

FAIRFAX LITTLE LEAGUE,
INCORPORATED

OUR 55th SEASON

2009 LOCAL RULES

MIKE McCARTHY
CHAIRMAN, BOARD OF DIRECTORS

STEVE HALS
CHIEF UMPIRE

TOM HELLER
PRESIDENT, AMERICAN LEAGUE

PAT DONOHUE
PRESIDENT, DOMINION LEAGUE

CHARLIE JUMPER
PRESIDENT, NATIONAL LEAGUE

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2009 LOCAL RULES

SECTION I. ADMINISTRATIVE REGULATIONS AND PROCEDURES

1. OBJECTIVE

1.1. League Objective.

The objective of the Fairfax Little League, Inc. 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. To achieve this objective the Fairfax Little League, Inc. will provide a supervised program under the Rules and Regulations of Little League Baseball, Incorporated. All Directors, Officers and Members shall bear in mind that the molding of future citizens is of prime importance and that the attainment of exceptional athletic skill or the winning of games is secondary.

1.2. Scope of the Supervised Program.

1.2.1. To meet the needs of the community, the supervised program shall consist of three separate **Leagues** individually chartered by Little League Baseball, Inc.: the **American League**, the **Dominion League**, and the **National League**. Each of these Leagues may offer levels of play as described in Rule 1.2. for players league age 5 through 16, and may also offer a Challenger Division for players league age 5 through 18.

1.2.2. The **Senior League** program of play shall consist of a single playing division in the **spring season** for players of league age 14, 15, or 16. Players of league age 14 shall choose at the time of player registration whether they will play at the Senior or the Junior League level of play. This choice shall be verified by the League Committee with the player's parent(s) and this choice shall become irrevocable on February 15, 2009 for the spring season of play.

1.2.3. The **Junior League** shall consist of two divisions: the Minors division and the Majors division. The **spring season** is open to players of league age 12, 13, or 14. Players of league age 12 shall choose at the time of player registration whether they will play at the Junior League level of play or the Little League level of play. The choice on playing level shall be verified by the League Committee with the player's parent(s) and this choice shall become irrevocable on February 15, 2009 for the spring season of play. The **fall season**, named the **Junior Transition Program**, is open to players of league age 12 or 13.

1.2.4. Little League Program.

1.2.4.1. The **Little League** shall consist of three divisions: The **Majors Division**, the **Minor League Division**, and the **Tee Ball Division**. The Majors and Tee Ball Divisions consist of a single playing level. The Minor League Division consists of three separate playing levels: the **Single A (A)** which is machine pitched, **Double A (AA)** which is player and coach pitched, and **Triple A (AAA)**, which is player pitched. The **spring season** is open to players league age 5 through 12. The **fall season** is open to players league age 6 through 11.

1.2.4.2. All Little League play shall be division and level specific and may be interleague, depending upon scheduling considerations.

EXAMPLE: A Majors division team of the Dominion League could play against a Majors division team of the American League, but could not play against a Minor League division team of any League.

1.2.5. Depending on player interest, a **Challenger Division** of varying size shall be established for those players league age 5 through 18 with physical and/or mental disabilities.

1.3. Objective of the Local Rules.

The objectives of the Fairfax Little League, Inc. Local Rules are to meet requirements of the Official Regulations and Playing Rules of Little League Baseball, Inc. and to state, amplify, and clarify administrative regulations and procedures and playing rules necessary to conduct the supervised Little League Baseball Program within the Leagues' boundaries during the regularly scheduled spring and fall seasons. For clarity, the Local Rules are divided into two sections: Administrative Regulations and Procedures, and Playing Rules.

1.4. Recommendations for change.

Any person associated with Fairfax Little League, Inc. in any capacity may recommend changes to these local rules. Recommendations for change should be addressed to the Chief Umpire Rules.

2. REGULATION OF THE SUPERVISED PROGRAM

2.1. National Guidance.

The Official Regulations and Playing Rules for Tee Ball, Minor League, Little League, Junior League, and Senior League Baseball and the Little League Draft Selection System for Little League Baseball, all of which are issued and copyrighted by Little League Baseball, Inc., shall govern the supervised program activities of the Fairfax Little League, Inc.

2.2. Precedence of Regulations and Rules.

2.2.1. If these Local Rules (LR) conflict with the National Regulations or Playing Rules of Tee Ball, Minor League, Little League, Junior League, or Senior League Baseball, these Local Rules shall apply for the scheduled spring and fall seasons of play of the Fairfax Little League, Inc., as defined herein.

2.2.2. For end of season tournaments sponsored by the Fairfax Little League Inc., these Local Rules shall continue to apply without change for all games at all levels of play with only two (2) exceptions.

EXCEPTION 1: The administrative game time limit for the final Championship game at the Senior League, Junior League, Majors Division and AAA Playing Level of the Minors Division of the Little League is deleted. In the final Championship game of the specified playing level tournaments, the game shall be played to its full regulation length of 6 or 7 innings as specified in National Playing Rules 4.10 and 4.11.

EXCEPTION 2: All tournament tie games shall continue until a winner is determined.

Note: In all final Championship games, the 10 run rule specified in National Playing Rule 4.10(e) applies at all levels of play after the game is an official regulation game.

2.2.3. These Fairfax Little League Local Rules do not apply to interleague play when one of the teams is from outside Fairfax Little Leagues, Inc. For interleague play at the Junior and Senior League levels, playing rule modifications, if needed, will be provided in writing.

2.2.4. For official spring post season tournament play sponsored by Little League District or higher level, the Official Regulations and Playing Rules shall regain precedence.

2.3. The League Committee.

2.3.1. **Spring Season.** The League Committee for each of the three **Leagues** of the Fairfax Little League, Inc. shall consist of the League President, the League Director of Minors, the League Player Agent, and the League Director of Tee Ball. Each League President shall establish procedures to break tie votes within their own League.

NOTE 1: For matters involving the Challenger Division, the Director of Challenger Play shall replace the Director of Minors on each League Committee.

NOTE 2: For matters involving the Senior or Junior League, the Director of Junior/Senior Play shall replace the League Director of Minors and the League Director of Tee Ball on each League Committee.

2.3.2. **Fall Season.** The League Committee for each of the three Leagues of the Fairfax Little League, Inc. shall consist of the League President, the Director of Fall Ball, the League Player Agent, and the League Director of Minors.

NOTE : For matters involving the Junior Transition Program, the Director of Junior Play shall replace the League Director of Minors.

2.4. Managers and Coaches.

2.4.1. All **managers and coaches** of teams in the supervised program in either the spring or fall season shall be approved by majority vote of the Board of Directors.

2.4.2. All team **managers and coaches** shall attend Rules Training for Managers taught by the Chief Umpire Rules prior to the start of either the spring or fall season, or complete the entire inexperienced umpire training program consisting of both classroom and on-field classes before the spring season. **Certification by**

the Chief Umpire Rules of the manager or coach's attendance at rules training is required before that individual is allowed on the playing field in a coaching role during scheduled games.

2.5. Player Awards.

The awards committee of the Board of Directors shall develop and submit an awards program for the Board's consideration and adoption prior to Opening Day. The awards program shall designate the type of awards and criteria for determining the winner(s) thereof.

2.6. Volunteer Umpires.

2.6.1. Fairfax Little League uses volunteer umpires exclusively. It is the goal of the Board of Directors to increase parent participation as umpires throughout the year. Youth and adult volunteers may become a **league certified umpire** who would officiate games League wide depending upon their skill level and time availability, or adults may become designated as **team parent umpires** who would normally officiate only games in which their child's team is a participant. The League provides equipment and training in rules, game administration, and safety for all volunteers. Adult volunteer umpires are also encouraged to join the Fairfax Baseball Official's Association (FBOA), a civic organization of volunteer umpires that supports the League and conducts additional umpire training and development.

2.6.2. Subject to availability, scheduled umpires **are assigned** for all games at the Senior League (spring only), both divisions of the Junior League, the Majors Division, and playing levels AAA and AA of the Minor League Division. Scheduled umpires **are not assigned** for the A level of the Minor League Division, the Tee Ball Division, and the Challenger Division.

2.6.3. If sufficient scheduled volunteer umpires are not available, team managers shall provide volunteer parents to umpire in accordance with the following procedures and rules:

2.6.3.1. All managers in the Challenger Division, the Tee Ball Division, and the Minor League Division shall designate **two** or more adults to be the **Team Parent Umpires**. All managers in the Majors Division, Junior League, and Senior League

shall designate **one** or more adult(s) to be the team parent umpire. These team parent umpire(s) shall attend a training clinic before the start of the season that is designed specifically for them. Upon designation, the name(s) of Team Parent Umpires shall be reported by all managers to their League President; the League Presidents shall provide these names to the Chief Umpire Training prior to the start of the season.

2.6.3.2. In the event no scheduled umpires are available for a game, managers shall request the team's parent umpires officiate the game. The **visiting** team manager shall provide the Umpire-in-Chief who shall call home plate; other parent umpires shall call the bases. Once an umpire takes a position on the playing field, that umpire shall **continue to occupy that position** until the game is over, unless forced to retire by injury, illness, or other personal circumstance.

2.6.3.3. If one scheduled umpire is present for a game, that scheduled umpire shall be the Umpire-in-Chief and shall call home plate. At a minimum, the visiting team manager is responsible for providing one of the team's parent umpires to umpire the field; however, each team should provide a parent umpire to provide better umpire coverage of the game—visiting team umpire calls 1st and 2nd bases, home team umpire calls 3rd base.

2.6.3.4. After training, inexperienced scheduled umpires are normally assigned games at the AA level of the Minors Division. For the AA level and the AAA level, even if two scheduled umpires are present for these games, the visiting team parent umpire **shall** assist the scheduled umpires by calling 3rd base, thus placing three umpires and a minimum of one adult on the field for all games.

2.6.3.5. Any umpire may consult with the Field Marshall, umpire supervisor, safety officer, or other knowledgeable individual for interpretations or rulings during a game, if necessary.

2.7. Selection of a Scorekeeper.

The team manager selects the scorekeeper. The home team scorekeeper shall be the "game's official scorekeeper" and his/her decisions are final and binding. The official scorekeeper may keep the game time, and as requested, provide game time information to the Umpire-In-Chief. The official scorekeeper shall ensure that the Umpire-in-Chief signs the official scorebook if the game is protested, or suspended; all scorekeepers should record the umpires' names. The home team manager shall designate a person responsible for keeping the pitch count. This

person shall ensure that the proper pitch counts for pitchers in the game are maintained.

2.8. Board of Director's Field Marshall.

A member of the League's Board of Directors will normally be in attendance at each of the Leagues' field complexes during scheduled games and will perform as the Marshall of that field complex.

