

# UNIVERSITY CITY LITTLE LEAGUE

## GROUND RULES

### 2011 SEASON

#### Table of Contents

A.	Safety .....	2
B.	Registration and Tryouts .....	4
C.	Major and Minor League Drafts .....	5
D.	Replacing Players During The Season.....	7
E.	Schedules and Games .....	9
F.	Practices.....	10
G.	Pre-Game Rules .....	11
H.	Game Rules.....	11
I.	Ejection From Game .....	13
J.	Post Game Rules .....	14
K.	Play-off Games .....	14
L.	All Star Tournament Teams .....	15
M.	Miscellaneous.....	16

## **A. Safety**

- A1. The acting manager for any game in which any player, managing personnel, or spectators is injured, is required to provide notification of the injury within 24 hours of the accident to the UCLL Safety Officer, President or the divisional VP. All Managers and Coaches must adhere to the ASAP guidelines distributed by the Safety Officer. Little League insurance applies after any group insurance coverage of the injured person or their family.
- A2. A fully stocked first aid kit with player medical release forms must be available at all practices and games. A fully stocked first aid kit will be provided to each team manager by UCLL prior to the first practice or game. Replacement supplies may be obtained from the safety officer. It is the responsibility of the Manager to ensure that the kit is fully stocked at all times.
- A3. Safety is very important to UCLL, so “Horseplay” is not permitted on the playing field or in the dugout. “Horseplay” not only can get players injured, but it can be very disruptive. A manager can warn a player of their behavior during practice and a game. If the behavior continues, the Player Agent needs to be notified. The Player Agent will then observe the team at a practice and game. Along with the observation, the Player Agent will notify the parents of the player about his conduct. With the parents help, hopefully the player will have no further behavior problems. If the behavior continues, the Vice-President of the division along with either the Executive VP or the President will view the player and determine what course of action needs to be taken. The last resort would be to suspend the player for the next game. All this is to help ensure that all involved with the league have a positive and safe experience.
- A4. Shoes with metal cleats are not allowed, only rubber cleats are permitted (except juniors and seniors). Shoes will be checked by the umpire before the game.
- A5. All players must wear helmets during practice and games while batting, on base, or coaching bases. Players who are base coaches are required to wear helmets in all divisions. Helmets with face guards are mandatory while batting in the Caps division. Face guards are optional in Little League Minor, Major, Junior, and Senior divisions. Home plate child umpires must wear full protective gear including a face mask, chest protector, and cup.
- A6. Any team member warming up a pitcher in a crouched position must wear a catchers mask with a dangling throat guard and a protective cup. Neither a manager, coach, or anyone other than a UCLL registered player who is properly equipped, from the same division, can warm up, or catch for, a pitcher during a game. This conforms with Little League Baseball (LLB) Rule 3.09.
- A7. Any player catching the ball and feeding it to a coach that is hitting infield or outfield practice must wear a catchers mask with a dangling throat guard.
- A8. Managers and coaches shall not allow players who complain of a sore arm or shoulder to pitch.
- A9. Bicycles, skateboards, and rollerblades are not permitted in the dugouts or in the area between the backstop and fence. Managers, coaches, umpires, and board members are responsible for enforcement.

A10. If any injury that occurs to a player requires medical attention, then a signed medical release must be provided to the team manager before the player can resume play or practice. The team manager must then forward the medical release to the UCLL Safety Officer, President, or division VP. Managers must keep player medical release forms in their possession at all times during games, practice or other team activities in case of emergencies.

A11. Any player unable to occupy his/her position (unassisted) must be removed from the field of play during the game or practice.

A12. A player with a cast or splint must not be on the field or participate as a player or base coach. They may be in the dugout but must remain behind the safety fence at all times.

A13. Batting donuts (weights) are not allowed in any division. Little League Baseball approved trade marked batting sleeves are allowed. (LLB Rule 1.10)

A14. Any player removed from a game due to an injury must abide by the substitution rule. (LLB Rule 3.03)

A15. Bats are not allowed in the dugout. All bats must be kept behind the backstop cage.

A16. Throwing of the Bats:

Any player who throws a bat while batting shall receive a warning from the umpire.

