

Greater Richland Little League

2020 Rules, Regulations and Bylaws v2020_ 1-8

1 League Organization:

GRLLE is organized as a chartered program in accordance with the established procedures of Little League Baseball, Incorporated. GRLLE currently operates as a single Chartered League with three Divisions: Majors, Minors and TeeBall. The Minors Division has three (3) levels of play, referred to as Single A, Double A, and Triple A. The most current *Little League Operating Manual* (also referred to as the White Book) and the most current Official Regulations and Playing Rules for Little League Baseball (also referred to as the Green Book) shall be consulted for all league operations. These bylaws shall address areas of information that are specific to GRLLE, and shall provide additional guidelines necessary for compliance with the rules and regulations set forth by Little League Baseball, Incorporated. Under these rules and regulations we will focus on what is best for all of the players.

2 League boundaries

The eastern boundary is associated with the eastern-most edge of the Richland School District (RSD) limits. (The Columbia River)

The northern boundary is associated with the northern-most edge of the Richland School District (RSD) limits. (Highway 240 and Horn Rapids Road)

The western boundary is associated with the western most edge of the Richland School District (RSD) limits.

The southern boundary of the league shall follow west along Swift Boulevard extended from the Columbia River to the Yakima River, along the Yakima River to the south to the apparent intersection with Northlake Drive (if extended to the Yakima River).

The boundary then follows the West Richland City limits to the south to Kennedy Road.

The Boundary follows Kennedy Road westward to the intersection with Dallas Road then southward along Dallas Road to the intersection with I-82.

The boundary then follows I-82 northward to the junction with the southern RSD boundary and follows the RSD boundary to the west/northwest.

Note: Please refer to <http://www.rsd.edu/resources/boundary-maps.html> for RSD boundary maps.

3 GRLLE Objective:

The objective of the Greater Richland Little League shall be to implant firmly in the children of the community the ideals of good sportsmanship, honesty, loyalty, courage and respect for authority, so that they may be well adjusted, stronger and happier children and will grow to be good, decent, healthy and trustworthy citizens.

4 Majors Division:

The Majors Division shall consist of teams comprised of players that are league age 10-12 years. For more information on the Majors Division, see the Appendix.

5 While the primary ages are given for play within the Majors Division, exceptions may exist based on family concerns as recommended by the Player Agent and approved by the Board Minors Division:

The Minors Division is for player's league age 7-11 years and is divided into 3 successive levels of play: Single A, Double A, and Triple A.

While the primary ages are given for each level of play within the Minors Division, exceptions may exist based on family concerns as recommended by the Player Agent and approved by the Board.

- **Single A Level:** The Single A Level is for players league age 7-9 years. Roster sizes depend upon turnout in that age range and the number of volunteer managers. See the Appendix for more detailed information on the Single A Level of the Minors Division.
- **Double A Level:** The Double A Level is for players league age 8-10 years. Roster sizes depend upon turnout in that age range and the number of volunteer managers. See the Appendix for more detailed information on the Double A Level of the Minors Division.
- **Triple A Level:** The Triple A Level is for players league age 9-11 years. Roster sizes depend upon turnout in that age range and the number of volunteer managers. See the Appendix for more detailed information on the Triple A Level of the Minors Division.

Rules common to all levels within the Minors Division, except where noted.

5.1 Playing Time:

Regardless of game duration (including a game shortened for any reason), no player should sit more than 1 inning until all players have sat at least 1 inning (Single A and AA) and no more than 2 innings in AAA. (Exceptions: Absence, injury, or discipline) As a general rule, all players in uniform at the start of the game should play a minimum of three (3) complete innings in the field. Each player must play at least one (1) of the three innings in the outfield and one (1) of the three innings in the infield. A complete inning is three (3) consecutive outs or execution of Bylaw 5.2. Pitcher and catcher are considered infield positions. No player except pitcher or catcher will play a given position more than two (2) complete innings in a game.

PENALTY: Shall follow penalty stated in Regulation IV section (i).

5.2 Substitution

Free and unlimited substitution is allowed, but the batting order may not change (see rule Bylaw 5.7). Once a pitcher is removed from the mound, that pitcher may not return to the mound during that game.