2.8.1. The duties of the Board of Director's Marshall are to assist the umpires in administering the Little League program of scheduled games; to ensure good sportsmanship is displayed by all players, members of the League, spectators, and guests; to assure safety for all players and league members during scheduled activities; to respond to problems with any aspect of the scheduled program at that field complex; to be available for suggestions or constructive comments from any concerned individual regarding aspects of the League's scheduled program; and to provide appropriate observations to the Board.

2.8.2. The Field Marshall has the authority on behalf of the Board of Directors to require any person who is disrupting the scheduled program or displaying inappropriate sportsmanship to leave the Fairfax Little League field complex. If this authority must be used, the Field Marshall shall make a written report of the situation to the League Committee of the League involved and furnish a copy of this report to the Board of Directors. Managers of the teams involved shall provide such information to the Field Marshall as is necessary for this report.

2.9. Batting Cages.

The batting cages at the game fields shall be reserved for one hour prior to the start of any scheduled game for use by the two teams participating in that game. Batting cages may be used while scheduled games are in progress **only as follows:** at Chilcott Stadium: **NO USE**; at Thaiss park (Pickett): batting cages but not hitting stations may be used on a first come basis during scheduled games by teams scheduled to next play on any field at Thaiss park; at Burke field, batting cages may be used during scheduled games by the teams scheduled for the next game on Burke field; at Robinson High School, no restrictions on use of Varsity cages; the JV field cages shall not be used while a game is being played on the JV field. League Presidents may further restrict the use of batting cages during games as necessary.

2.10. Batting Practice.

In the interests of safety, **pitched** batting practice on playing fields is not permitted in pre-game activities. When teams hold scheduled practices on playing fields, catchers shall be used for all **pitched** batting practice. No batting practice shall be conducted against any backstop or fence on any Fairfax Little League field at any time. No short toss, or soft toss shall be allowed against any fence at any Fairfax Little League field at any time using regular baseballs; however, wiffle balls, or a similar type plastic ball may be used.

3. SAFETY

3.1. Safety Director's Responsibility.

The Safety Director shall publish and administer the League's Safety Program, schedule and oversee training, and establish procedures to follow in the event of injury or unsafe conditions in the Safety Program and these Local Rules.

3.2. Manager's Responsibility.

3.2.1. Team managers and coaches shall complete safety training as scheduled by the Director of Safety within the past calendar year. The League goal is to have all managers and coaches complete safety training every year; the minimum League standard is for coaches and managers to complete training every other year. The Director of Safety shall certify to the respective League Presidents that each rostered team has at least one coach or manager who has met the League standards for safety training prior to the start of the schedule of play, or identify to the League Presidents those teams whose manager/coaches require remedial safety training before the team can participate in the schedule of play.

3.2.2. Managers shall report all injuries or accidents to the League Director of Safety and the League Player Agent. Such reports shall be made within forty-eight hours of the injury or of obtaining knowledge of such injury or accident.

3.3. Unsafe Conditions.

3.3.1. All members of Fairfax Little Leagues have an inherent responsibility to assist in eliminating unsafe conditions within the supervised program.

3.3.1.1. It is the responsibility of the game Umpire-in-Chief to verify that all playing equipment and the playing field itself are suitable and safe for play before starting a game. Managers, coaches, and parents may assist the Umpire-in-Chief in performing specific inspections of team equipment, properly marking the field, and inspecting the game site including spectator seating areas to assist in eliminating unsafe conditions. All League personnel are reminded to review LR 8.3.4., which permits administrative postponement prior to game start due to unsafe playing conditions. If so postponed, games shall not be played.

3.3.1.2. Bat Throwing/Unsafe Follow Through.

3.3.1.2.1. In all Leagues, when a batter unintentionally throws a bat or fails to control their follow through and that action is judged an unsafe act by an umpire, the player shall receive a personal warning from the umpire.

3.3.1.2.2. In the event of a second unsafe act by that same player in the same game, the following penalty shall be enforced: in the Tee Ball Division, at the unsafe batter's next turn to bat, the batter next listed on the batting order after the unsafe batter shall hit the ball for the unsafe batter, the unsafe batter shall run the bases (LR 11.6.3.) and shall remain eligible to play in a defensive position. At the A level of the Minor League Division, the unsafe batter shall be removed from the batting order for the remainder of the game, but shall remain in the game defensively and complete all defensive player participation requirements. At all other playing levels, the unsafe batter shall be immediately disqualified from playing in the remainder of the game and administratively restricted to the dugout until the game is completed. This dugout restriction is not an ejection and does not include the automatic suspension penalty for the next game for the unsafe batter. If substitution rules apply, an eligible substitute shall enter the game for the unsafe batter; if no eligible substitute exists, the opposing manager shall select a player listed on the batting order to replace the unsafe batter.

3.3.1.2.3. If a batter has not completed his time at bat when committing the second unsafe act, that unsafe batter shall be immediately removed and replaced by the next scheduled batter (or substitute) who shall assume the existing count of the unsafe batter removed.

3.3.2. It is the responsibility of the Umpire-in-Chief to determine when a game in progress should be suspended due to unsafe playing conditions, such as slippery footing, insufficient light, cloud to ground lightning, or other hazardous conditions. When a game has been suspended because of lightning, the game shall not be

resumed until at least **30 minutes** have passed without more lightning strikes being sighted in the vicinity of the game field.

3.3.3. A representative of the League's Board of Directors will normally be present and assigned duties as the Field Marshall at each of the playing field complexes. The Field Marshall may advise umpires and managers on game suspensions during periods of limited visibility or inclement weather. This advice is not intended to challenge the authority of the Umpire-in-Chief to suspend a game, but is designed to assist in assuring safety of all players on behalf of the League.

3.3.4. Umpires receiving instructions from the Field Marshall to suspend games due to limited visibility, lightning, or other aspects of the playing conditions shall do so immediately.

3.4. Team Responsibilities.

3.4.1. All teams shall emphasize safety in practice and scheduled play. Parents are encouraged to assist managers and coaches in this emphasis with their playing child.

3.4.2. In the event of weather and/or field condition problems, both teams are responsible adhering to safety decisions and for trying to make the field playable, if possible. However, if the game cannot be started within time limits established by LR 8.2., the game shall not be played but shall be rescheduled by the appropriate player agent. Under no circumstances is the game to be "moved" to the outfield to be played, or moved to another field, unless approved by the League Player Agent.

4. PLAYER REGISTRATION AND EVALUATION

4.1. Registration.

All players shall be registered with Fairfax Little League, Inc.. The league age of each player shall be verified at registration for the spring season. For players in the fall season who did not register for the spring season, league age shall be verified at registration for the fall season.

4.2. Opportunity to play.

It is the intent of Fairfax Little League, Inc. that any child who desires and qualifies by age, shall be given the opportunity to participate in the supervised program and shall be placed, as accurately as possible, in the level of play which most nearly matches his/her age and/or ability.

4.3. Evaluations.

The League shall schedule and conduct evaluations of playing skills to assist in administering the supervised program.

4.3.1. All players who wish to be eligible for the Junior League shall participate in the League's evaluation except those players who were on an existing Major Division Juniors team for the previous spring season. Any player who does not participate in the evaluation is subject to removal from the player distribution pool and may further be subject to forfeiture of eligibility to play in the supervised program, unless a valid reason for not participating in the scheduled evaluation is presented to, and accepted by, the League Player Agent.

4.3.2. All players who wish to be eligible for the Little League Majors Division and the AA and AAA levels of the Minor League Division, shall participate in the League's evaluation, except those players who were on a spring season Majors Division team. Any player who does not participate in the evaluation is subject to removal from the player distribution pool and may further be subject to forfeiture of eligibility to play in the supervised program, unless a valid reason for not participating in the scheduled evaluation is presented to, and accepted by, the League Player Agent.

4.3.3. Any player who does not report for player evaluation at the scheduled time without prior approval of the League Committee shall be prohibited from playing in the supervised program for a manager or coach for whom the player previously played in any league in the past 12 months.

4.3.4. Players league age 5 through 7, and players league age 8 who do not wish to be drafted to an AA level Minor League Division team, are not required to participate in an evaluation.

NOTE: see Note 1 to LR 5.1.2. for possible evaluation requirement for 7 year old players.

4.4. Standby List.

Players registering after the final evaluation date shall be put on a standby list and will be placed on a team, if possible, by the Player Agent.

5. PLAYER DISTRIBUTION

5.1. General Guidance for Distribution by Age.

The following guidance represents the normal distribution of players by league age. League age is the player's attained age as of **April 30, 2009** for both the spring and fall seasons of play. Exceptions to normal distributions are permitted by National Regulations and shall be reviewed and approved by League Presidents.

5.1.1. Players of league age 5 or 6 shall play in the Tee Ball Division in the Spring season. Players league age 5 are not eligible for the Fall season. Players league age 6 are eligible for the A level of the Minor League Division in the Fall season.

EXCEPTION: With the concurrence of the League Committee, players of league age 6 are eligible for the A level of the Minor League Division if they participated in Tee Ball in the previous Spring season.

5.1.2. Players of league age 7 or 8 are eligible for the Tee Ball Division or the A level of the Minor League Division in the Spring season. In the Fall season, these players are eligible for the A and AA levels of the Minor League Division.

Note 1. In the Spring season, if a player of league age 7 has not participated in Tee Ball for at least one year but wishes to play at the A level of the Minor League Division, that player must be evaluated and approved for assignment by the League's evaluation process.

Note 2. In the Spring season, with parental consent and League Committee approval, exceptionally advanced players of league age 8 who have at least one year's playing experience at the A level of the Minor League Division or its equivalent are eligible for the AA level of the Minor League Division.

5.1.3 Players league age 9 are eligible for the AA and AAA levels of the Minor League Division in the Spring and Fall seasons. Players who were successful at the AAA level in the Spring season are also eligible for the Majors Division in the Fall season, if approved by the League Committee.

5.1.4. Players league age 10 or 11 are eligible for the AAA level of the Minor League Division and the Majors Division in both Spring and Fall seasons.

NOTE: By Board decision, a maximum of three (3) players league age 10 or 9, may be drafted to, or be on, a Majors Division team in the Spring season. Only one of the three players may be league age 9.

5.1.5. For the Spring season, players league age 12 are eligible for the AAA level of the Minor League Division and the Majors Division of the Little League on the 60 foot diamond and are also eligible for the Junior League program of play on the 90 foot diamond. Choice shall be indicated at the time of on line registration and becomes irrevocable on February 15, 2009. The choice made remains valid for the entire spring playing season including post season tournaments. For the Fall season, all league age 12 players shall play in the Junior Transition program regardless of their choice of play for the spring season.