A17. The on-deck circle is not permitted in LL Major and all lower divisions. The on-deck batter must remain on the bench until his/her turn to bat. The only player permitted to hold a bat is the batter currently at bat. No player may have a bat in their hand unless it is their turn to bat and the umpire has called for the next batter. **Umpires shall strictly enforce this rule.** (1996 LLB National Rule 1.08)

A18. A head first slide while advancing towards a base or home plate is not allowed in LL Major and all lower divisions. A player who does a head first slide while advancing is automatically out. A head first slide when returning to a base, for example in a run-down, pick-off play, or over-run, is permitted. (1996 LLB National Rule 7.08a)

A19. **Wearing shorts at practice is discouraged**, however, if a player arrives at practice in shorts, he/she will be allowed to practice, but shall not be allowed to slide. Players may not wear shorts during a scheduled game.

A20. Two adults must be present at all team practices and/or games. It is highly recommended that a cell phone be available at any team event.

A21. All managers and coaches must abide by the preceding safety rules. Failure to comply with these safety rules will result in a UCLL Board Review and possible disciplinary action for all parties involved including:

1. Receiving a written warning by the Board of Directors about the infraction for first offenses. (A copy will be given to the team manager)
2. If a second infraction for a previous offense occurs, then the manager/coach will be removed from the next regularly scheduled game.

## **B. Registration and Tryouts**

B1. Throughout these UCLL Groundrules the term “Little League” applies to all divisions in general. The term “Major” applies to both the Little League Major and Senior Major divisions. The term “Junior” applies to the 13-14 year old division. The term “Minor” applies to the Little League Minor (7 – 11 year old) division.

B2. The division age breakdown in University City Little League is as follows. “League Age” is the player’s age on April 30th of the current Little League year.

<u>Division</u>	<u>League Age</u>	<u>Division</u>	<u>League Age</u>
T-Ball	4 - 6	LL Major	9- 12
Caps	6- 8	Junior	12 -15
LL Minor	7- 11	Senior Major	14 - 16
Challenger	4 – 18	Big League	16 -18

B3. Documented physical limitations or restrictions or a player’s inability to adequately perform at a specific level where safety is an issue may necessitate pre-draft placement or placement during the season of a player to the next lower division. In this instance the age restriction for each division (especially Caps) may be waived. Each case will be reviewed by the UCLL Board and district as required. Age waivers may require approval of the Charter Committee in Williamsport, PA.

B4. Times and locations for tryouts will be announced at least three weeks in advance of the event. All managers and players must attend tryouts.

B5. All players who wish to be eligible for the Minor league draft or above, must try out. Players are required to participate in tryouts. Players who wish to be considered for the draft and who miss tryouts must arrange, in advance, through the player agent, a makeup tryout prior to the commencement of the draft.

B6. Players who sign up after the draft, will be placed on a waiting list. 9 to 12 year olds will be placed on the appropriate minor/major waiting list. 13 to 16 year olds will be placed on the Juniors/Senior waiting list. Players will be assigned to a team by their respective Player Agent if and when an opening occurs. After a 10 or 11 year old participates in his/her first regular season LL Minor game (which establishes "Minor" player status) he or she is eligible for call-up to LL Majors if and when an opening occurs, unless the player was “frozen” to Minors by parent request or as a result of a having a parent as a Minor team manager.

B7. Manager’s and Coach’s Son Options must be presented in writing to the Player Agent prior to and again at the start of the draft. As a player, the son or daughter is required to try out. Refer to UCLL Groundrules C5 and C6.

## **C. Major and Minor League Drafts**

C1. Only Managers and Player Agent's for the current level being drafted, league President, and league Vice President are allowed at the draft. The player draft order is confidential and must never be revealed to players, parents, or others. The manner of the draft is subject to Board approval.

C2. The Senior Major draft precedes the Junior League draft. The LL Major precedes the LL Minor division draft. UCLL Major League drafts follow LLB Draft Plan B. Draft order for LL Major and below will be determined by a blind draw. The odd numbered rounds follow a 1-2-3-4. Order and the even rounds a 4-3-2-1 order (snake) until all team rosters are filled.