5.3 Inning duration:

There is a 5-run limit per inning (Rule 5.07). LOCAL LEAGUE OPTION: the last inning of each game, which is "open" and unlimited scoring is allowed. The "open" inning, due to the nature of play in the Minors Division, may not necessarily be the sixth inning, depending on score and pace of game (note that complete games are at least four (4) innings). **It is the responsibility of head coaches and umpire(s) to determine which inning will be the "open" inning as the game progresses. The "open" inning cannot be decided after that inning has started.**

5.4 Time limit:

No new inning may be started after two (2) hours from the official start of the game. The game may exceed two (2) hours if the current inning was started before the two-hour limit. Game start times should

be logged by the official scorekeeper or head umpire and agreed upon by the head coaches and umpire(s).

5.5 Cancelled games

Games cancelled before a pitch is thrown shall be rescheduled. Regulation games ending due to time limit, darkness, or weather shall not be made up or continued at a later date. See Rule 4.10 (d) of the “Green Book”.

5.6 Tie games

Games may end in a tie, if both managers agree. (This is contrary to Green Book rule 4.12 and 4.11 (e).) At the Double and Triple A levels, If one or both managers wish to finish a game that is tie at the end of regulation and/or has reached the 2 hour time limit a “Kansas City” tie breaker format will be used. The “Kansas City” tie breaker format is as follow: The next batter in the order will come to the plate with a one ball, one strike count and one out. The player that was out last in the previous inning will be placed at second base as a runner. Each subsequent batter in the batting order will come to the plate with a one ball and one strike count. There is a 5 run limit to runs scored in the tie breaker inning. If the game is still tied at the completion of 1 inning of tie breaker play the game will end in a tie.

5.7 Batting order

Each team shall bat through the entire roster in the appropriate order (Continuous Batting Order Rule 4.04). Any players that arrive after the game has begun shall be placed at the end of the batting order. In the case of an injury or if a player must leave a game early, that batter shall be skipped in the batting order and will not be considered an out.

5.8 Dropped 3rd Strike

Rule 6.05b(2) LOCAL LEAGUE OPTION: Batter will be out when a 3rd strike is caught or not caught by the catcher.

5.9 Movement of players within Minors after Draft:

According to the “Green Book” (Regulation III, (e),Note 1), players may be moved within the Minors Division at the discretion of the Local Board and Player Agent for the purpose of training. If this occurs, it is usually because a given player’s abilities are well above the level of play they are currently placed, and he/she needs to be moved up out of concern for the safety of those they currently play with and against. This applies for movement from Single A to Double A, or from Double A to Triple A. No movement of this kind occurs from the Minors Division to the Majors Division (except as described in Appendix for replacement players).

6 Tee Ball Division

The Tee Ball Division shall consist of teams comprised of players that are league age 5-7 years. For more information on the Tee Ball Division see the Appendix.

7 Tryouts

There will be two scheduled Saturday tryouts, usually in late February and/or early March.

- Players league age 8-12 years wishing to be considered for Majors, Triple A, and Double A must attend one full tryout.
- Players are not allowed to participate in both tryout days, unless approved by Player Agent.
- "Each player who is age-eligible for the draft must attend 50 percent (or half) of the scheduled tryouts to be considered for a Major, AAA, or AA Division team. What this means is if the league has two different tryout dates, players must attend at least one to be able to be drafted." Source:

<http://www.littleleague.org/learn/newsletters/ParentConnection/2014/TPCfeb14/getting-ready-for-tryouts.htm>

- Players who were in Majors the prior season are required to attend one tryout.

Any non-injured player candidate failing to attend one of the try-out sessions offered, shall forfeit league eligibility unless an excuse is presented which is accepted by a majority of the Board of Directors (see Green Book; IV THE PLAYERS- (f). If the non-injured player candidate's excuse for missing try-outs is accepted by the Board, that player may be randomly placed on a team of the lowest level for their age group or the level at which they played the previous year whichever is higher: players league age 11 years will be placed on a Triple A team; players league age 9 and 10 years will be placed on a Double A team; and players league age 8 years will be placed on a Single A team. An injured player (must be known by the Player Agent before the tryout) will not forfeit league eligibility and will be drafted or placed on a team appropriate for their skill level.