5.1.6. Players league age 13 or 14 are eligible for the Junior League in the Spring season. Players league age 13 are eligible for the Junior Transition program in the Fall season; players league age 14 are ineligible in the Fall season. All players league age 14 are eligible to choose between playing in the Junior League or the Senior League for the Spring season. Choice shall be indicated at the time of on line registration and becomes irrevocable on February 15, 2009. The choice made remains valid for the entire spring playing season including post season tournaments.

5.1.7. Players league age 15 or 16 are eligible for the Senior League in the Spring season.

5.1.8. Players of league age 5 through 18 with physical and/or mental disabilities are eligible for the Challenger Division. Challenger players shall be accompanied by a parent or legal guardian during play in the supervised program.

5.1.9. Under selected circumstances, i.e. to assist in the development of a player or in response to a request from the parents of a player, the Player Agent may assign a player to a less advanced level of play than normally assigned by age.

EXCEPTION: Players league age 12 shall play at the Little League or Junior League level depending on their irrevocable choice; players league age 13 shall play at the Junior League level; players league age 14 shall play at the Junior or Senior League level depending on their irrevocable choice; and players of league age 15 or 16 shall play at the Senior League level.

5.2. Distribution by Draft or Assignment.

5.2.1. In accordance with the general guidance for distribution of players by age, all players league age 5 through 14, except carry-over players on the roster of a Junior League Majors Division team or a Fairfax Little League Majors Division team from the Spring season, shall be considered free agents. At the beginning of the season, these free agents shall be assigned to a Junior League or Little League Majors or Minor League Division team by the draft process.

NOTE: Players of league age 15 or 16 shall be assigned to teams in accordance with Board guidance after coordination with High School baseball coaches.

5.2.2. Distribution of players shall be conducted by the managers under the direction of the Player Agent, in accordance with the Little League Draft Selection System published by Little League Baseball, Inc., except as amended by the Note to LR 5.1.4. and LR 5.3.1.6. Players who are not carry-over Junior League or Majors Division players and who do not appear at the scheduled evaluations, may be eligible for the Majors Division draft or subsequent calling up from the Minor League Division only by approval of the League Committee.

5.2.3. After the completion of assignment by draft, remaining players of league age 7 and 8 shall be assigned to teams of the A level of the Minor League Division by the League Director of Minors with the approval of the League Player Agent. After completing team rosters of the A level teams, remaining players shall be assigned to teams of the Tee Ball Division by the Director of Tee Ball. Assignment of players within the A level Minor League and the Tee Ball Divisions shall be by blind draw on the basis of neighborhood or geographical locations, with consideration of specific family requests to the extent possible. Siblings shall normally be assigned to the same team unless parents request otherwise.

5.3. Junior League Draft.

Under the guidance of the Director of Junior/Senior Play, the Junior League player draft shall be accomplished as follows:

5.3.1. Majors Division.

All draft and player selections shall be made based on the team's previous year's final standings. If there is a tie in the previous year's final standings:

5.3.1.1. The first tie-breaker shall be head-to-head competition between the teams involved, with the loser drafting first.

5.3.1.2. If a tie still results, the team with the least number of returning players will draft first.

5.3.1.3. If a tie still results, the team having the best record within the division will draft last.

5.3.1.4. If a tie still results, the team having the best record outside the division will draft last.

5.3.1.5. Finally, if all these parameters are even, a coin shall be flipped to determine the order of drafting.

5.3.1.6. If the manager is drafting their own child, that child shall be drafted in the 3rd round if the child is league age 14 or the 4th round if the child is league age 13 or 12.

5.3.2. Minors Division.

5.3.2.1. There are no carryover players from the previous season. All players eligible but not drafted by a Majors Division team shall remain in the common distribution pool for drafting by a Minors Division team.

5.3.2.2 The Minors Division teams shall draft from the remaining players in the common distribution pool with draft rounds alternately running from the lowest numbered team to the highest numbered team, i.e. Round 1 team order 1-2-3-4-5-6, Round 2 team order 6-5-4-3-2-1, Round 3 team order 1-2-3-4-5-6 and so forth.

5.3.2.3. Draft results, even if resulting in uneven number of players on teams, shall be final when approved the Director of Junior/Senior Play.

5.3.2.4. The Director of Junior/Senior Play may at his discretion invoke a coach's option with this option occupying the 2nd round of the draft. Coach's options shall be identified in writing to the Director of Junior/Senior Play prior to the Minors Division draft.

5.3.2.5. If the manager is drafting their own child, that child shall be drafted in the 3rd round if the child is league age 14 or the 4th round if the child is league age 13 or 12.

5.3.3. Fall Transition Program.

All players eligible for the Junior Transition Program in the Fall season shall be placed in a common distribution pool for the draft. The Fall draft shall be accomplished in accordance with rule 5.3.2. above. Players on a Junior Majors Division team in the Spring who are eligible for the transition program in the Fall shall return to their assigned Majors team for the following Spring season.

5.4. Majors Division Draft.

All Majors Division draft options are contained in the Operations Manual. Majors Division player selections shall be made according to the schedule presented in this rule, which is based on the teams' previous year's final standings.

5.4.1. If there is a tie in the previous year's final standings, the first tie-breaker shall be head-to-head competition between the teams involved, with the loser drafting first.

5.4.2. If head-to-head competition still results in a tie, the second tie-breaker shall be the number of returning players with the team having the least number of returning players drafting first.

EXAMPLE: Teams A and B tie in the final standings, and split the games between them in the previous season. Team A has seven (7) returning players and team B has five (5) returning players--**RULING:** team B drafts first.

5.4.3. If both teams have the same number of returning players, then the number of returning twelve year-olds shall determine the order of draft.

EXAMPLE: Team A has six (6) returning players including four (4) twelve year-olds and team B has six (6) returning players including three (3) twelve year-olds--**RULING:** team B drafts first.

5.4.4. Finally, if all these parameters are even, a coin shall be flipped to determine the order of selection in the first round of the draft; in successive draft rounds the teams shall alternate order of selection.

5.4.5. Refer to the Little League Baseball Handbook and Manual for definition of the bonus pick and all other draft options.

EXAMPLE:

League Standing	Round 1 Choice	Round 2 Choice	Round 3 Choice	Round 4 Choice	Bonus Pick....	Round 5 Choice	Bonus Pick
10th	1	11	21	31		41	
9th	2	12	22	32		42	
8th	3	13	23	33		43	
7th	4	14	24	34		44	
6th	5	15	25	35		45	
5th	6	16	26	36		46	
4th	7	17	27	37		47	
3rd	8	18	28	38		48	
2nd	9	19	29	39		49	
1st	10	20	30	40		50	

5.5. Return of Players to the Minor League Division Distribution Pool.

5.5.1. Players not acquired by a Majors Division team by the end of the Majors Division player draft shall be automatically placed in the Minor League Division player distribution pool. At the time and place designated by the Player Agent and, under his direction, the AAA team managers shall draft players to their respective teams in accordance with LR 5.6.

5.5.2. Players in the Minor League Division distribution pool not drafted by a AAA team shall be automatically available for drafting by a AA team. At the time and place designated by the Player Agent and, under his direction, the AA team managers shall draft players to their respective teams in accordance with LR 5.6.

5.5.3. All undrafted players remaining in the Minor League Division distribution pool at the end of the AA level Minor League Division draft shall be assigned to a level Minor League Division teams as stated in LR 5.2.3..

5.6. Minor League Division Draft.

Under the direction of the Player Agent, the Minor League Division (AAA and AA levels) player draft shall be accomplished as follows.

5.6.1. Each AAA and AA team manager shall draw a number. This number shall determine the team's order of selection in the draft.

5.6.2. Draft rounds shall alternately run from the lowest numbered team (i.e., number 1) to the highest team and vice versa.

EXAMPLE: Team number 1 selects first in rounds 1, 3, 5, 7, etc., and last in rounds 2, 4, 6, etc., and the other teams select accordingly.

NOTE: Manager's draft option shall be in the 4th round.

5.6.3. AAA team managers shall select from the player distribution pool per guidance from their League Committee.

NOTE: All players league age 11 or 12 shall play at the AAA level of the Minor League Division or higher unless determined to be at risk by the League Committee.

5.6.4. AA team managers shall select from the player distribution pool remaining after the AAA level draft per guidance from their League Committee.

NOTE: All players league age 9 or 10 shall play at the AA level or higher unless determined to be at risk by the League Committee.

5.7. Special Provisions.

5.7.1. It is the intent of Fairfax Little League that players participate at the level which is appropriate for their skills and abilities; however, any Minor League Division player who refuses to be drafted to a higher level is subject to sanctions based on the following quote of subparagraph (b) of Regulation VIII of the Official Regulations of Little League Baseball:

"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 Little League (Majors) Team of the Local League. Refusal of a player to comply shall result in forfeiture of further eligibility in the Little League (Majors) Division for the current season."

NOTE: It is **NOT** the intention of this rule that players who refuse to be drafted shall forfeit eligibility to continue participation in Little League, but rather that they forfeit further eligibility for advancement to a higher league level during the current

season and possibly be subject to being declared **ineligible** for post season tournament play at any level. It is unfair for a child of exceptional ability to play in a league level that is obviously below his/her skill level. Should a player of such exceptional ability refuse advancement to a higher league level, the League Committee shall recommend proposed sanctions to the Board for approval. No sanction will be announced nor imposed without approval of the Board of Directors. Additionally, a player who, at the time of the draft, declines an assignment to a Majors Division team or requests that they not be assigned to a Majors Division team, shall be ineligible for advancement to a Majors Division team for the duration of the season.

5.7.2. It is recognized that in exceptional cases, the parents of a child who is hindered by individual limitations, may appeal to a committee of the League President, Player Agent, drafting manager (if applicable, as a non-voting member) and the Director of Minors for an appeal of player distribution.

6. TEAM STRENGTH

6.1. Number of Players.

The number of players on each team shall be as follows: Senior League, Junior League, Little League Minors Division, and Little League Tee Ball Division—minimum of 12 and maximum of 15; Little League Majors Division—minimum of 12 and maximum of 13.

Following registration, the League Committee of each League, shall determine the team strength of all league teams based on the most equitable distribution of players/teams.

6.2. Team rosters.

Prior to the first game of the season, all managers shall provide a complete team roster to the League Player Agent. The roster shall be on the form provided by Little League Baseball, Inc. The Player Agent shall update each team roster as changes occur throughout the season.

6.3. Advancing Players to Fill Vacancies.

6.3.1. Only long-term vacancies on Little League Majors Division teams in the spring season are eligible to be filled. Long-term vacancies are defined as those

due to moving out of the community, voluntary resignation, or injury and/or illness that precludes the player from participating in 6 (six) consecutive games listed on the original schedule. Other events causing vacancies at all levels shall be evaluated by the League Committee for a determination of permanence and whether advancement is warranted. If the League Committee determines advancement from the Minor League Division is not warranted, the Majors Division team shall continue the season with its remaining players.