C3. For all Little League divisions that draft players, the first 3 rounds shall be picked from a list of players previously compiled by the managers. This list shall consist of the top ranked 4 rounds worth of players as voted by the managers. For example if there are 6 teams, each manager will submit a list of their top 24 players in ascending order. The player agent will then compile points for each player from all managers to create one overall ranking for the top 24 players which will be handed to each manager in alphabetical order. For the first three round of the draft, managers must select players from the list of the top 24 players. If a manager's son/daughter should fall within the top ranked players, that player must be taken in the round where they were ranked. For example, if a manager's son was ranked 8<sup>th</sup> overall and assuming there are 6 teams, then that player would be drafted in the second round. Otherwise, manager's sons/daughters will be drafted according to national rules. Players are to be ranked realistically by their skill level. The President, Divisional VP and Players Agent reserve the right to adjust ranking if players are not evaluated accurately.

C4. A major team shall not have more than 8 players of the same league age on its roster. Keep this rule in mind when drafting 15, 14, and 12 year old players (refer to LLB Regulation III( c ).

C5. A parent may "**freeze**" their child (if ages 8, 9, 10, 11) to the LL Minor division. However, a player that is "**frozen**" at the Minor's level **must** abide by groundrule C15 for the remainder of the season. Every effort should be made to encourage parents to not freeze their children.

C6. A Minor or Major manager's child may be frozen (Manager's Son Option) and, if frozen, must be selected as stipulated in section C3. This applies to Minor's only ages 9, 10, 11.

C7. When a manager does not have a son or daughter but is involved with a particular child (i.e. Big Brother or Big Sister program) he or she can secure that child to his or her team as the Manager's Son Option with approval of the UCLL Board and will be drafted according the rules stated in section C3.

C8. If the Manager's and Coach's Son/Daughter Option player is not drafted according to the rule stipulated in section C3, then the player must be picked in the round determined by league age as follows:

<u>Round</u>	<u>Minor</u>	<u>Major</u>	<u>Junior</u>	<u>Senior</u>	<u>Round</u>
3 <sup>rd</sup>	11, 12	12	14	15	3 <sup>rd</sup>
4 <sup>th</sup>	10	11	13		4 <sup>th</sup>
5 <sup>th</sup>	8, 9	10			5 <sup>th</sup>
6 <sup>th</sup>	7	9			

C9. There are two Sibling Options for drafting brothers and sisters:

- a. If both are draftable and one is drafted, the involved manager must declare, at that point, whether or not he or she wants to exercise the Sibling Option. If the option is exercised the sibling must be chosen in the very next round.
- b. If exercising the Sibling Option on the draftable sibling of returning Major League team member the manager must declare intent at the start of the draft and exercise the Sibling Option prior to the end of the third draft round.

C10. All returning UCLL Major League players who registered by draft day must return to the Majors or to a higher division. All 16 & 15 year olds must be drafted to the Senior Major division before any 13 year old is drafted. All available (after the LL Major draft) 11 and wavered 12 year olds must be drafted to the LL Minors. Once drafted to a team, a player may not be moved to a lower division during the season.

C11. There is a 3 minute time limit imposed on teams during the draft session. If a team does not announce its draft selection within the 3 minute time limit, the team loses its place in that round. They make their selection after all remaining teams have drafted in that round.

C12. The parent of a Minor Division player or above who becomes a team manager after their child has been selected by another team may not automatically claim their child but may trade for him/her.

C13. Free trading of the newly drafted players is allowed at the conclusion of the draft on draft day only. The Player Agent shall require trades at the conclusion of the draft, if necessary, to comply with UCLL Groundrules C3 C4 and C10.

C14. All trades must be player for player. Minor League players may not be traded for Major League players. Trades involving players for draft choices are not permitted.

C15. If a player, when notified of their selection by a Major team, refuses being drafted to the Major team, that player then forfeits all draft and call-up eligibility for the remainder of the season. *The player can not be placed on a Minor's team and can not be wait-listed. The player's registration fee will be refunded less a \$25 processing fee.*

C16. Requests for team selection are not honored in Minors, Majors and Juniors. The purpose of the draft is to establish equity among the teams as much as possible. Such requests restrict the fair draft options to all managers involved. If a player, once drafted, refuses placement on that team, that player forfeits all draft/playing eligibility and for the season and cannot be wait listed.

## ***D.Replacing Players During The Season***

D1. A player vacancy must actually exist on a Major team before the manager is allowed to negotiate for a replacement of a team member. A vacancy is described as follows:

Voluntary:

- a. A player leaves the roster because he/she moves and no longer wishes to play baseball in UCLL.
- b. A player or his parents state that he/she wishes to quit the team and no longer wants to participate in UC Little League.
- c. Players missing more than 2 weeks of practices and games without written notice from a family member or physician will be considered to “have quit”, thus creating a vacancy. This player will be considered no longer interested in participating in UC Little League. This does not apply to players who are absent while playing high school baseball.