8 Make up games during the regular season (Majors and Minors Divisions)

Fridays have been set aside for games that require completion (incomplete due to a tie, Majors only) or make-up (cancelled before the first pitch). If the original game was on a Saturday, then the subsequent Friday should be the day for the make-up game. There is also the option (Majors Division only) to finish an incomplete game prior to the next scheduled game between those two teams; this should preferably occur on a Saturday. In all cases, it is the Home Team head coach's responsibility to schedule the umpires with the umpire coordinator. It is the Home Team head coach's responsibility to arrange within their team all the home field duties for that make-up game. The President will rule on all postponement disputes. On issues regarding line up, pitch count, etc. see the "Green Book" (sections 4.10, 4.11, and 4.12).

9 Winning percentage

Winning percentage is calculated by dividing the number of wins by the total number of games played, **not** including tie games. Non-league games (if any) are not included in the calculation of winning percentage. The tie-breaker protocol for teams with identical records shall be: 1) regular season head-to-head 2) Defensive runs allowed (League), 3) Coin toss.

The regular season league winning percentage will be used to determine the following: Regular season League Champion (Majors and Triple A Level only) and City Tournament seeding (Majors and Triple A Level only)

10 Game preparation and cleanup

Prior to, during and after each game, it is EACH TEAM's responsibility to ensure that both dugouts and the grounds are free of trash.

The HOME team shall attend to the following: Rake and water the field and line the batter's box and foul lines; scoreboard, pitch count, official score book, flag raising (Bombing Range and Jefferson fields 1 will be responsible for the flags), announcer (if equipped), storing field implements when finished field cleanup and locking doors to the equipment storage area; and ensuring the concession stand is closed for the evening.

The VISITOR team shall delivery of water jugs to dugouts before the game and return of water jugs to concession stand after the game. This is to be done after EVERY game. Jugs must be empty and stored inside a locked room. Do not leave them outside.

The HOME team shall keep the official books. The HOME team will use the Scorebooks located in the concession stand marked with the Appropriate Field Name. The Scorebooks will be returned to the Concession immediately after the end of each game.

11 Volunteer Background Checks

All GRLI volunteers must complete a Little League Volunteer Application and satisfactorily complete a screening process managed by the league Safety Officer prior to assuming their role. First Aid and CPR Training is required for at least one coach/manager per team.

12 Other Policies

GRLI will follow the established GRLI Batting Cage Policy; the GRLI Practice/Field Use Policy and others document in the GRLI Policies document.

13 Ten-run rule

LOCAL LEAGUE OPTION: GRLI will **not** adopt the 10 run rule in Majors, Single A and Tee Ball (see section 4.10(e) Note (2) of the “Green Book”). AAA and AA will adopt the 10 run rule.

Appendix A

14 Majors Division and Intermediate Division

14.1 Structure

The Majors Division has teams made up of players that are league age 10-12 years. All player candidates who are league age 10 through 12 shall be eligible for the Major league draft. To be eligible for selection at this level, players must attend one full tryout.

The Intermediate Division has teams made up of players that are league age 12-13. The Intermediate Division in GRLI will follow the same general structure as the Majors division, but is subject to change depending on participation. Playing rules will be governed by Little League Baseball Official Regulations and Playing Rules.

In compliance with Little League Regulation V(a) of the *Baseball Official Regulations and Playing Rules*, all players that are league age 12 years, registered with GRLI and tryout shall play in the Majors Division.

14.1.1 Waivers and Petitions

- Candidates that are league age 9 years can request, either verbally or in writing, to be considered in the draft at the Majors Level. To do so:
 - Candidate must have played at the Triple A Level for at least one (1) year.
 - Candidate must attend one general tryout
 - Player Agent must approve (See Bylaw 4)

14.2 Draft

Draft order will be determined by random draw and will “serpentine” thru all rounds (example for a 4 team league: Team A, B, C, D, D, C, B, A, A, B, C, D...).

- GRLI will use the Plan B Alternate draft method described in “Methods for Existing Leagues” as outlined in the *Little League Operating Manual*. There will be one exception to this method:
 - GRLI will limit the number of player’s 10 yr. olds and younger in the Majors division to 16, with no more than 3 on any one team.
- GRLI will follow the “Options for Sons, Daughters and Siblings” section as outlined in the *Little League Operating Manual*.

14.3 Umpires

At least one League adult umpire shall officiate at each game. If only 1 youth umpire is available the visiting team shall provide 1 adult field umpire.