6.3.2. Managers shall notify their Player Agent of a possible long-term vacancy within 24 hours of becoming aware of the situation. Procedures to fill the vacancy shall be as directed by the Player Agent who will be the initial channel of communication between any manager with a vacancy and any potential replacement. Selecting managers shall not contact a player, player's parents or the player's present manager directly, until approval to do so is received from the Player Agent. Vacancies shall be filled, normally within seven (7) day's time, by the Player Agent after coordination with the League Committee.

6.3.3. In matters of player advancement, the Player Agent's decision is final. Effective on the date of advancement, the player becomes a member of the new team and is ineligible to participate with his/her previous team. A player advanced during the season shall remain eligible for any awards won during his/her tenure in the lower level.

6.3.4. Advancements shall be effective on the Monday following the date the advancement is approved by the Player Agent, i.e., the Player Agent approves an advancement on Monday of a league week—the advancement takes place on Monday of the following league week.

NOTE: After his/her season is over (including playoff games), any 12 year-old player may be advanced to a Majors Division team immediately.

6.3.5. In the event a manager does not start procedures to fill a vacancy within the prescribed period, the Player Agent shall start procedures, direct an appropriate advancement, and notify the manager of the action taken. The Player Agents are charged with the responsibility of ensuring compliance with this rule.

6.4. Majors Division Replacement Players.

Replacement players become permanent members of a Little League Majors Division team on the date of advancement.

6.4.1. If the vacancy on a Majors Division team is due to the long term loss of a player of league age 10 and that player is **released**, the replacement player may be a player of league age 10, 11, or 12. If the lost 10 year old player is **not released**, the replacement player shall be a player of league age 11 or 12.

6.4.2. In the second half of the scheduled spring season, replacement players advanced to a Majors Division team shall be league age 12.

6.4.3. If the Majors Division team already has eight twelve year-olds, the younger replacement player(s) shall constitute the team's first round draft choice, second round draft choice, etc., for the next season, depending on the number of replacement players needed, unless the replacement player(s) is(are) the same age or older than the player(s) lost.

7. PLAYER PARTICIPATION

7.1. Practice Limitations.

Prior to opening day of the regular season, each team in Fairfax Little League is limited to four (4) days per week in which it may conduct practice or play a scrimmage game, of which only two (2) of these days may be school days. When the regular season of games begins, teams may schedule a maximum of five (5) days with practice or a game per week, of which only three (3) of these days may be school days. For the purposes of this rule only, the following definitions shall apply:

7.1.1. A team is a manager and/or coach(s), and five (5) or more players listed on the team roster.

7.1.2. A school day is any day of the week (Monday through Thursday only) when the Fairfax County Public Schools are in session.

EXCEPTION: spring break contains no school days.

7.1.3. A game or practice is any meeting of a team for the purposes of playing a game or improving players' baseball skills. Only one practice or scrimmage game may be scheduled during a day.

The penalties for violation of LR 7.1. are as follows:

1st Offense : The manager shall receive a written warning.

2nd Offense : The manager shall be suspended for the next two scheduled games.

3rd Offense : The manager shall be suspended for the remainder of the season.

7.1.4. Practices/scrimmage games shall be held only on fields covered by Fairfax Little League's liability insurance policy. No play shall be conducted on league fields until the Director of Fields and Grounds and the Director of Safety certify the fields ready for use. Violation of LR 7.1.4. may result in a team being assigned additional field conditioning duties by the Director of Fields and Grounds.

7.1.5. LR 7.1. does not apply to any Tournament Team at any level.

7.2. Senior/Junior League Player Participation.

7.2.1. In the Spring season, all players reporting for a Senior League or a Junior League Majors Division level game shall, in addition to all rules presently governing player participation, play at least three (3) complete innings of each seven (7) innings available and be entered into the game no later than the top of the fourth (4th) inning.

7.2.2. In the Spring season in the Minors Division of the Junior League, and in the Junior Transition Program in the Fall season, all players reporting for a game shall be in a continuous batting order for the entire game. There are no substitutes; therefore, National Playing Rule 7.14 does not apply. All players shall play a defensive position at least every other inning of each game. Managers are strongly encouraged to rotate defensive players between infield and outfield positions.

7.3. Majors Division Player Participation.

7.3.1. In the Spring season, all players reporting for a game shall, in addition to all rules presently governing participation, play at least three (3) complete innings of each six (6) innings available.

7.3.2. In the Fall season, there are no substitutions; therefore, National Playing Rule 7.14 does not apply. All players reporting for a game shall be in a continuous batting order and shall play at least every other inning in a defensive position.

Managers are strongly encouraged to rotate defensive players between infield and outfield positions.

7.4. Minor League Division Player Participation.

7.4.1. In both the Spring and Fall seasons, all Minor League Division players reporting for a game shall play at least every other inning in a defensive position.

EXAMPLE: To comply with this Local Rule, a player may play in the field in innings 1, 2, 4, 6; or 1, 3, 5 (the minimum); or 2, 4, 6 (the minimum); or 1,3,4,5. No player shall sit out defensively more than one inning consecutively at a time.

7.4.2. In both seasons, unless due to safety concerns, managers **shall** rotate their players between infield and outfield positions giving every player the opportunity to play an infield position for at least two full defensive innings in each game. This rotation requirement applies to all players.

NOTE 1: Players who do not get the required number of infield innings in a game shall start the next game in an infield position until all playing requirements for both games have been fulfilled. If teams can not fulfill this infield playing requirement due to not completing at least four defensive half innings in a game, team managers shall inform the League Director of Minors for decision on how to schedule playing time to provide the most equitable opportunity to all players. Decisions made by the League Director of Minors are final.

NOTE 2: Managers shall notify the League Director of Minors of safety concerns that, in their view, disqualifies a player from playing either an infield or an outfield position. The League Committee shall review the stated concerns and uphold the concern or direct additional skill development training to attempt to overcome the concern and enable the player to play infield and outfield positions.

7.5. Tee Ball Division Player Participation.

In the Tee Ball Division, all players shall play the entire game on offense and defense. Additionally, managers **shall** rotate their players between infield and outfield positions giving every player the opportunity to play an infield and an outfield position in each game.

NOTE: Managers shall notify the Director of Tee Ball of safety concerns which, in their view, disqualifies a player from playing either an infield or an outfield position. The Director of Tee Ball shall review the stated concerns and uphold the concern

or direct additional skill development training to attempt to overcome the concern and enable the player to play infield and outfield positions.

7.6. Extra Innings and Practice Games.

(Section Deleted)

7.7. Enforcement of Player Participation Rules.

7.7.1. Alleged violations of player participation rules shall be reported to the League Player Agent.

7.7.2. League Player Agents, aided as they desire by official scorers, have the authority and responsibility to enforce player participation rules. If a League Player Agent has reason to believe that a manager has intentionally violated these rules, the League Player Agent shall refer the matter to the League Committee who shall act in accordance with paragraph (i) of Little League Regulation IV by directing the Manager to schedule the player to fulfill missed participation requirements in the next game. Further, if this is the first player participation violation of the team in the season, the League Player Agent shall issue the manager a **written warning**. If the violation is the second in the same season, the League President shall **suspend the manager for the next scheduled game**. If the violation is the third offense in the same season, the League President shall **suspend the manager for the remainder of the season** and shall inform the Board of these facts for their consideration in future manager selections.

7.8. Player Participation Record (PPRs).

7.8.1. The purpose of PPRs is three fold: (1) To ensure that player participation is in accordance with Little League Regulations, Playing Rules, and Fairfax Little League Local Rules; (2) to provide a documented record of player performance to be used to determine end-of-season team and individual awards; and (3) to provide information for use in the next year's draft.

7.8.2. Each team manager shall submit a PPR for **every** game regardless of whether the manager or another designee is computing the records.

7.8.3. The PPR from scheduled games played in a week shall be forwarded to the League Player Agent of the respective League no later than **Tuesday** of the following week.

NOTE: The intent is to allow managers to keep cumulative statistics for the game just completed and to keep the League Player Agent current on player participation and League activity.

7.8.4. League Player Agents, aided as they desire by official score keepers and other league officials, have the authority to call for the censure of any manager who fails to submit the team's PPRs within the prescribed period as noted in LR 7.8.3. or intentionally submits inaccurate or incorrect data for unsportsmanlike purposes. For repeated offenses, the League Committee shall determine the form of censure, and if necessary, bring the matter before the Board of Directors for approval. The censure may result in suspension of one or more games or the permanent suspension of the offending manager.

7.8.5. Any manager failing to submit a final PPR for a Spring or Fall season shall, in the succeeding Spring season, be prohibited from drafting any player who played for that manager during the season in which the PPR was not submitted.

8. TIME LIMITS, DELAYS, POSTPONEMENT, REGULATION GAMES

8.1. Pre-game Time Limits.

All games shall begin as nearly as possible to their scheduled time. In all situations, pre-game practice activities on the game field shall be completed by 5 minutes before the scheduled game start time so that the umpires can conduct the plate conference with the managers and team captains. The following limits shall be applicable to pre-game activity if the scheduled starting time of the game will not be affected.

8.1.1. **Normal situation.** The visiting team may have the field for 15 minutes for infield practice beginning 35 minutes prior to the scheduled game time. The home team may have the field for 15 minutes for infield practice beginning 20 minutes prior to the scheduled game time.

8.1.2. **Reduced warm-up time.** If 15 to 35 minutes are available for pre-game activities on the game field, the participating teams shall split the available time equally, with the visiting team taking the field first.

8.1.3. **No warm-up time on the infield is available.** In the event fewer than 15 minutes are available for pre-game activities based on the scheduled game start

time, pre-game warm-ups on the game field are limited to the outfield area and no infield practice shall be taken.

8.1.4. No **pitched** batting practice is allowed anywhere on the game fields during the pre-game activities of a scheduled game.

8.2. Delayed Games.

8.2.1. On fields scheduled for multiple games on a specific day, any game delayed beyond thirty (**30**) minutes of the scheduled starting time due to inclement weather or field conditions **shall be postponed** and rescheduled on another date. The remainder of the games scheduled for that date shall be played according to schedule. The last game scheduled on any day may be started up to one (**1**) **hour** later than the scheduled starting time with the concurrence of both managers, provided sufficient time is available to play a regulation game.

8.2.2. On fields where only a single game is scheduled on a specific day, any game delayed beyond one (**1**) hour of the scheduled starting time due to inclement weather or field conditions **shall be postponed** and rescheduled on another date.