Injury:

- a. A player has an injury that will prevent him/her from playing baseball for the remainder of the season.
- b. Any player who is absent for more than 2 weeks due to injury or illness must provide written documentation from a medical doctor to maintain his position on the team and to resume playing if the absence is medically related.

D2. The team manager shall immediately inform the Player Agent as soon as it is known to him/her that a vacancy exists or may soon exist. After a Parent Conference the Player Agent advises the player in writing that he/she is being released from the team and thereby a vacancy is created.

D3. A replacement player shall be called up within 7 days after the vacancy is created. This complies with LLB Regulation III( d ).

D4. Players shall be called up, in sign-up order, from the:

- a. Senior Major - (1<sup>st</sup>) Senior Major waiting list  
(2<sup>nd</sup>) Junior League teams
- b. Junior League - Junior League waiting list
- c. Little League Major - (1<sup>st</sup>) Little League Major waiting list  
(2<sup>nd</sup>) Little League Minor teams
- d. Little League Minor - Little League Minor waiting list. If no wait list exists, it will be left up to the Board of Directors and Minor Division Player Agent as to how the vacancy will be filled.

See UCLL Groundrule D10. (Waiting Lists)

D5. A Major (Senior Major) team shall not add or replace a player within the last 2 weeks (4 games) of the regularly scheduled season. The exception and restriction to this rule are:

- a. If the roster of a team that has a mathematical chance of winning any play-off spot falls below 10 players they may add a player.
- b. If a player(s) is replaced during this 2 week (4 game) period it must be replaced with a player from the waiting list.

D6. The UCLL Board recommends that the LL Senior Major or Major Division team manager consult with the Player Agent of the Junior/Minor League teams for advice regarding available and qualified players in the Minor division.

D7. The Major team manager shall notify the **Player Agent** of the name of the player he/she desires as the replacement. If the manager or coach contacts the player or parents the team loses all call-up rights to that player. Violation of this rule is cause for disciplinary action by the UCLL Board.

D8. The **Player Agent** then notifies the player, the player's parents, and the managers involved regarding the player's movement to a new team. If a player refuses a call-up, then that player forfeits all call-up eligibility for the remainder of the season.

Note: LLB Regulation VIII - Minor Leagues: The Minor League program is the responsibility and is an integral part of the chartered Little League. It is not, and may not be, operated as a separate entity. It must be restricted to the boundaries of the local league and its players are subject to selection by draft by any Major team of the local league. Refusal of a player to comply shall result in forfeiture of further eligibility in Major League for the current season.

D9. No more than one player may be called up from a Minor/Junior team until all teams in that division have had one player called-up. Successive call-ups follow this same procedure.

D10. The following 4 Waiting Lists consist of those who signed up late and/or missed tryouts. Preference is by date order of sign-up (first in-first out). Waiting lists are maintained by the Player Agents. Caps and T-Ball player late sign-ups are promptly assigned to a team if possible.

Senior Major Waiting List \*  
Junior League Waiting List \*\*  
Little League Major Waiting List \*\*\*  
Little League Minor Waiting List

\* The Senior major waiting list is comprised of 14 and 15 year old players (only) who signed up late or missed tryouts.

\*\* The Junior League waiting list is comprised of 13 & 14 year old players (only) who signed up late or missed tryouts.

\*\*\* The Little League Major waiting list is comprised of 12 year old players (only) who signed up late or missed tryouts.

## ***E. Schedules and Games***

E1. Divisional Vice Presidents are responsible for their division's schedules which are reviewed by the Board. They also coordinate inter-league scheduling with other District 32 Little Leagues.

E2. For the Major division and below, at regularly scheduled games, both teams must have a minimum of 9 players to start and finish the game. If, for any reason, a team does not have 9 players present at the start of the game, that team forfeits the game. At that time, the game may proceed as a practice game with the team with less than 8 players borrowing one or more players from the opposing team if mutually agreed to by the opposing manager.

E3. Games suspended due to darkness, time limit, or inclement weather (after a 30 minute wait) for which a regulation ("official") game has not been established shall resume at a later date at the exact point at which the game was suspended. Suspended and tie games **MUST** be resumed on the next date the teams are scheduled to play each other or an earlier date. Resumed games are played the normal number of innings. The scheduled game follows the resumed game. The normal and minimum number of innings in a regulation game are listed below. Refer to LLB Rules 4.10 and 4.11 for definitions of a regulation game.