14.4 Expansion/contraction

The following guidelines, which the GRLI Board of Directors shall use to determine when to expand or contract teams in the Majors Division, have been proven effective for many years. Both the total number of registered players in the league and the total number of 12 year olds declared eligible for the Majors Division draft are used as a gauge.

In order to determine the appropriate number of teams in the Majors Division the total number of registered players is divided by the current number of teams in the Majors Division. That quotient is seen as a numerical representative for “competitive strength” in the Majors Division, in relation to the size of the league as a whole. If the quotient is 40 or less, it can be assumed that the Majors Division has too many teams, therefore compromising the strength within the Majors Division; at this point contraction should be considered. If the quotient is 48 or more, it can be assumed that the number of teams in the Majors Division is too small,

therefore causing the Majors Division to become too “elite”; at this point expansion should be considered. The Player Agent may use a mock draft with the returners listed for each team (by age) to help in determining whether expansion or contraction is necessary. In addition, the number of players that are league age 12 years and are registered for the upcoming season is also used to help the Board make decisions on expansion or contraction. For example, if the number of upcoming eligible players that are league age 12 years exceeds 50% of the available draft positions, the Board will consider expansion by one (1) team.

- The Board will follow Option 3 of the “Expansion” section as outlined in the 2015 *Little League Operating Manual* on matters related to expansion
- The Board will follow the *Little League Operating Manual* on matters related to contraction.

14.5 Injury clause/loss of player

The Board for GRLI operates under the premise that the Duration of Title for an individual player, once drafted, is of primary importance. As such, the Board sets an injury/loss threshold of player duration at equal to or greater than 50% of scheduled, regular season games (rounded down to the nearest game in the case of an odd game schedule). For example, in the case of a 21 game schedule, 10 or more games would enact the clause below (A5). Once that number of games is foreseen to be missed, the replacement player guidelines take effect.

14.6 Replacement player guidelines

If a player needs to be replaced on the roster, the manager immediately notifies the player agent who provides the manager with a list of eligible players, if needed. The manager chooses a player from the list and the Player Agent contacts the player. The manager does not contact the player in question, and the player is not notified which team is in need of a player. This is done to prevent a player or parent from choosing their coach. If a manager fails to begin the replacement clause within 5 days of the known injury, he will subject himself to potential disciplinary action by the Board. At this point, the President and Player Agent will step in and assign a player to the team.

If a player declines to move up when asked, they will not be eligible for Majors for the remainder of the season, including the City Tournament.

Once a player is known to be gone for the duration as stated in the Injury Clause, they will be replaced on the roster. If this occurs within the last two (2) weeks of the season, no permanent roster replacement occurs, but Minors Division players may be called up for City Tournament.

14.7 Playing Time

GRLI will follow the rules stated in Regulation IV section (i) of the “Green Book” However GRLI encourages managers to increase minimum playing time to 9 outs and at least one at bat in a game.

14.8 Continuous Batting Order

For Majors, GRLI shall allow the coach to choose which batting order to use per rule 4.04 of the “Green Book”

14.9 Hitting

14.9.1 Bunting

- Slug bunting is NOT permitted. If a batter does attempt to slug bunt, the batter is out, the ball is dead, and all runners return to the base they last occupied. Contact does not need to be made.

14.10 Time Limit

There is not a time limit on Majors games.

Appendix B

15 Single A Level of the Minors Division

15.1 Structure

The Single A level of play is for players that are league age 7-9 years. No tryout is necessary at this Level. All eligible players league age 8 years shall be assigned to at least a Single A Level team.

15.1.1 Waivers and Petitions

- Candidates that are league age 6 years may **only** play at the Single A Level if they have played one (1) year of Little League Tee Ball. (Regulation I (a) NOTE 3)
- Players that are league age 9 years may only be assigned to the Single A Level if the Player Agent determines that the player's size and/or skill level represent a sufficient safety hazard to the player if he/she were to play at the Double or Triple A Level. Exceptions will be made for medical or safety issues only.

15.2 Draft

There is no draft at the Single A Level. Teams will be formed at the discretion of the Player Agent.

15.3 Umpires

A representative of each team shall represent the umpiring crew for the game. Umpire assignments for each game shall be mutually agreed upon prior to the start of the game.

15.3.1 Time out

The umpire shall call time out when the ball is in the possession of a player that is in the infield and play has stopped. At such time, the runners are not allowed to advance.