8.3. Postponed Games.

8.3.1. In the event of game postponement, the **home team manager** shall notify the person responsible for the rescheduling of games within each League. This notification shall be done the same day the postponement occurred to permit timely rescheduling for the next available playing opportunity.

8.3.2. If an interleague game is postponed, the **manager of the home team** is responsible for rescheduling the game through the League Committee.

8.3.3. Rescheduling should not require a team to play a game on three consecutive days unless extreme circumstances, as determined by the League President, exist.

8.3.4. The Chairman of the Board of Directors, the Director, Fields and Grounds, or their designated Field Sponsors may, upon advice of available League Presidents and the Chief Umpires, postpone a portion of, or an entire day's playing schedule, if required, to maintain field condition and permit timely notification of players, managers, and umpires.

8.4. Suspended Games.

8.4.1. Except for the Little League Majors Division Spring season only, the game time limit at all levels for suspended games shall be no new inning shall start later than one hour and fifty minutes after the rescheduled game start time; and if an inning is started, it will be played to completion unless the home team does not need all of its half offensive inning to achieve a winning score.

8.4.2. For the Majors Division Spring season, there is no time limit for suspended games, however LRs 8.6.4., 8.8, and 8.9 apply.

8.5. Schedule Deviations.

Managers shall not deviate from the official published schedule of games. All rescheduling of games shall be done by the person responsible for the rescheduling of games within each League (usually the League Player Agent). Any game played at a time, or on a field, not scheduled with prior approval by the League Player Agent or the person responsible for the rescheduling of games within each League shall not be considered an official game and shall be replayed.

8.6. Game Time Limits.

The following limits shall be applicable to scheduled game activity for the regular season of play and all locally administered end of season tournaments.

8.6.1. Late Afternoon Game Time Limits.

8.6.1.1. At all levels of play, all games shall **CEASE PLAY** no later than the official game ending times listed in **Appendix B** to these Local Rules, regardless of the current situation of the game, unless the field is equipped with artificial lights. On fields so equipped, play shall continue until the game is completed or terminated due to a league time limit or LR 8.9, whichever comes first.

8.6.1.2. The Umpire-in-Chief is responsible for designating the official timekeeper for the game at the plate conference. The normal timekeeper is the field umpire; however, if not so designated at the plate conference, the official scorekeeper, provided by the home team, shall be the official game timekeeper and shall inform the Umpire-in-Chief upon reaching the times listed in Appendix A and B to these Local Rules.

8.6.2. Restriction on starting an inning.

8.6.2.1. At all levels of play on fields not equipped with artificial lights, no inning shall start after the day's official sunset time listed in **Appendix A** to these Rules, or after a game time limit listed in LRs 8.6.3 through 8.6.6. is reached, regardless of **whichever limit comes first**. On fields with artificial lights, inning start time is regulated by League time limits listed in LRs 8.6.3. through 8.6.6. or LR 8.9., **whichever limit comes first**.

8.6.2.2. This Local Rule does not relieve the Umpire-in-Chief of his/her responsibility to suspend or terminate a game when darkness or conditions create a hazard to the players, nor of his/her authority to declare a game forfeited under National Playing Rule 4.15 where there is obvious stalling by a team to gain an advantage because of this rule.

8.6.3. **Senior/Junior League** Game Time Limits.

8.6.3.1. No inning shall start later than two hours after the **scheduled** game start time.

8.6.3.2. All innings started shall be played to completion unless LR 8.6.1. or 8.9. or Playing Rule 4.10 (e) applies.

8.6.3.3. The 10 run rule option of Playing Rule 4.10 (e) is adopted for the Leagues. In the event of a lead of ten (10) runs or more after five(5) complete innings, or four and one-half innings if the home team is ahead, the manager of the team with the least runs shall concede the victory to the opponent and the game shall terminate immediately.

8.6.4. **Majors Division** Game Time Limits.

8.6.4.1. In the Spring season, the 10 run rule option of Playing Rule 4.10 (e) is adopted.

8.6.4.2. In the Fall season, no new inning shall start later than two hours after the **scheduled** game start time. All innings started shall be played to completion unless LRs 8.6.1. or 8.9. or Playing Rule 4.10 (e) apply. The 10 run rule option of Playing Rule 4.10 (e) is adopted and, if applied, the game shall terminate immediately.

8.6.5. **Minor League Division** Game Time Limit.

For both Spring and Fall seasons, no new inning shall start later than one hour and fifty minutes after the **scheduled** game start time. Once started, an inning shall be played to its completion unless the home team does not require all of its half offensive inning to win the game. In both the Spring and Fall seasons, the 10-run rule option of Playing Rule 4.10(e) is adopted if no time limit is being enforced.

8.6.6. Tee Ball Division Game Time Limits.

In the Tee Ball Division, no new inning shall start later than one hour and 15 minutes after the **scheduled** start time. The game terminates after four (4) complete innings or completion of the last legally started inning.

8.7. Regulation Game.

8.7.1. For the Senior and Junior Leagues and the Little League Majors Division, National Playing Rules 4.10 (a) and (c) apply unless a League game time limit specified in LRs 8.6.3 or 8.6.4 is reached. If the Local Rule game time limits are reached before the requirements of Playing Rules 4.10 (a) and (c) are met, the game is a regulation game.

8.7.2. For the Little League Minor League Division, Playing Rules 4.10 (a) and (c) are replaced as follows: it shall be a regulation game if one hour and fifty minutes of play **OR** at least three (3) full innings have been completed at the time the Umpire-in-Chief calls the game.

EXCEPTION: if the home team is ahead after two and one half innings and the game is called, the game shall be a regulation game.

8.7.3. For the Tee Ball Division, a regulation game is 4 innings or completion of the last legally started inning, whichever comes first; game score is not kept.

8.7.4. At all levels, in games which have been called by the Umpire-in-Chief before the regulation number of innings have been completed, the score of such games shall be determined at the end of the last complete inning.

EXCEPTION: when in the home team half of an uncompleted inning, the home team has scored one or more runs to tie the score or take the lead, the final score of the called regulation game is the total number of runs scored by each team at the point in the uncompleted inning when the Umpire-in-Chief called the game.

8.8. Tie Games.

8.8.1. For all levels of play except the Challenger and Tee Ball Divisions where score is not kept, tie games shall go into extra innings if not prevented by game time limits of LRs 8.6. and 8.9. If either of these limits apply, and the game is a regulation game according to Senior/Junior League Playing Rule 4.10 (c), or Little League Playing Rule 4.10 (c) for the Majors Division, or LR 8.7.2. for the AAA level of the Minor League Division, play shall cease and the tie result shall count as 1/2 win and 1/2 loss for each team. At the AA and A levels of the Minor League Division, standings are not kept and tie games shall terminate under LR 8.6.5 time limits.

8.8.2. If a tie game is not a regulation game when it is called, it becomes a suspended game according to LR 8.4 and will be rescheduled with play resuming with the exact game situation when the game was called.

8.9. Games Played on Fields Equipped with Artificial Lights.

On all Fairfax Little League fields, artificial lights may be used only for scheduled league games or for scheduled scrimmage games. All scrimmage games shall cease play no later than 8:00 P.M. and lights shall be turned off immediately after exiting the field.

8.9.1. When artificial lights are used for Senior or Junior League games, no inning shall start after 10:30 P.M. and play shall cease at 10:50 P.M.

8.9.2. When artificial lights are used for Little League games, the following game time limits shall be observed on fields in the **Pickett Road complex (Thaiss park)**: play **shall cease** no later than 9:20 P.M. and lights **shall be turned off** no later than 9:30 P.M.

8.9.3. When artificial lights are used for Little League games on all other fields except the Pickett Road complex (Thaiss Park), the following game time limits shall be observed:

a. Sunday through Friday: no inning shall start after 9:30 P.M. and play shall cease at 10:00 P.M.;

b. Saturday: no inning shall start after 10:00 P.M.; play shall cease at 10:30 P.M.

8.9.4. Time to turn on artificial lights. Based on personal decision, or upon request by either manager, the Umpire-in-Chief may temporarily suspend a game in progress to turn on the artificial lights to provide adequate visibility for safe play. When the Umpire-in-Chief is satisfied that sufficient light is available, play shall continue.

8.9.5. Failure of artificial lights. In the event of failure of the artificial lights to turn on or continue to operate, game time limits specified in LR 8.6 shall apply.

9. SCHEDULING GAMES

9.1. Scheduling.

All games shall be played on regulation fields approved for game play. These game fields shall be from an approved list produced by the Executive Committee. All postponed, suspended, or playoff games shall be rescheduled by the person designated by the league Committee for rescheduling games. Game rescheduling will be done at the earliest possible date in the order of postponement.

Reschedulers shall inform the umpire schedulers of all rescheduled games. No games shall be played on Mother's Day; exceptions will be made if agreeable to the Player Agent and both managers. **No games shall be rescheduled solely by the participating managers.**

9.2. Game Limit per Week of Play.

No Senior or Junior League team shall be compelled to play more than four (4) games during a program week; no Little League team shall be compelled to play more than three (3) games during a program week.

9.3. Spring Season Championship.

9.3.1. At the Little League Majors Division and AAA level of the Minor League Division, championships shall be determined by comparing season win/loss records. The season win/loss record shall include all scheduled games played including interleague games. In the event of a tie for the championship, a playoff game(s) shall be scheduled with each team receiving at least one (1) day of rest prior to the game. For second or third place ties, the following, in the order presented, shall be used to break the ties: Head to head record, win/loss record within their league, or a playoff game to be played within one (1) week after the last scheduled game.

9.3.1.1. In the Senior and Junior Majors Division, separate standings may be kept for the first and second halves of the season. If separate standings are kept, the champions of each half of the season shall play a one game playoff against each other for the season Championship unless the same team won both halves.

NOTE: The overall standings for the season shall be used in determining the order for next year's draft.

9.3.2. At the AA and A levels of the Minor League Division, the Tee Ball Division, and the Challenger Division, there shall be no win/loss standings kept during the season. At the conclusion of the schedule of play, there shall be a Minor League Division tournament as determined by the League Committee to determine the Division championship. Game time limits of LR 8.6.5. shall apply to all AA and A level tournament games. A coin toss prior to each tournament game shall determine the home and visiting team.

NOTE: There is no post season play for the Tee Ball or Challenger Divisions.

9.4. Fall Season Championship.

At all playing levels of the Fall Season, a single elimination tournament shall be conducted to determine the season championship. With the exception of the final Championship game in the Junior Transition Program, the Majors Division, and the AAA level of the Minor's Division, the administrative game time limits for tournament games shall be as specified in LR 8.6.3.1., 8.6.4.2., or 8.6.5. The final Championship game at the three playing levels identified shall be a full regulation game of 6 or 7 innings as prescribed in the National Playing Rules 4.10. and 4.11. A coin toss prior to each tournament game shall determine the home and visiting team.