**Minor League Only:** there is a maximum of 5 runs per team per inning. The half-inning ends when the 5<sup>th</sup> run scores, even if less than 3 outs. However, the last inning of a game shall be an open inning and the 5 run rule shall not apply. No inning shall begin two hours after the first pitch. Any inning beginning 1 hr. 40 minutes after the first pitch will be deemed an open inning.

### **Regulation Game**

<b>League</b>	<b>Normal # Innings</b>	<b>Minimum # Innings</b>
Little League	6	4
Junior League	7	5
Senior League	7	5

E4. If a manager wants to postpone a game, he/she 1.) must have the consent of the opposing manager, 2.) state the reason for postponement, and 3.) request approval from the Divisional Vice President. The Divisional Vice President will consult with the Umpire Coordinator and both managers and then reschedule the game. Postponed games must be played within 2 weeks (3 Sundays) of the originally scheduled date. All regular season rules apply to these games. Sunday games shall not start before 12:00 noon. Games postponed during the last two weeks of the season, must be rescheduled prior to the end of the season. No games will be made up or resumed after the end of the regular season. Tie games or make-up games not finished by the end of the season will be determined by the toss of a coin by the Divisional Vice President and Player Agent.

E5. When a tie game is halted, the pitcher of record may continue pitching in the same game on any subsequent date provided said pitcher has observed the required days of rest when the game is resumed. Games resumed due to protests being upheld shall be considered similar to suspended and tie games with respect to scheduling, pitcher, and player eligibility. (LLB Rules 4.11(e) and 4.12).

E6. The outcome of all games will be recorded in the official scorebook. Final pitch counts for each pitcher will be recorded in the official scorebook permanently in ink and initialed by the official scorekeeper. Overall team standings will also be tracked in the Minors division and above. Overall team standings will be used to seed post-season play according to the following description below. See section K for details on post season play.

**Minor Division** – The first round of games (each team playing each other once) will not count towards standings. The remaining games of the season will count towards standings. Regular season standings are used to seed the end-of-season tournament. The Divisional Vice President will determine the date when game standings will count toward seeding post-season play. Trophies will be awarded to the first and second place teams of the regular season. The team winning the local tournament advances to District TOC and is awarded medals for the tournament victory.

**Major Division** – All regular season play, including inter-league play will count toward standings. Regular season standings will be used to seed the end-of-season tournament. Trophies will be awarded to the first and second place team of the regular season. The team winning the local tournament advances to District TOC and is awarded medals for the tournament victory.

**Junior/Senior Division** – All regular season play, including inter-league play will count toward standings. Regular season standings will be used to seed the end-of-season tournament. No trophies will be awarded at this level for either first or second place.

E7. Managers in the Junior division are required to keep a team scorebook. Each game **MUST** be recorded in the team scorebook as well as the official scorebook. The team scorebook will be used at the end of the season to determine player eligibility for All Stars.

## ***F. Practices***

F1. Fields cannot be reserved or used for practice unless a manager or coach with an equipment bag, first aid kit, player medical releases, and a minimum of 4 players and 2 adults are present. This applies to all divisions.

F2. Practice games shall only be with other UCLL teams within the same division.

F3. Many of our practice fields are part of the San Diego School System and therefore school safety rules must be followed. School fields may not be used during school hours.

F4. Managers and/or coaches are responsible for:

- a. Being in attendance during practice.
- b. Starting and completing practice on time.
- c. Cooperation in sharing fields with other teams or groups such as Bobby Sox etc.
- d. Notifying the school of any breakage or damage.
- e. Clean up after practice.
- f. Bicycles are not allowed on school fields.
- g. After either a practice or game, coaches may not leave a player at the field without a parent or guardian.
- h. Coaches must have medical release forms and first aid kits in their possession at all times during games, practices or other team activities.
- i. Ensuring that fields are properly dragged and watered, with all equipment returned and securely locked

in the correct storage location, following each practice and game.

F5. Standley Park Recreation Department activities may supersede your activities prior to 5:15 P.M. Communication and cooperation with the recreation department staff will prevent misunderstandings.

