

Coles Little League's 2008 Local Rules - Spring

Adopted
Jan
2008

The following Local Rules are also referred to as the Coles Little League Bylaws. They define or replace the Rules or Regulations found in the Little League Green Book. These Local Rules were adopted by the Board Of Directors on January 2008.

ALL LEAGUES

- All teams, including the manager and the coaches will line up at their respective foul lines prior to the game for the reading of the Little League Pledge.
- There shall be no unauthorized playing on any field that would be injurious to the players and/or spectators. All practice and game sites must be inspected and approved by the Safety Officer.
- The HOME team occupies the third base dugout, while the VISITING team occupies the first base dugout. On the schedules, the HOME team is listed first.
- The HOME team is responsible for preparing the field before the game, supplying at least three baseballs for the game, storing the bases after the game, and supplying a base umpire if one has been scheduled by the league. If the league has not scheduled a plate umpire, the VISITING team must supply one. After the game, both teams are responsible for cleaning their dugout *and spectator area*.
- The HOME team scorekeeper will keep the official game record and the official pitch counts.
- Player warm ups are to be done only on the field, in the bullpen, or other areas designated by the league's Safety Officer.
- Soft toss and flip drills ARE NOT to be conducted against any fence at any field.
- All games cancelled due to rain or any other reason (such as time limit or daylight) will be rescheduled for the NEXT available date. Rescheduling of 60' diamond games will be done through the league's scheduling officer. Rescheduling of the 90' diamond games will be coordinated by the Junior/Senior Vice President.
- RULE 4.04 is adopted for all divisions – This is a policy of a continuous batting order that will include all players on a team roster present for the game, batting in order.
- In Major, Junior, and Senior Divisions, games not finished and not made up, as well as games not played and not rescheduled, will result in a tie. Each team will receive one half a win and one half a loss for standings purposes. Weekday T-Ball, Rookie, AA Minor (coach pitch), and AAA Minor games that are halted due to darkness after the fourth inning are to be considered completed games at that point and will not be rescheduled.

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SENIOR LEAGUE

- Our SENIOR Division will be made up of League Age 15 & 16 year olds and those 14 year olds who choose to try out and attend 50% of the try-outs and are selected in the competitive draft.
- Senior League registrants who were not part of a Senior team in 2007, must attend at least 50% of the tryouts to be drafted by a team
- At the end of the Senior League Draft, all teams will have the same number of players, no fewer than 12 nor more than 15.
- All games played will count toward league standings. This is true whether the game is in-house or interleague.
- Little League insurance must cover interleague games.
- A roster size of 12 is preferred. However, in the event that there are not enough players registered to field at least two 12 player teams, one team will be made up of the 15 players who qualify.
- If two or more teams are tied for first place in their division at the end of the season, the tie shall be broken first using head-to-head records. If the head-to-head record does not resolve the issue, then the record against Coles teams (if interleague play is involved) will determine the winner. If that fails to resolve the tie, then a game will be played to break the tie.
- For the purpose of post-season tournament seeding and next year's draft position, all other positional ties will be decided using head-to-head results. If head-to-head results do not resolve the tie, then the record against Coles teams (if interleague play is involved) will resolve the tie. Should that fail, the tie would be broken in favor of the team with the lowest "runs against" average. If the tie still remains, the contested positions will be determined by lot.

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JUNIOR LEAGUE

- Our JUNIOR Division will be made up of League Age 13 & 14 year olds and those 12 year olds who choose to try out for the Junior Program and who attend 50% of the try-outs and are selected in the competitive draft.
- Junior League registrants who were not part of a Junior team in 2007, must attend at least 50% of the tryouts to be drafted by a team
- In order to allow all individuals to participate, teams within the Junior Division may have a different number of players, with no team having less than 12 players nor more than 15. At the end of the Junior League Draft, no team should have more than one player more or less than any other team.
- All games played will count toward league standings. This is true whether the game is in-house or interleague.
- Little League insurance must cover interleague games.
- A roster size of 12 is preferred. However, in the event that there are not enough players registered to field at least three 12 player teams, two teams will be made up of the 30 players who qualify.
- If two or more teams are tied for first place in their division at the end of the season, the tie shall be broken first using head-to-head records. If the head-to-head record does not resolve the issue, then the record against Coles teams (if interleague play is involved) will determine the winner. If that fails to resolve the tie, then a game will be played to break the tie.
- For the purpose of post-season tournament seeding and next year's draft position, all other positional ties will be decided using head-to-head results. If head-to-head results do not resolve the tie, then the record against Coles teams (if interleague play is involved) will resolve the tie. Should that fail, the tie would be broken in favor of the team with the lowest "runs against" average. If the tie still remains, the contested positions will be determined by lot.