15.4 Pitching

A coach (or adult representative) from the batter's team shall pitch each inning of each game during the entire season. Pitching will be overhand. It is recommended that the coach (or adult representative) wear a glove and pitch from one knee to lower the height of the release point. The position of the adult pitcher relative to the distance to the batter can be modified to ensure consistent strikes. We suggest that the pitcher not arch the pitches thus changing the plane of the ball, rather pitch the ball relatively fast and level.

- No more than 3 strikes or 7 pitches will be thrown per batter. After 7 pitches and the batter has not put the ball in play, the batter will be out and will return to the bench.

15.4.1 Balls and strikes

Three swinging strikes will be allotted to each batter. Regardless of how many pitches, after 3 strikes the batter is out. In an effort to keep the games flowing and the kids interested, coaches can throw up to 7 pitches per at-bat. No batter shall walk at this level. A foul on the third strike constitutes another pitch even if it is the 7th or greater pitch. Called strikes are the umpire's discretion. There will be no Hit By Pitch at this level.

15.4.2 Dead ball

Any ball that hits the adult pitcher shall result in a dead ball (i.e., batted or thrown ball). The batter and runners shall be considered safe and shall be awarded the base that they were going toward.

15.5 Hitting

15.5.1 Bunting

No bunting is allowed. No fake bunting.

Slug bunting is NOT permitted. If a batter does attempt to slug bunt, the batter is out, the ball is dead, and all runners return to the base they last occupied. Contact does not need to be made.

15.6 Running

15.6.1 Base stealing/advancement

There is no stealing of bases, nor advancement based on wild pitches or passed balls.

15.6.2 Infield Fly Rule

The Infield Fly Rule DOES NOT apply at this level (Rule 2.00 INFIELD FLY RULE)

15.7 Standings/Scoring

The policy for GRLL is that no standings are kept or championship played at the Single A Level. Score will not be kept. The scoreboard will be kept off. Runs will be counted only to monitor the 5 run rule.

Appendix C

16 Double A Level of the Minors Division

16.1 Structure

The Double A level is for players ranging from league ages 8 to 10 years. To be eligible for selection at this level, players must attend one general tryout. All eligible players league age 9 and 10 years shall be assigned to at least a Double A Level team.

16.1.1 Waivers and Petitions

- Candidates that are league age 10 years can be requested by parents and then approved by the Player Agent to play at the Double A Level.
 - Candidates that are league age 7 years can request, either verbally or in writing, to be considered in the draft at the Double A Level. To do so: Candidate must attend one general tryout
 - Player Agent must approve (see Bylaw 5)

16.2 Draft

Draft order will be determined by random draw and will “serpentine” thru all rounds (example for a 4 team league: Team A, B, C, D, D, C, B, A, A, B, C, D...).

- GRLI will use the Plan B Alternate draft method described in “Methods for Existing Leagues” as outlined in the *Little League Operating Manual*.
- Manager’s children will be drafted by age and in the round specified in “Options for Sons, Daughters and Siblings - 5. Draft Rounds”. (LL8 & LL7 will be drafted in the 6th Round.)
- Multiple sibling situations will follow the “Options for Sons, Daughters and Siblings” section as outlined in the *Little League Operating Manual*.

16.3 Umpires

At least one League adult umpire shall officiate at each game. If only 1 youth umpire is available the visiting team shall provide 1 adult field umpire.

16.4 Pitching

Live pitching shall take place during each inning of each game, for the entire season. Little League (Green Book) pitching regulations shall apply (including but not limited to Regulation VI (a), (c) and (d)), with the following exceptions.

- There are no bases on balls. The player-pitcher will pitch to each batter until that batter receives four (4) balls. At this point the batter’s coach or other designated adult will come to the mound to finish pitching to the batter; the player pitcher stays on the field and remains near the adult pitcher for defensive play. The number of strikes will start where left off. The batter’s coach (or designated adult) **pitches from the plate/rubber** (It is not a valid pitch if it is not from the rubber). The coach will pitch standing up and should target the catcher’s glove and not try to “lob” pitches (the intent is to prevent the players from waiting for easy pitches from the coach versus hitting a players pitch). They should be flat thrown pitches.
The umpire must continue the strike count until the batter is out or puts the ball in play. If the adult pitcher is hit while attempting to avoid a batted ball, the player-pitcher has the opportunity to field the ball and the ball is considered a “live ball” the runners shall advance towards the base in which they were heading and may be put-out by a defensive force or tag. Once the batter has put the ball in play or is out, the player-pitcher shall return to the mound and begin pitching to the next batter.