## ***G.Pre-Game Rules***

G1. The home team occupies the first base dugout and is listed second on schedule. This applies to all divisions.

G2. The visiting team will take the field one half-hour before game time for a 15 minute warm-up. The home team takes the field 15 minutes prior to game start time for their warm-up. Batting practice on the playing field must cease one hour prior to game time in the interest of player and spectator safety. No adult may warm-up a player during game time. Adults may conduct infield practice during warm-ups.

G3. Each manager will provide 4 copies of the starting line-up, including substitutes and eligible pitchers. The copies are for the team manager, opposing manager, umpire, and Official Scorekeeper.

G4. Each team is responsible for providing a qualified scorekeeper for the game. The scorekeepers should be present 15 minutes before game time. The home team scorekeeper is the Official Scorekeeper.

G5. Except for disciplinary reasons, all rostered team members are eligible to participate in the game even if a player was initially listed as a non-participant on the line-up sheet for that game. A player arriving after the first pitch will be added to the bottom of the roster.

G6. The opposing managers will review the Basic Ground Rules applicable to their field with the umpire before the game.

G7. Home teams shall be responsible for the playing field set-up, including marking the fields, and setting up the fences and bases.

## ***H. Game Rules***

H1. Umpires are responsible for starting the game on time. T-Ball and Caps have specific game time limits in their divisional groundrules that must be followed. Groundrule E3 applies to all Minor division games. There is no time limit for Majors division and above. An inning officially starts when the last out is made in the previous inning.

H2. All divisions Majors and below will bat the entire roster during the regular season except as stated in H2c below. Every player on the team roster will participate in each game for a minimum of 9 defensive outs. This is the Mandatory Play Regulation (LLB Regulation IV(I)).

- a. The second half of the last inning, not played because the game ended with the home team ahead, will be credited as 3 of the 6 consecutive defensive outs (one defensive inning) for the visiting team.
- b. If a player does not fulfill the above requirements, that player will start the next game and play continuously until, at a minimum, the defensive outs for both the previous and current games are

fulfilled.

- c. Majors Divisions: For approximately the last half of the season, a nine man batting roster will be used. The Divisional Vice President will determine the date on which this starts. . District rules will supercede these in the event we interleague.
- d. Minors Only: One defensive inning (3 consecutive outs) for each player must be at an infield position, during the season and also during the local year-end play-off games.
- e. In the Minors division a player will not sit two consecutive innings on the bench.

H3. Violation of the Mandatory Play Regulation is not grounds for forfeiture. However, the penalties are as follows. (LLB Regulation IV(I)

The manager shall for the:

First Offense-receive a written warning

Second Offense-a suspension from the next scheduled game.

Third Offense-a suspension for the remainder of the season.

H4. All players must be in full uniform (including Cap and Jersey) during the game. If a hat is lost the player should contact the Uniform Coordinator who will attempt to supply a replacement hat at a nominal cost to the player. Any player who loses a jersey must pay for the replacement. Sunglasses are allowed.

H5. There shall be no harassment of players. Players on opposing teams should not be called by name in a distracting manner. Cheers and comments should encourage team members. There shall be no yelling of any derogatory remarks to the players, managers, coaches, or umpires. This also applies to spectators yelling from the stands, behind the backstop, and along the fences.

H6. If an unruly spectator disrupts the game the umpire may suspend play until such time as the disruption is resolved. Both team managers will report the incident to the League Vice President.

H7. Candy, chewing gum, soft drinks, and coffee are not allowed on the field or in the dugouts. Water and sports drinks (i.e. Gatorade) are permitted in the dugouts. Tobacco is not allowed on the field, in the dugouts, score booth, or snack bar. Alcoholic beverages are strictly prohibited in all areas (e.g. the dugouts, field, spectator stands, or snack bar).

H8. Fences and Cones – Fences and/or cone shall be used to mark to the outfield fence line in the Caps division games and above. Distances and type of barrier used for each division are described below.

<b>Division</b>	<b>Type</b>	<b>Distance from home plate</b>
Caps	Cones/Fence	125
Minors	Fence	170
Majors	Fence	195
Juniors/Seniors	Fence	275

## **H9. Regular Season Pitching Regulations**

### **Regulation VI - PITCHERS**

#### League Age

17-18	105 pitches per day
13-16	95 pitches per day
11-12	85 pitches per day
9-10	75 pitches per day
7-8	50 pitches per day

**Exception:** Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. **Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.**

Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 – 35 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 – 20 pitches in a day, no (0) calendar day of rest is required.