10. SELECTION OF TOURNAMENT TEAMS AND MANAGER

10.1. Tournament Team Managers and Coaches.

The Senior and Junior Leagues, and the Little League Majors Division, 11 Year Old Division, Minor League Special Games, and the 9-10 Year Old Division tournament team **managers and coaches** shall be approved by a secret ballot of the Board of Directors no later than their June meeting. Eligible candidates will be the managers and coaches from the respective Leagues and levels of play. After Manager approval, the designated Tournament Team Manager shall recommend

to their League Committee the names of two (2) coaches for the tournament team; the League Committee shall review the Manager's recommendations and independently submit two coaching nominations to the Board for approval; nominations for coaching positions do not have to be the coaches recommended by the manager.

10.2. Senior/Junior League Tournament Team Selection Process

The Senior League and Junior League tournament teams shall be selected as directed by the Junior/Senior League Committee. PPRs, manager's evaluations, player on-field evaluations, and player input may be used in the selection process.

10.2.1. At the conclusion of the evaluation, the Tournament Team Managers shall select and recommend to the League Committee a total of 12-14 players to participate on the tournament team for each league.

10.2.2. There shall be no alternates. Members of the tournament team will be announced as soon as it is allowable under the National Playing Rules.

10.3. Majors Division Tournament Team Selection Process.

The Majors Division tournament team for each League shall be selected by Majors Division players, managers and coaches in accordance with the following.

10.3.1. Supervision. Balloting for members of the tournament team shall be supervised by the respective League Presidents.

10.3.2. Eligibility. All members of the Majors Division tournament team may be league age 12. No member of the tournament team shall be younger than league age 11. Ballots shall be prepared under the direction of the League President. The ballots shall include the names of all 11 and 12 year-olds who played in the Majors Division for more than half of the season and who will be available to participate in the tournament plus other information as directed by the Board of Directors with such direction being provided no later than the Board's regularly scheduled May meeting.

10.3.3. Procedures. Each Majors Division player, manager, and two coaches from each Majors Division team may cast only **one** ballot per person, and may vote for **no more than 14 names** on his/her ballot. The League President and Player Agent of each League shall be responsible for counting the votes cast. They are prohibited from revealing the relative standings in balloting of any player. Once the

ballots have been tabulated, two lists will be prepared and presented to the tournament team manager for use in determining the composition of the team. Each list will be in alphabetical order. The first list will contain the names of the top five (5) vote getters. The second list will contain the names of the 6th through 25th vote getters.

10.3.4. Selection. A maximum of fourteen (14) tournament team members may be selected.

10.3.4.1. The five (5) players with the highest vote totals will automatically be named to the tournament team. The League President, Player Agent and tournament team manager will then select six (6) additional tournament team members from the names of the players who were the 6th through 25th highest vote recipients. At the discretion of the League President, Player Agent and Tournament Team Manager, zero, one, or two additional tournament team members may be selected at this time from the second list to be placed on the tournament team with the five (5) players on the first list and the six (6) players from the second list. The tournament team manager and coaches will then, collectively, have one wild card option to pick from any eligible player in the League. Therefore, twelve (12) players shall be selected and a maximum of fourteen (14) may be selected for the Tournament Team.

10.3.4.2. Alternate players shall not be selected; however, the League President may maintain an order of merit list to be consulted in case a selected player becomes unable to participate in the tournament, thus requiring replacement on the team.

10.3.4.3. There shall be no announcement of the tournament team roster until the date specified by Little League Baseball, Inc.

10.4. 11 Year Old Division Tournament Team Selection Process.

The 11 Year Old Division Tournament Team shall be selected from an order of merit listing developed under League Committee supervision. PPRs, manager's evaluations, player on-field evaluations, and player input may be used in developing the order of merit list.

10.4.1. The Tournament Team manager shall poll the regular season AAA level managers of the Minor League Division to identify, at a minimum, the most capable 11 year old player on their team. If desired, the Tournament Team manager may request identification of the two most capable 11 year old players.

To this list and after selection of the Majors Division Tournament Team, the Tournament Team manager shall add the names of all Majors Division players of league age 11.

10.4.2. From this list, the Tournament Team Manager shall select and recommend to the League Committee a minimum of 12 and a maximum of 14 players to participate on the League's Tournament Team. The League Committee shall approve the team roster after considering the manager's recommendations.

10.5. 9-10 Year Old Division Tournament Team Selection Process.

The 9-10 Year Old Division Tournament Team shall be selected from an order of merit listing developed under League Committee supervision. PPRs, manager's evaluations, player on-field evaluations, and player input may be used in developing the order of merit list.

10.5.1. All Majors Division players shall be placed on the order of merit list for consideration. Minor League Division players shall be added to this list based on their demonstrated performance throughout the season until approximately 25 total players have been listed.

10.5.2. When the player's list is completed, the Tournament Team manager shall select a minimum of 12 and a maximum of 14 players to participate on the League's Tournament Team. The League Committee shall approve the team roster after considering the manager's recommendations. Names of players selected shall not be announced until authorized in the Tournament Rules and Guidelines.

10.6. Minor League Special Games Tournament Team Selection Process.

After selection of the 9-10 Year Old Tournament Team, the League Committees shall direct procedures for selection of the Minor League Special Games Tournament Team.

10.7. Practice Attendance.

Tournament team members at all levels who miss more than twenty-five percent (25%) of practices before the first scheduled game may be removed from the team at the discretion of the manager after obtaining approval of the League Committee. Tournament team members who miss 50% or more of practices before the first scheduled game shall be removed from the team.

10.8. Ballot Standings.

League Presidents, Player Agents and Tournament Team Managers are **PROHIBITED** from revealing the relative standings in the balloting of any league player.

SECTION II. LOCAL PLAYING RULES

11. MODIFICATIONS FOR THE LITTLE LEAGUE MINOR LEAGUE AND TEE BALL DIVISIONS.

To support the instructional goal of the Minor League and Tee Ball Divisions, modifications to selected Official Playing Rules of Little League Baseball are adopted for the Fairfax Little League supervised program.

11.1. All Minor League Division Levels and Tee Ball Division.

11.1.1. National Playing rules 3.03, 3.04, 3.06, and 3.07 discussing substitutions, are deleted and replaced with LRs 7.4 and 7.5 since there are no substitutes in these levels of play. National Playing Rule 7.14 does not apply at any Minor League nor Tee Ball Division level. Local Rules 8.4.3., 8.6.5., 8.7.2 or 3., 8.8.1., 8.9., 12.1., 12.4 or 5., 13.5, and 13.8 further modify play at all Minor League and Tee Ball Division levels.

NOTE 1: At the AA and AAA levels of the Minor League Division when a pitcher is removed from the mound, that player may not pitch again in the game, but is required to play every other inning at another defensive position.

NOTE 2: There are no courtesy runners permitted in Fairfax Little League at any level. Due to no substitutions in the Minor League and Tee Ball Divisions, any base runner removed from the game for injury or ejected from a game before three (3) outs have been made by his team shall be replaced by the last batter making an out or the last batter in the batting order for that inning if no previous outs have been made.

11.1.2. The continuous batting order permitted by National Playing Rule 4.04 is adopted for all Minor League playing levels. Tardy members shall be added to the end of the batting order when they arrive at the team dugout. Once the batting order is finalized it cannot be altered, except to delete injured players, delete ejected players, delete players who must leave the game due to a family requirement, or to add tardy players at the end of the batting order. The batting order shall become final when the Manager gives the lineup card to the Umpire-In-Chief at the plate conference.

11.1.2.1. If players are in the starting batting order, but not present at the game, each time they are due up to bat, **AN OUT SHALL BE RECORDED** and the next player due up shall go to bat.

NOTE: an out shall not be recorded if an injured player can not reenter the game, nor shall an out be recorded for an ejected player, nor shall an out be recorded if a player in the batting order leaves the game due to a family requirement before the game is over.

11.1.2.2. If a batter is injured while at bat, and is removed before completing their time at bat, the new batter shall be the next batter in the batting order. At the AA and AAA levels of the Minor League Division, the ball/strike count on the new batter will be 0 balls and 0 strikes. At the A level of the Minor League Division, the pitch count will be 0 enabling the new batter to receive all seven (7) pitches if necessary.

NOTE: At the manager's discretion, the injured batter may reenter the game, and if so reentered shall occupy the original place in the batting order.

11.2. AAA Level .

Modifications of the National Playing Rules listed in LR 11.1., apply at AAA level. There is one further playing rule modification for the AAA level of the Minor League Division. This modification changes part of National Playing Rules 7.02 and 7.13 concerning runners advancement (base stealing). The rules are modified as follows: the base runner's opportunity to advance through stealing bases is limited to only **one base per play; any base, including home may be stolen.**

NOTE 1: The definition of a “play” is the action which takes place on the field from the time of a pitch by the pitcher until the time of the next pitch.

NOTE 2: A base on balls (walk) awarded to a batter who received 4 balls during his time at bat does not preclude that batter-runner from trying to steal second base immediately after he has touched first base. This stealing action by the batter runner occurs during the same play in which he was awarded first base.

NOTE 3: This restriction on stealing does not affect how far the runner can advance if the batter hits the pitch—the restriction only affects stealing.

Refer to the following two examples:

EXAMPLE 1:

A runner on first base attempts to steal second, the catcher throws the ball into right center field; **RULING:** the runner going from first to second must stop at second; he may not go to third even though the ball has gone into the outfield and he could probably make it to third easily.

NOTE: The runner remains at jeopardy even though his advance is limited by this rule--if the runner mistakenly tries to advance to third and is tagged before he acquires third base, **he is out;** likewise, if he overruns second base and is tagged out before he can return to second base, **he is out.** If the runner mistakenly continues to third base and successfully acquires it, the umpire shall call time out at the end of playing action and administratively return the runner to second base before the next pitch.

EXAMPLE 2:

Runners on first and third; the runner on first attempts to steal second, the catcher throws the ball into right center field; **RULING:** the runner going from first to

second must stop at second as discussed above but the runner on third can steal home because each runner may steal one base during a play.

11.3. AA Level.

11.3.1. Modification of the National Playing Rules detailed in LR 11.1., applies at AA level. Further modifications for the AA Level of the Minor League Division are made as follows.

11.3.2. National Playing Rules 7.02 and 7.13 pertaining to base stealing are modified to limit the base runner's advance through stealing to only one base per play. **Home may NOT be stolen.** See examples of LR 11.2 but note in Example 2, a runner at AA level originating on third base can not steal home.