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LITTLE LEAGUE BASEBALL (Majors)

- Our MAJOR Division will be made up of League Age 9-12 year olds who attend 50% of the try-outs and are selected in the competitive draft.
- League Age 12 year olds who attend 50% of the try-outs WILL be drafted on to a Major League team by the end of the draft.
- Only those League Age 9 year olds who meet the try-out requirements AND whose parent or guardian has signed a form indicated that, if drafted, the 9 year old will play in the Major League Division, are eligible to be drafted into the Majors.
- League registrants who were not part of a Major team in 2007, must attend at least 50% of the tryouts to be drafted by a team. Those 9-11 year olds not attending try-outs will NOT be eligible and will be assigned to a Minor League team by lot.
- By the end of the draft, each team will have 12 players.
- If two or more teams are tied for first place in their division at the end of the season, the tie shall be broken first using head-to-head records. If the head-to-head record does not resolve the issue, then the record against Coles teams (if interleague play is involved) will determine the winner. If that fails to resolve the tie, then a game will be played to break the tie.
- For the purpose of post-season tournament seeding and next year's draft position, all other positional ties will be decided using head-to head results. If head-to-head results do not resolve the tie, then the record against Coles teams (if interleague play is involved) will resolve the tie. Should that fail, the tie would be broken in favor of the team with the lowest "runs against" average. If the tie still remains, the contested positions will be determined by lot.

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MINOR LEAGUE BASEBALL (AAA - Kid Pitch)

- The AAA Division will be made up of League Age 8-11 year olds who have attended 50% of the try-outs and have not been selected to participate in the Majors Division.
- Those league age 12 year olds who have a waiver approved by our District may stay in the Minor Program.
- League Age 8 year olds, who have submitted a parental permission slip, who attend try-outs and who played on a Fall Ball team the prior year will be available to be drafted onto a Minor League team.
- In order to allow all individuals to participate, teams within the AAA Division may have a different number of players, with no team having less than 12 players nor more than 15. At the end of the AAA Draft, no team should have more than one player more or less than any other team, but unequal team sizes may occur during the course of the season as players register late or drop.
- League Age 10-12 year olds who do not attend try-outs will be assigned to a AAA team by lot.
- **On weekends**, no inning shall start later than two hours after the actual start time for that game.
- If a pitcher hits 3 batters within a single inning, that pitcher WILL be removed from the mound.
- Little League has amended the definition of an inning in the Minor League to impose a 5 run limit per inning. In Coles, there will be an 8 run limit in the 6th or any extra innings OR any inning declared final due to darkness. All games will be ended when the losing team can no longer tie or take the lead, or by applying Rule 4.10(e) {the Ten Run Rule}.
- If two or more teams are tied for first place in their division at the end of the season, the tie shall be broken first using head-to-head records. If that fails to resolve the tie, then a game will be played to break the tie.
- For the purpose of post-season tournament seeding, all other positional ties will be decided using head-to head results. Should that fail, the tie would be broken in favor of the team with the lowest "runs against" average. If the tie still remains, the contested positions will be determined by lot.