- No batter is awarded a base when hit by an adult pitcher. If a player is pitching then there is Hit by Pitch.
- Pitchers are only allowed eight (8) warm-up pitches between innings.

16.5 Hitting

16.5.1 Bunting

No bunting is allowed. No fake bunting.

Slug bunting is NOT permitted. If a batter does attempt to slug bunt, the batter is out, the ball is dead, and all runners return to the base they last occupied. Contact does not need to be made.

16.5.2 Infield Fly Rule

The Infield Fly Rule Does NOT apply in this Division.

Appendix D

17 Triple A Level of the Minors Division

17.1 Structure

The Triple A Level of the Minors Division consists of players with developed skills who have not been selected for a Majors Division team. The Triple A level is for players ranging from league ages 9 to 11 years. To be eligible for selection at this level, players must attend one general tryout.

17.1.1 Waivers and Petitions

- All eligible players league age 11 years shall be assigned to at least a Triple A Level team, unless the candidate has requested and been approved to play in the Double A Level; exceptions will be made for medical or safety issues only. Candidates that are league age 11 years can be requested by parents and then approved by the Player Agent to play at the Double A Level.
- Candidates that are league age 8 years can request, either verbally or in writing, to be considered in the draft at the Triple A Level. To do so:
 - Candidate must have played at the Double A Level for at least one (1) year.
 - Candidate must attend one general tryout
 - Player Agent must approve (See Bylaw 5)

17.2 Draft

Draft order will be determined by random draw and will “serpentine” thru all rounds (example for a 4 team league: Team A, B, C, D, D, C, B, A, A, B, C, D...).

- GRLI will use the Plan B Alternate draft method described in “Methods for Existing Leagues” as outlined in the *Little League Operating Manual*.
- Manager’s children will be drafted by age and in the round specified in “Options for Sons, Daughters and Siblings - 5. Draft Rounds”.
- Multiple sibling situations will follow the “Options for Sons, Daughters and Siblings” section as outlined in the *Little League Operating Manual*.

17.3 Umpires

At least one League adult umpire shall officiate at each game. If only 1 youth umpire is available the visiting team shall provide 1 adult field umpire.

17.4 Pitching

Live pitching shall take place during each inning of each game, for the entire season. Little League “Green Book” pitching regulations shall apply (including but not limited to Regulation VI (a), (c) and (d)). Players that are league age 12 years are not allowed to pitch. Pitchers are only allowed eight (8) warm-up pitches between innings.

17.5 Hitting

17.5.1 Bunting

Slug bunting is NOT permitted. If a batter does attempt to slug bunt, the batter is out, the ball is dead, and all runners return to the base they last occupied. Contact does not need to be made.

Appendix E

18 Tee Ball Division

18.1 Structure

The Tee Ball Division is for players ranging from league ages 5 to 7 (LOCAL LEAGUE OPTION). (See “Green Book” Regulation IV The Players) The Tee Ball Division will follow the Green Book. In no way should these games ever be competitive. Teams will typically play either 3 or 4 innings. This is all about having fun. The majority of the kids should be hitting off the Tee. Try to keep the game moving as fast as possible.

From LittleLeague.org:

In Tee Ball, players hit a ball off a batting tee. Rules of the game may be varied to accommodate the need for teaching. The primary goals of Tee Ball are to instruct children in the fundamentals of baseball and to allow them to experience the value of teamwork. Parents are strongly encouraged to become involved in this introduction level of Little League. After completing a Little League volunteer application and passing a required national background check, parents may become involved in practices, and be eligible as coaches, managers, umpires, local league board members and other volunteer positions within the league.

No player pitching is permitted in this division. There will be no more than four (4) missed swings per batter if receiving a pitched ball. Generally, the diamond used is a 60-foot diamond, but the league has the option to use a 50-foot diamond.