NOTE: At the AA level, a batter-runner awarded a base on balls (walk) because he received 4 balls during his time at bat does **NOT** have the privilege of stealing second base on the same play in which he was awarded first base. A batter who "walks" can only achieve first base on the play; however, other than overrunning and immediately returning to first base, the batter-runner remains at jeopardy if tagged while off the first base after initially touching it.

NOTE: When the adult pitcher is in the game per LR 11.3.3, no stealing is permitted.

11.3.3. National Playing Rule 6.08 (a) is further modified for the AA level of play to enhance competition and provide a better opportunity for batters to hit a pitch. This AA level special pitching rule only becomes effective in any half inning after the defensive team's player pitcher(s) have walked two batters. This rule temporarily substitutes an adult pitcher from the offensive team for the player pitcher who remains in the game playing the defensive position of pitcher.

11.3.3.1. After two walks, if another batter is walked in the same half inning, this batter who has received 4 balls, and all such succeeding walked batters in the half inning, shall remain in the batter's box. Time shall be called and the offensive team shall provide an adult pitcher to pitch to the batter until the time at bat is completed. Then the adult pitcher returns to his dugout and the player pitcher resumes the full role of pitcher for the next batter.

11.3.3.2. The number of pitches thrown to the batter by the adult pitcher will vary depending on the ball strike count when the 4th ball was received. The number of pitches shall equal the remaining strikes available to the batter at the time of

receiving the 4th ball. Therefore, a maximum of 3 pitches and a minimum of 1 pitch could be made unless the batter fouls off the final pitch thus earning another final pitch.

11.3.3.3. The adult pitcher shall wear a glove for self-protection and pitch using the set position from the pitching plate on the mound. Illegal pitches shall not be called. The adult pitcher shall not participate in defensive plays but is authorized to protect himself from a batted ball hit back to the mound; his on field actions shall be governed by LR 12-5, the same as they are for the A playing level.

11.3.3.4. If the adult pitcher is an adult base coach positioned in a coaching box on the field, he is not required to be replaced in the box while performing as adult pitcher and can not return to the coaches box during the play in which he pitched.

NOTE: Adult pitchers shall not warm up on the field. Each adult pitch not swung at counts as a strike. So on a 4-0 count, if the batter takes all 3 adult pitches without swinging or hitting the pitch, the batter is out.

EXAMPLE: Two batters have walked in the top of the 3rd inning. A third batter receives ball 4 when the count was 3-2. The adult pitcher enters the game to pitch 1 pitch to the batter. If the batter does not swing at the adult pitch, he is out—regardless of pitch location. If the batter swings at but misses this adult pitch, he is out. If the batter fouls off this pitch, another pitch is authorized—which the batter must put in play or foul off earning yet another pitch until the batter hits a fair ball, takes the pitch, or swings and misses.

NOTE: Adult pitchers are encouraged to warm up prior to the game so they can deliver a hittable pitch when placed in the game.

11.4. AA and A Levels.

For both the AA and A levels of the Minor League Division, additional modifications to National Playing Rules are made.

11.4.1. National Playing Rule 1.07, pitching distance, is modified. For both levels, the pitching distance shall be 42 feet instead of 46 feet.

11.4.2. National Playing Rule 4.17, number of players on defensive team, is modified. A fourth outfielder (**NOT INFIELDER**) may be used at the AA and A levels, thus allowing ten (10) defensive players on the field. This fourth outfielder shall be positioned at normal outfield depth at the start of every play. No outfielder

shall move from his position in the outfield into the infield for the purpose of making defensive plays as an additional infielder. The penalty for violation of this rule is the same as for violation of playing rule **7.06, obstruction**. The violation can result in either an immediate or a delayed dead ball situation, depending upon the umpire's judgment.

11.4.3. National Playing Rule 4.19 (g) requiring protests to be resolved on the field before the next pitch or play is adopted for both AA and A levels of play. Protests affect win/loss records and those records are not maintained at these two playing levels. The game Umpire-in-Chief shall resolve the matter at dispute in any manner desired within 5 minutes of suspending play to address the matter. Upon the Umpire-in-Chief's resolution, the game shall continue without further delay or referral to the protested situation.

11.4.4. National Playing Rules 6.05 (d), infield fly, and 8.05, illegal pitch, are deleted entirely.

11.5. A Level.

Modification of the National Playing Rules detailed in LR 11.1., applies at A level. Further modification of these Playing Rules and the cited Local Rules for the A Level of the Minor League Division are as follows:

11.5.1. National Playing Rules 6.08 (a), base on balls (walks), and (b) hit batsman, 8.06, manager's visit to pitchers, and 9.04 (a) (2), counting balls and strikes, are deleted. There are no walks nor awards of first base to a batter hit with a pitch at the A level of play. In the event of a violation of National Playing Rule 8.04, delay of game, the penalty is not the calling of a ball but the deletion of one of the seven pitches to which the batter is entitled.

11.5.2. Local Rule 12.5.1. governs pitching either by machine or by a coach. Note that use of a pitching machine for scheduled games is mandatory—unless no machine is available or the machine breaks and cannot be timely repaired to permit the game to continue.

11.5.3. National Playing Rules 7.02 and 7.13 regarding advancing through base stealing are deleted. There is no base stealing at the A level of play.

11.5.4. National Playing Rule 2, definition of a "bunt" and "base on balls" (walk), are deleted. There is no bunting at the A level of play; there are no walks issued.

11.5.5. National Playing Rule 5.02 is modified to allow for stoppage of playing action. All plays at the A level involving a batted ball are stopped by an **umpire calling "TIME OUT"**. A defensive player returning the ball to the defensive pitcher does not automatically stop playing action. The defense must stop the lead runner, and once this has happened, the umpire shall call "TIME OUT", and the ball is returned to the offensive team pitcher for the next play. Managers are expected to teach their players to properly run bases. Managers are also expected not to violate the spirit of good sportsmanship at this level of play by automatically advancing following runners behind a stopped lead runner when such advancement is not typical nor based on the merits of the play.

11.6. Tee Ball Division.

In additional to modification of the Playing Rules previously specified in LR 11.1, additional modification is directed for the Tee Ball Division.

11.6.1. The home team supplies the batting tee; coaches may adjust the batting tee for each batter. Score is not kept, outs are not recorded, no protests are allowed, there are no forfeits. The visiting team provides the Umpire-in-Chief.

11.6.2. Managers should adjust their batting order each inning to allow a different player to lead off.

11.6.3. There are no strike outs, bunting is not allowed; batters must take a full swing at the ball. Batters get an unlimited number of swings to hit a fair ball. For a ball to be fair, it must meet the definition of a fair ball in National Playing Rule 2 and be batted past an arc drawn from foul line to foul line 15 feet in front of the back point of home plate. A batter who throws his bat in a dangerous manner shall be warned; upon a second violation, the batter shall be restricted from batting again in the game—the following batter shall hit the ball for an unsafe batter who will run the bases per LR 3.3.1.2.

11.6.4. For safety reasons, no defensive player in fair territory shall be closer than 45 feet to the batter who is batting and all players must have baseball gloves. The catcher shall be positioned in a safe area against the backstop facing the batter by the offensive coach who prepares the ball on the tee for the batter.

11.6.5. There is no base stealing nor sliding. Runners may not leave base until the ball is hit and shall avoid contact with defensive players; runners who leave early shall be sent back one base if possible at the end of playing action. Play continues until the runners have been stopped and the ball is returned to the defensive

pitcher, then the umpire calls “Time Out” so the manager/coach can reposition the ball on the tee for the next batter. If runners have advanced beyond normal advancement on the merits of the play, the umpires shall return runners to the appropriate base. On any overthrow into dead ball territory, a standard award of one base is made.

11.6.6. The half inning ends when the last batter has completed their turn at bat and any runner or the batter-runner is put out, a defensive player with the ball touches home plate, the ball becomes dead, or the umpire calls “Time Out”. Prior to the half inning ending, if the defensive team completes three outs against the offensive team, all base runners on base when the 3rd out is made shall be administratively removed from the bases—to reward the defensive team for its play—and then the half inning will continue to its conclusion.

11.6.7. Offensive and defensive coaches may be on the playing field for instructional purposes as permitted by the National Playing Rules; their instruction may be limited by the Umpire-in-Chief if excessive game delays occur.

12. PITCHING REGULATIONS

12.1. Pitch Count Regulations.

In accordance with Regulation 6 of the National Rules, Fairfax Little League has voted to use Option 2 relating to rest requirements based on the number of pitches thrown by a pitcher during a game. Option 2 is described in Little League National Rules.

12.2. AAA and AA Minor League Division Pitching.

12.3.1. In the interests of safety, only players league age eleven (11) or under at the AAA level and ten (10) or under at the AA level of the Minor League Division shall be permitted to pitch in scheduled and practice games. Allegations by any manager or League Official may be made at any time before the end of the regular season.

NOTE: Penalty for an allowed AAA level protest for use of an ineligible pitcher under this rule shall be forfeiture of the game.

12.2.2. At the AA level, Local Rule 11.3.3 and its following subparagraphs state procedures for use of an adult pitcher during scheduled games.

12.3. A Level Minor League and Tee Ball Division Pitching.

12.3.1. At the A level, Official Playing Rule 8, The Pitcher, is modified by the following. The mandatory method of pitching to A level batters is using a properly functioning pitching machine supplied by the League. Only if a pitching machine malfunctions or is not available, shall a manager or designated adult pitch to batters at this level. Report of this occurrence shall be made by the home manager involved in the game to the Directors of Minors immediately after the game.

12.3.1.1. The manager (or his/her other adult representative) of the team at bat shall operate the pitching machine for (or in case of malfunction pitch to) his/her own team as if he/she were the pitcher for the defensive team. A player from the defensive team shall be positioned to the side or behind the pitcher's plate and within four (4) feet of the pitcher's plate to make all defensive plays. The catcher shall return all pitches to the defensive player stationed near the pitcher's plate, who will in turn give the ball to the adult pitcher to pitch. There are no walks nor base awards to a hit batsman at this level of play.

12.3.1.1.1. The adult pitcher shall not participate in any defensive play and should try to avoid obstructing the defensive team's play. If a batted ball accidentally touches the adult pitcher through no fault of the adult pitcher, the ball shall be live and remain in play. The adult pitcher may wear a normal fielder's glove for his own protection while either pitching or using the pitching machine.

NOTE the following safety Point of Emphasis while using pitching machines. The adult pitcher shall remain in the immediate vicinity of the pitching machine at all times during live ball action, subject to limited movement to avoid interference with defensive play. The purpose of this placement is to assist team managers in on-field safety of all players by helping defensive players avoid contact injuries with the pitching machine. The exact nature of this help is situation dependent, but would be analogous to any caring parent preventing a player from falling or running into the machine. Regardless of actual interference caused by this safety oriented procedure, no actions by the adult pitcher shall be the basis for penalty due to interference.