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MINOR LEAGUE BASEBALL (AA - Coach Pitch)

- The AA Division will be made up of League Age 8 year olds who were not drafted into the AAA Division and those 9 year olds who were not selected to play in the Major or AAA Divisions.
- League Age 7 year olds who have their parent's permission (verbal through Division VP) and who played Fall Ball are eligible to play in the AA Division.
- Initial team assignments will be done by the Division VP (there is not a draft).
- Little League has amended the definition of an inning in the Minor League to impose a 5 run limit per inning. In Coles, there will be an 8 run limit in the 6th or any extra innings OR any inning declared final due to darkness. All games will be ended when the losing team can no longer tie or take the lead, or by applying Rule 4.10(e) {the Ten Run Rule}.
- All pitching will be done by a screened adult from the offensive team. In addition to this, the following rules are in effect:
 1. There will be no stealing bases.
 2. If a fairly batted ball strikes the adult pitcher in fair territory, the ball will be called dead, the hitter awarded first base, and all other runners advance one base.
 3. The player staffing the defensive position of pitcher will station themselves outside of the pitcher's circle before the pitch is delivered.
- Each hitter, during each time at bat, will be given a maximum of six pitches to hit. Strikes will be called and counted against the hitter, but walks are NOT allowed. If the hitter does not strike out or hit the ball into fair territory after six pitches, the batter is considered to have struck out. The exception to the six pitch rules is that the hitter will be given another pitch of the sixth or succeeding pitches are fouled off.
- Ten players may be used defensively in the field.
- **On weekends**, no inning shall start later than two hours after the actual start time for that game.
- Little League has amended the definition of an inning in the Minor League to impose a 5 run limit per inning. In Coles, there will be an 8 run limit in the 6th or any extra innings OR any inning declared final due to darkness. All games will be ended when the losing team can no longer tie or take the lead, or by applying Rule 4.10(e) {the Ten Run Rule}.

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MINOR LEAGUE BASEBALL (A - Rookie)

- The Rookie Division will be made up of League Age 6 year & 7 year olds. Only League Age 6 year olds who have completed a year of T-Ball can play at this level when requested by his/her parents.
- Initial team assignments will be done by the Division VP (there is not a draft).
- The Coles Rookie Division is designed to be an Instructional Program; no score is kept.
- Per Rule 5.07, the offensive side will be retired if three (3) outs occur, or when a team bats through their entire batting order.
- A pitching machine manned by a screened adult from the offensive team will be used to pitch the offensive team's hitters. In the event that the pitching machine breaks down or is not available, an adult associated with the offensive team can pitch. Whether pitching is done by a machine or by an adult, the following rules are in effect:
 1. There will be no stealing bases.
 2. If a fairly batted ball strikes the adult pitcher in fair territory, the ball will be called dead, the hitter awarded first base, and all other runners advance one base.
 3. The player staffing the defensive position of pitcher will station themselves outside of the pitcher's circle before the pitch is delivered.
- **On weekends**, no inning shall start later than two hours after the actual start time for that game.
- Ten players may be used defensively in the field.
- Each hitter, during each time at bat, will be given a maximum of six pitches to hit. Strikes will be called and counted against the hitter, but walks are NOT allowed. If the hitter does not strike out or hit the ball into fair territory after six pitches, the batter is considered to have struck out. The exception to the six pitch rules is that the hitter will be given another pitch if the sixth or succeeding pitches are fouled off.
- The defense is allowed to station a coach outside of the infield in fair or foul territory, but the coach is NOT allowed to handle a live ball. Such actions would be considered unsportsmanlike conduct!
- Each team can elect to station an adult behind the catcher to retrieve pitches that are not caught and place them into a bucket. Additionally, to speed up the game, rather than throwing a caught pitch back to the pitcher's mound, the catcher can opt to roll the ball towards the bucket as well. When a ball is hit, or there is some play other than just a pitch to the hitter, this adult is prohibited from touching a live ball or interfering with the game action in any way.

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MINOR LEAGUE SOFTBALL (Rookie)