Please Read:

1. Rule 1.01
2. Rule 1.02 (no score be kept)
3. Rule 1.11(b)
4. Rule 2.00 BATTING ORDER
5. Rule 2.00 BUNT
6. Rule 2.00 Foul Ball NOTE 2
7. Rule 4.04 NOTE 1 and NOTE 2
8. Rule 4.10f (4 innings)
9. Rule 4.19(h) (protests)
10. Rule 5.07 (retiring the side)
11. Rule 6.07 last paragraph
12. Rule 7.05.Note.2
13. Rule 7.13 Note 3
14. Rule 8.01g (pitcher)
15. Regulation XIV(d)

18.2 Draft

There is no draft in Tee Ball. Teams will be formed at the discretion of the Player Agent.

18.3 Umpires

A representative of each team shall represent the umpiring crew for the game. Umpire assignments for each game shall be mutually agreed upon prior to the start of the game.

18.4 Pitching

- When on offense, the offensive coach will set up the Tee for the batters.
- There are no walks

18.5 Hitting

- There are no strikeouts in Tee-Ball.
- Batting orders can be chosen by any method, but it is strongly encouraged to allow each player to be the lead-off batter OR to start the batting order where you ended the last game. No player should have significantly more At-Bats than another player.
- The first half of the season all players will hit off the tee in each at bat.
- The second half of the season players will have the option to hit live pitching. Coaches will pitch from the front of the mound, on one knee. Hitters will be allowed 4 swings, fouls will earn another pitch. If after 4 swings the player has not put the ball in play the batter will be allowed to hit from a tee.

18.6 Running

The Infield Fly Rule does NOT apply in Tee-ball (Rule 2.00 INFIELD FLY RULE)

18.7 Defense

All players will play in the field 6 in the infield, rest in the outfield. To be clear, if a runner is put out in the field, that runner will be out and return to the bench. Fielders will be rewarded for making a good play.

18.8 Game play

Managers are encouraged to bat the entire order during their teams half inning. If 3 defensive outs are recorded prior to completing each batter in the line up, continue batting until each player has had an opportunity to bat in the inning.

18.9 Time limit

No new inning will start after one (1) hour and fifteen (15) minutes. Game start times should be logged by the official scorekeeper or head umpire and agreed upon by the head coaches and umpire(s). (Rule 4.10f)

18.10 Standings/Scoring

The policy for GRLL is that no standings are kept or championship played at the T-ball Level. Score will not be kept.(Rule 1.02) The scoreboard will be kept off. There is NO 5 run rule for T-ball. (Rule 5.07)

Appendix F

19 Post-Season All-star Player and Manager Selection Process

19.1 Player eligibility statement

All players selected for the Little League (Majors Division), 11U Year old Division, & 10U Year old Division All-star teams must comply with the Player Eligibility section of the Tournament Rules and Guidelines in the “Green Book” (page T-6).

- Specifically, they must live within the boundaries of GRLL and be able to prove as such.
- Be eligible through the School Boundary exemption
- Be eligible by other authorized methods in the Green Book
- *Additionally, any player that plays on a non-Little League post-season team while official Little League Tournament play is on-going is not eligible for any division team.*

Prior to All-star team selection, each Major’s Division manager will communicate with the players on their team in an effort to determine which players wish to be eligible for All-star play.

19.1.2 Player eligibility:

Any player interested in All Star consideration must submit an “All Star Commitment” letter to the president by the deadline set at the beginning of the season. All players’ names will be placed on the ballot according to their league age. That is 12 year olds will be on the Majors Division (12U) ballot, 11 year olds will be on the 11U ballot and 10 year olds will be placed on the 10U ballot. Any player who wishes to be in consideration for a team above their age level (ie. 10 year old who would like to be on the 11 year old team) will need to designate as such on the All Star Commitment form stating which teams they wish to be considered. All players wishing to play up an age level will not be placed on that player ballot, but will be discussed and voted on in the coaches/managers meeting.

19.2 Player selection process for Little League (Majors Division) All-star team

This team has the opportunity to compete at the District, State, Regional, and World Series level. GRLL follows a process, in which the players from the Major Division vote on a secret ballot to choose five (5) of the players for this All-star team, the managers from the Majors Division choose the next five (5), and the selected team manager selects the rest of the players to complete the roster (up to 15).

19.2.1 Player vote process

Near the end of the season, the president supplies each Majors team with ballots and each player on a team votes, secretly, for their top twelve (12) players. Players will vote on All Star ballots specific for league age (ie 12 year olds will vote on the 12U ballot). No player may vote for someone from his or her own team and there are no write-in votes. Managers are not allowed to make suggestions or influence the voting. If there is any indication that a manager or coach influenced the voting, then **ALL** votes from that team will be disqualified.