Pitchers league age 15-18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31 - 45 pitches in a day, one (1) calendar day of rest must be observed.
- If a player pitches 1 – 30 pitches in a day, no (0) calendar day of rest is required.

H10. Year End Ties Tournament Seeding-Ties will be broken based on the following for determination of the seeding for the year end tournament: 1<sup>st</sup>. head to head games, 2<sup>nd</sup>. runs allowed (entire season of games that count toward standings) and 3<sup>rd</sup>. a draw for seeding. This will be for seeding for the year end tournament seeding only. If two or more teams tie for first or second place at the end of the regular season Head to Head games will be reviewed if the tie is not broken based on this review then both (all) teams with the same record will awarded the first or second place trophies.

### ***I.Ejection From Game***

11. The Umpire-in-Chief has complete control officiating the game. If the conduct of a team, manager, coach, player, or spectator is unsatisfactory, after a previous warning, the umpire has the right to suspend the game.

12. When a participant or spectator behaves in a manner detrimental to the game the umpire may eject that person from the remainder of the game. The umpire will then notify the other umpire(s), both managers, and the Official Scorekeeper of the ejection along with the nature of the infraction (e.g. foul language). Umpires have the option of giving a prior warning (either individual or blanket) before ejecting a participant from the game.

13. The Official Scorekeeper records the ejection and the infraction in the official scorebook.

14. If a player is ejected during a game the team manager must notify the Divisional Vice President after the game. The Divisional Vice President, at his/her discretion may bring the matter to the attention of the UCLL Board. When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended of his or her team's next physically played game and may not be in attendance at the game site from which they are suspended. Failure to comply shall result in the forfeiture of the game. The manager must immediately notify the Divisional Vice President of their ejection. If any player, manager, or coach is ejected on 3 occasions, they will be suspended from the team for the remainder of the season.

## ***J. Post Game Rules***

J1. Teams are responsible for the field clean up on their side of the field after each game. This includes both sides of the fence, backstop to outfield. The home team is responsible for the equipment on the field. This includes the bases. Locking the McElroy Field scoreboard, locking the equipment shed, and taking down the Standley Park outfield fence on weekdays and after the last game on weekends.

J2. The Umpire-in-Chief and the Official Scorekeeper are required to sign the official scorebook after each game.

J3. The Official Scorekeeper is responsible for ensuring the return and safe storage of the division's official scorebook. The official scorebook is kept at the field.

J4. Visiting teams shall be responsible for the playing field break-down, including dragging, watering and storing of fences, bases and field equipment.

## ***K. Play-off (Local Tournament) Games***

K1. The Senior, Junior, LL Major and LL Minor divisions hold play-off games following regular season play. Play-off dates are scheduled by the League Vice Presidents and UCLL Board.

K2. A double elimination tournament will be set up for the playoffs in Minors and Majors. This format will be determined after the number of teams is known, but before the season begins by the Board of Directors. The bracketing for the tournament will be posted prior to the start of the season. The format of the Juniors tournament shall be determined by the number of teams and by agreement between the Juniors managers at the beginning of the season (prior to the 3<sup>rd</sup> Sunday of the season.)

K3. The winners of the division play-offs represent UCLL in the District 32 TOC.

K4. Seeding of the tournament for all divisions will be done according to the outcome of the regular season. See section E6 for details.

K5. The structure of the local tournament will be as follows:

1. For Minor and Major divisions:
  - a. Green book Regular Season rules apply
  - b. Green book pitching rules apply
  - c. 10 run mercy limit applies
  - d. In the Minors division last inning is an open inning
2. For the Junior Division:

- a. Tournament rules apply (T section of the Little League rule book)
- b. 10 run mercy limit applies

K6. Managers must show up 45 minutes before the start of the game to help set up the field. Both teams, during tournament play are responsible for setting up the field and then putting equipment away.

K7. The HOME team will occupy the first base dugout. The higher seeded team will be the home team.

K8. 35 minutes prior to the start of the game the VISITING team will be entitled to take infield practice for a duration of no more than 15 minutes. 20 minutes prior to the start of the game the HOME team will be entitled to take the field for infield practice. At no time shall the team not taking infield practice be on the field while their opponent is taking infield practice.