- All League Age 6-9 year olds will be available to play on a Rookie League softball team.
- League Age 6 year olds need to have played one year in T-ball and also have verbal parental permission to play Rookie Softball.
- Teams are allowed to play 4 outfielders on defense.
- Little League has amended the definition of an inning in the Minor League to impose a 5 run limit per inning. In Coles, there will be an 8 run limit in the 6th or any extra innings OR any inning declared final due to darkness. All games will be ended when the losing team can no longer tie or take the lead, or by applying Rule 4.10(e) {the Ten Run Rule}.
- **On weekends**, no inning shall start later than two hours after the actual start time for that game.
- A pitching machine manned by a screened adult from the offensive team will be used to pitch the offensive team's hitters. In the event that the pitching machine breaks down or is not available, an adult associated with the offensive team can pitch. Whether pitching is done by a machine or by an adult, the following rules are in effect:
 1. There will be no stealing bases.
 2. If a fairly batted ball strikes the adult pitcher in fair territory, the ball will be called dead, the hitter awarded first base, and all other runners advance one base.
 3. The player staffing the defensive position of pitcher will station themselves outside of the pitcher's circle before the pitch is delivered.
- Each hitter, during each time at bat, will be given a maximum of six pitches to hit. Strikes will be called and counted against the hitter, but walks are NOT allowed. If the hitter does not strike out or hit the ball into fair territory after six pitches, the batter is considered to have struck out. The exception to the six pitch rules is that the hitter will be given another pitch of the sixth or succeeding pitches are fouled off.
- The defense is allowed to station a coach outside of the infield in fair or foul territory, but the coach is NOT allowed to handle a live ball. Such actions would be considered unsportsmanlike conduct!
- Prior to the delivery of the next pitch, all outfielders must be positioned on the outfield grass. Outfielders may not be positioned in the infield dirt.
- The offensive side will be retired when a team bats through their entire line-up.

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MINOR LEAGUE SOFTBALL (AAA – Kid Pitch)

- All League Age 8-11 year olds who attend at least 50% of the try-outs, and who are not selected to participate in the Major League, will be available to be drafted onto a Minor League softball team.
- Those league age 12 year olds who have a waiver approved by our District may stay in the Minor Program.
- In order to allow all individuals to participate, teams within the Minor Softball Divisions may have a different number of players, with no team having less than 12 players nor more than 15. At the end of the draft, no team should have more than one player more or less than any other team, but unequal team sizes may occur during the course of the season as players register late or drop.
- League Age 10-12 year olds who do not attend try-outs will be assigned to a Minor team by lot.
- Players are allowed to steal one base on passed balls.
- Teams are allowed to play 4 outfielders on defense.
- Little League has amended the definition of an inning in the Minor League to impose a 5 run limit per inning. In Coles, there will be an 8 run limit in the 6th or any extra innings OR any inning declared final due to darkness. All games will be ended when the losing team can no longer tie or take the lead, or by applying Rule 4.10(e) {the Ten Run Rule}.
- FOR THE FIRST TWO INNINGS, a pitching machine manned by a screened adult from the offensive team will be used to pitch the offensive team's hitters. In the event that the pitching machine breaks down or is not available, an adult associated with the offensive team can pitch. Whether pitching is done by a machine or an adult, the following rules are in effect:
 1. There will be no stealing bases.
 2. If a fairly batted ball strikes the adult pitcher in fair territory, the ball will be called dead, the hitter awarded first base, and all other runners advance one base.
 3. The player staffing the defensive position of pitcher will station themselves outside of the pitcher's circle before the pitch is delivered.
- Each hitter, during each time at bat *with the pitching machine or adult pitcher*, will be given a maximum of six pitches to hit. Strikes will be called and counted against the hitter, but walks are NOT allowed. If the hitter does not strike out or hit the ball into fair territory after six pitches, the batter is considered to have struck out. The exception to the six pitch rules is that the hitter will be given another pitch of the sixth or succeeding pitches are fouled off.\

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T-Ball

- The T-Ball Division is for League Age 5-8 year olds.
- League Age 6 year olds with a year of T-Ball experience can play T-Ball or A ball.
- Parents of League Age 7 or 8 year olds can elect to play T-Ball or A ball.
- The T-Ball Division is an instructional program – we do not keep score.
- The offensive side will be retired when a team bats through their entire line-up.
- A player may occupy the defensive position of pitcher only one inning per game. A player may occupy the defensive position of first baseman only one inning per game.
- For instruction purposes, the defense is allowed to have a coach outside the infield in fair or foul territory, but coaches are not to handle a live ball. Such an action would be considered unsportsmanlike conduct!
- The definition of a base coach is modified to allow a third coach to be positioned behind the infield in fair territory. Coaches are not to handle a live ball!
- T-Ball games will be three innings in length. However, on weekends, no inning will start later than ninety minutes after the actual start time for that game.