D. All players present will be listed in the batting lineup prior to the start of the game and this lineup will remain the same throughout the game. Late arriving players will be inserted at the bottom of the lineup and assume their place at bat for the remainder of the game.
 - E. Pitchers may not pitch in more than two innings per game. Each team must pitch at least one 10 or 11 year old in each game.
 - F. Only pitch count is reported to Player agent by the visiting team;
- Scores not tracked

2. Minors-

Minor AAA

- A. Teams must practice ONLY once per week once the season starts.
 - B. All players present will be listed in the batting lineup prior to the start of the game and this lineup will remain the same throughout the game. Late arriving players will be inserted at the bottom of the lineup and assume their place at bat for the remainder of the game.
 - C. Pitchers may not pitch in more than two innings per game.
 - D. Only pitch count is reported to Player agent by the visiting team;
- Scores not tracked

Minor AA

- A. Teams must practice ONLY once per week once the season starts.
- B. All players present will be listed in the batting lineup prior to the start of the game and this lineup will remain the same throughout the game. Late arriving players will be inserted at the bottom of the lineup and assume their place at bat for the remainder of the game.

Minor A

- A. Teams must practice ONLY once per week once the season starts.
- B. All players present will be listed in the batting lineup prior to the start of the game and this lineup will remain the same throughout the game. Late arriving players will be inserted at the bottom of the lineup and assume their place at bat for the remainder of the game.

3. Fall Ball End of Season Tournament

- A. All Teams Minor & Majors Teams will participate
- B. Competitive play can take place- 2 inning pitcher limit is lifted for AAA & Majors
- C. 10 Run Mercy Rule is in effect for AAA & Majors
- D. All teams are picked out of a hat for seeding purposes by a Board Member.
- E. Home and Visitors will be selected by a coin toss by a Board Member.
- F. All Minor & Major programs will have a 3rd Place game and Championship game that week. We would prefer to have these on the last day of the week.