19.2.2 Managers vote and discussion

The 6th, 7th, 8th, 9th, & 10th players of the Little League (Majors Division) All-star team will be selected by a vote of the Majors Division managers which takes place at a special All-star team selection meeting. The managers will vote after disclosure of the player voting.

19.2.3 Results

The president tallies and presents the results of the players and managers votes noting that the top five (5) vote-getters from the players in the league are automatically on the team. In the case of a tie

for the fifth spot, the managers will vote to select the fifth player. Note: Based on current season player/parent knowledge, it may become necessary for the president to poll players on their willingness to play **after** the player AND manager selection has finished.

19.2.4 Alternates

Alternates will be chosen at the time a player is not able to continue. Alternates will be chosen following section Replacement of Player, Manager or Coach in the Tournament Rules and Guidelines in the “Green Book” (page T-8).

19.3 Player voting and selection process for 11 Year old All-star team

This team has the opportunity to compete at the District and State levels if they are victorious at each successive tournament. The procedure for selection will follow the same general voting process used for the Little League (Major League) All-Star team stated above in Section 19.2. Exception; only eleven (11) year olds can vote for players on the 11 Year old Division All-star team.

19.4 Selection process for 9-10 Year old All-star team

This team has the opportunity to compete at the District and State levels if they are victorious at each successive tournament. The league will hold a special tryout for interested nine (9) and Ten (10) year olds who have submitted and All Star Commitment letter. This tryout will be held within the week prior to the All Star Selection meeting.

- Major Division managers and coaches who have notified the league president in writing of their interest in managing the 10U team will evaluate players.
- The Majors Division managers choose the first 10 players, and the selected team manager selects the rest of the players to complete the roster (up to 15).

19.5 Removal/replacement of All-star team players

The All-star team manager may not remove a player from an All-star team without a meeting being held to review the specifics of the situation. The meeting shall consist of a committee consisting of the All-star team manager, League president or vice president, and player agent. If any member of the committee feels that additional information is necessary prior to a decision being rendered, then that information shall be obtained prior to proceeding with a vote by the committee.

19.6 All-star team manager selection

All candidates interested in managing a team shall notify the League president by the end of the first week of May of their interest. **The managers for the All-star teams will be chosen after the first 10 players of each All-star team have been selected. Little League International has recommended that players participate in the Manager Selection Process.**

19.6.1 Eligibility

Manager eligibility for the Little League All Star Team and the 11U All Star Team, is defined as follows and considered equally:

- -Majors Division managers,
- - Officially listed Majors Division assistant coaches,
- -AAA Division managers.

Manager eligibility for the 10U All Star team will include the group listed above with the addition of:

- Officially listed (league approved) AAA Division assistant coaches

19.6.2 Manager selection process for the All-star teams

GRLI follows a process in which the President, 4 league officers and/or volunteers (to be determined by the President), the Major Managers, one additional vote for the manager with the highest regular season winning

percentage of the managers vying for the respective All Star team, , and the Majors Division players will vote for each of the All-Star Team Managers. The Player vote will be equivalent to two votes. Players can vote for their own regular season manager. If there is a Tie, the Majors division Managers will vote again with only the tied Candidates. If after the 2nd vote there is a still a tie, the President will vote.

19.6.3 All-star team coach selection

All candidates interested in coaching (assistant) a team shall notify the league president by the end of the first week of May of their interest. The coaches for the All-Star teams will be chosen after the respective manager is decided.

19.6.3.1 Eligibility

Coach (Asst.) eligibility for the Little League All Star team and the 11U All Star team is defined as follows and considered equally:

- Majors Division managers
- Officially listed Majors Division assistant coaches
- AAA Division managers.

Coach (Asst) eligibility for the 10U All Star team will include the group listed above with the addition of:

- Officially listed (league approved) AAA Division assistant coaches

19.6.3.2 Coach selection process for the All-star teams

After the manager is selected, the President, 4 league officers and/or volunteers (to be determined by the President), and the Major Managers will vote for the Assistant Coaches from among interested eligible candidates. If there is a Tie, the Managers will vote again with only the tied Candidates. If after the 2nd vote there is a tie, the President) will vote.