K9. Teams are expected to line up on their respective foul lines 5 minutes prior to the start of the game for the Little League Pledge. All games will start on time.

K10. Managers are expected to play each player the minimum amount of play according to National Little League or local rules whichever applies. Managers who fail to either play a player their minimum play or get each player their minimum play will be disciplined as follows:

First Offense: written warning.

Second Offense : suspension from the next scheduled game.

Third Offense: suspension for the remainder of the season and all tournament play.

There will be no exceptions to this rule. **This rule applies to both local league and All-Star tournament play.**

### **L.All Star Tournament Teams**

The format for all-star selection for Minors and Majors will be determined by the Board of Directors and will include the input from Managers and players.

L1. There are 6 UCLL All Star teams which may enter the District 32 All Star Tournaments.

These six teams are

Big League All Star (16-18 year old players)

Senior Major All Star (14-16 year old players)

Junior League All Star (13-14 year old players)

Little League Major All Star (11-12 year old players)

Little League 10-11 year old All Star (10-11 year old minor/major players)

Little League 9-10 All Star (9-10 year old players)

L2. In order to be eligible for an All Star team a player must have participated in at least 60% of his/her regular season Little League games. An exception is made in Senior and Junior League if a player is playing High School baseball. To be eligible for post season play (All Star and/or TOC), he/she must participate in at least 60% of his/her UCLL games that remain after the High School's final game. If a player does not play in the required number of games he/she is ineligible for post season play. In order for an 11 year old minor/major player to be eligible for the 10-11 year old All Star Team, an 11 year old Majors player must register for the Majors All Star Team. If an 11 year old Majors player is selected for the 11-12 year old All Star Team and refuses placement on that team, that player forfeits eligibility for the 10-11 year old All Star team as well.

L3. All players signing-up for All-Stars, are required to sign a contract stating that they are willing and able to make the commitment to play in the tournaments. This means that they are available for all practices and games. Any time off needed must be noted on the form and will be taken into consideration when drafting the team.

L4. The All Star managers ~~and coaches~~ will be elected by the players from among the regular season managers and coaches. A written ballot will be distributed to all players in the LL and Minor division for election. The UCLL Board will give the final approval of said manager. All Star managers choose their coaches from among the other managers and coaches. It is strongly encouraged that the manager select coaches with prior tournament play experience from any divisional level. The Board has final approval of the selection of All Star coaches. The 10-11 year old All Star Manager shall be selected by the Board. The manager may nominate coaches, who are subject to Board approval.

L5. All Star teams will consist of players, a manager, and coach(s). The UCLL All Star team compliments are listed below. All Star tournament teams are also governed by District 32 tournament and Little League National rules.

<u>All Star Team</u>	<u>Players</u>	<u>Alternates</u>
Big League	12 -14	0
Senior Major	12 -14	0
Junior League	12 -14	0
LL 11-12	12 -14	0
LL 10-11	12 -14	0
LL 9-10	12 -14	0

L6 Little League, Junior League and Senior League players will vote for 9 players for their division's All Star team. Players may vote for eligible members of any team on the ballot and for themselves. The 4 players receiving the most votes will automatically be elected to the All Star team. The next 8 players are selected by a vote of the respective league managers. Once made, this selection cannot be altered without the approval of the other managers in that respective division. The All Star manager may elect to add up to two additional players at his own discretion and without the approval of the other league managers.

L7. Each team must be represented at All Star player selection by their manager, coach, or, with prior Board approval, an alternate representative. Only one representative per team is allowed.

L8. Minimum play. Please see groundrule K5.

## ***M.Miscellaneous***

M1. Each year the League President nominates manager applicants (new and returning) for review and approval by the UCLL Board. The Board shall consider factors such as personality, past experience, adherence to the Little League National and UCLL rules, and ability to deal with players, parents, and umpires in the spirit of the Little Leagues Mission Statement. This is to assure that those who are chosen to guide our Little League players are not only capable managers but good role models as well. There is no such thing as tenure for Managers and Coaches.

M2. Players in T-Ball through Junior League shall wear baseball pants as part of their uniform. The team may choose white or colored baseball pants. Baseball pants for all divisions are not furnished by UCLL and must be purchased separately.

M3. Each player's family will be responsible for 3 hours of snack bar duty, per player, to be fulfilled during the

Little League season. Exceptions are those opting to “buy out” the requirement, team Managers and UCLL Board Members.

**-End-**