12.3.1.1.2. If a ball in play hits the pitching machine on the field of play, such contact shall be considered a touch of the ball by a fielder. Therefore, a batted ball that first hits the pitching machine is a fair ball in all cases. If a thrown ball hits the pitching machine, continue play as if the fielder had not caught the ball.

12.3.1.1.3. A batted ball in flight that first hits the pitching machine can not be caught by a defensive player for an out—consider that the batted ball has touched the ground if it contacts the pitching machine on the fly; therefore, the defense must play on any runner by force or tag play to gain an out.

12.3.1.2. If the adult pitcher must manually pitch to the batters due to nonavailability of a functioning pitching machine, the adult pitcher shall pitch from a distance of 42 feet using the set position.

NOTE: the requirements of playing rule 8.01 (b), legal pitching delivery, 8.03, warm-ups, and 8.04, delay of game (which reduces the total number of pitches which may be thrown) apply to the adult pitcher.

12.3.1.3. The batter shall receive a maximum of seven (7) pitches (unless the seventh and subsequent pitches are fouled). Three (3) strikes (swinging) or failure to hit the ball in seven pitches shall constitute an out. There will be no walks. Balls and strikes shall not be called. If the pitching machine malfunctions and does not deliver a pitch that the batter could hit, that pitch will not count as one of the seven maximum allowable pitches. If the adult pitcher makes an unhittable pitch, the pitch shall count as one of the maximum seven (7) pitches allowable.

12.3.2. In the Tee Ball Division, there is no live nor machine pitching and all batters **shall hit the ball from the batting tee.**

12.4 Fall Pitching Limits

Fall Season: **AT ALL LEVELS**, all players are limited to no more than three (3) innings pitched per scheduled game.

13. PRE-GAME AND GAME ADMINISTRATION

13.1. Field and Grounds Maintenance.

Under normal playing conditions, the **home team** shall prepare the field for play and the **visiting team** shall rake the field after the game is over and pick up any trash on the playing field to prepare it for the next game. **Each team** shall be responsible for cleaning out its dugout and adjacent area outside the fence and properly disposing of trash on its side of the field. The **visiting team** of the last game of the day shall remove and store all bases in the equipment shed and verify that field lights, if available, are properly shut off.

13.2. Dugout Assignment and Occupants; Base Coaches.

The **home team** shall occupy the **3rd base dugout**. In the Little League levels of play, no more than three (3) non-players (1 manager and 2 coaches) are permitted to occupy the dugout or bench during a game. Scorekeepers are **not** permitted to occupy the dugout or bench. At the Junior/Senior League level, scorekeepers are permitted to occupy the dugout with the manager and coaches when the games are played on a high school varsity playing field.

13.3. Pre-Game Plate Conference.

13.3.1. Managers with team captains shall report to the Umpire-in-Chief at home plate 5 minutes prior to scheduled game start time. Managers shall give their lineup card to the Umpire-in-Chief to start the plate conference. This lineup card shall identify the team and its manager, list the batting order, and for the AA level of the Minor League Division and above, list the number of innings of pitcher's eligibility used in the current week and the league age of these pitchers. The batting order presented to the Umpire-in-Chief shall be the batting order to start the game and this order shall become final when handed to the Umpire-in-Chief.

13.3.2. Substitute players in the Senior League, Junior Majors Division and the Little League Majors Division **shall be reported** by the manager of the team making the substitution **to the Umpire-in-Chief** who shall announce and record the substitution and ensure that the opposing team's scorekeeper has the change.

13.3.3. Responsibility to provide game balls. Prior to the start of the game, the **home team** shall provide to the Umpire-in-Chief two (2) new game baseballs for use during the game. Should additional baseballs be required during the game, the home team shall be responsible for providing suitable baseballs for game play, either new game baseballs or practice balls in good condition. The Umpire-in-Chief shall determine the suitability of such baseballs.

13.4. Punitive physical or verbal contact.

Fairfax Little League **absolutely prohibits** punitive or abusive physical contact by anyone against any player, manager, member, or umpire of the League. The League also prohibits any player, manager, member, or umpire from using abusive verbal language toward any other player, manager, member, or umpire. Violations of this rule will be reported to the Board of Directors through the League Committee and **referred to civil authorities**, if necessary, for action.

13.5. Forfeitures.

13.5.1. Less than nine (9) rostered players at the **start** of the game.

13.5.1.1. In the **Spring Season** at all playing levels except Challenger and Tee Ball Divisions, a team which cannot field nine (9) players to start a scheduled game **shall forfeit** the game unless there are extraordinary circumstances. The teams, however, **shall play** the game as a practice game for the enjoyment of the players. At the Senior League, Junior League, and all levels of the Little League Minor League Division, a team which cannot field nine (9) players at the start of a scheduled game shall be permitted to borrow an eligible player(s) without penalty from another organized team to enable the team to reach a game strength of 9 players. If more than 9 players including borrowed players are present for a game, borrowed players shall be “substitutes” and play only the league prescribed minimum playing times.

NOTE:

a. Borrowed players shall play in the outfield and shall be placed at the end of the batting order behind all regular team members. If more than three (3) players are borrowed, a borrowed player may play in the infield, but under no circumstances shall any borrowed player occupy the position of pitcher or catcher.

b. A player may fill the role of a borrowed player only once per week.

c. At the Little League Majors Division borrowing players is not permitted.

d. In the Challenger and Tee Ball Divisions, teams will not borrow players but will play their games with the players who show up for the game.

13.5.1.2. In the **Fall Season**, teams at **all levels** may borrow players to enable the team to reach a game strength of 9 players. If more than 9 players including borrowed players are present for a game, borrowed players shall be substitutes and play only the league prescribed minimum playing times.

NOTE 1: Notes a. and b. of LR 13.5.1.1. above, also apply to borrowing players in the fall season.

NOTE 2: If a team does not have 9 players to start the game, the undermanned team shall forfeit the game. The teams shall, however, play the game as a practice game under League rules for the enjoyment of the players.

13.5.2. Less than nine(9) rostered players to **complete** the game. **EXCEPTION:** does not apply to Challenger and Tee Ball Divisions.

13.5.2.1. If during a scheduled game a team can no longer field nine(9) authorized players, the team may complete the game with eight (8) players. Each time the vacant position comes up in the batting order, an out shall be called.

13.5.2.2. If the team can not field eight (8) players to complete the game, the game **shall be forfeited, but completed** as a practice game.

13.5.3. If a manager believes that there were extraordinary circumstances which prevented him from fielding a team, he should notify the President of the League in writing within 48 hours. If the League Committee agrees, the League Player Agent shall reschedule the game to be played for record purposes.

13.5.4. For the purpose of this Local Rule, a team has fifteen (15) minutes beyond the scheduled starting time to field the required number of players.

13.6. Participation Restriction due to Discipline Problems.

With the approval of the League Player Agent, a Manager may require a registered player to sit out a game for disciplinary problems. A player so disciplined shall be listed as such on the lineup card given to the Umpire-in-Chief at the plate conference and shall be ineligible for that game.

13.7. Encouraging Sportsmanship.

13.7.1. Managers, coaches and players **shall** make every effort to urge participants, parents and other spectators to demonstrate good sportsmanship and respect the decision of umpires.

13.7.2. This rule provides procedures to be followed in enforcing National Playing Rule 9.01(f). Upon ordering teams to their dugouts, the Umpire-in-Chief shall call the managers to home plate and direct them to contact the Field Marshall to assist in adequately handling unruly spectators; in the absence of a Field Marshall, the managers shall attempt to adequately handle unruly spectators on their half of the spectator area. If the unruly spectators do not follow the instructions of the Field Marshall or Manager, the Umpire-in-Chief shall suspend the game.

13.7.2.1. Upon suspension of the game, the Umpire-in-Chief shall notify the **Chief Umpire Rules** of the specifics of the situation; the Chief Umpire Rules shall notify the League Committee.

13.7.2.2. The League Committee shall take action as appropriate and inform the Board of Directors if necessary. This action may include forfeiture of the suspended game by the offending team and restriction of players, managers, coaches, members, spectators, or guests from the playing field complexes of the Fairfax Little League.

13.8. Game Speed up Rules.

This local rule supplements National Playing Rules 6.02., 8.02 (b), 8.03., and 8.04. At all levels, scheduled games shall be played without unnecessary delay.

13.8.1. Unnecessary delay by a pitcher is defined as not delivering the next pitch to the batter or making a throw to a teammate in an attempt to retire a runner within 20 seconds of receiving the ball from the catcher.

13.8.2. Unnecessary delay by a catcher is defined as not returning the ball to the pitcher nor making a throw to a teammate in an attempt to retire a runner within 5 seconds of catching the pitch from the pitcher or securing the ball if not caught.

13.8.3. Unnecessary delay by a batter is defined as any action by the batter to step out of the batter's box after every or nearly every pitch to take practice swings, or get a sign, or adjust their equipment.

13.8.4. Whether or not a player's conduct is an unnecessary delay is a **judgment call** of the Umpire-in-Chief. Umpires shall be proactive in directing players to play without delay so as to avoid a penalty. Nothing in this rule shall prohibit a manager or coach from giving signs to any player; however, the players are expected to be coached to avoid unnecessary delay so more game scheduled time is actual live ball playing time and that the forfeiture penalty of National Playing Rule 4.15 (6) for a team intentionally delaying the game is rarely considered and enforced only in response to overt, deliberate actions.

PENALTY: Unnecessary delay is normally caused or influenced by adult managers or coaches. In addition to the specified penalty of called ball or strike of Playing Rule 6.02 or 8.04, an additional penalty for unnecessary delay shall therefore be enforced against the team manager, or specific individual in charge of the team at the moment of penalty as follows:

1st violation in a game: Team warning given to the manager.

2nd violation in a game: Restriction of the manager to the bench in the dugout for the remainder of the game.

3rd violation in a game: Ejection of the manager.

Additional violations in a game: Forfeiture of the game in accordance with Playing Rule 4.15 (5) and (6).

13.8.5. Teams are expected to change out sides at the end of a half inning in no more than 1 minute. As there is no courtesy runner for the catcher permitted in 2004, managers are encouraged to have a contingency plan for pitcher warm-ups until the catcher can report to home plate.

NOTE: IAW Playing Rule 3.09, the warm-up contingency plan shall not involve an adult warming up a pitcher.

13.9. Umpire Judgment is Final.

Playing Rule 9.02 (a) specifies the judgment decision of an umpire is final. Players, coaches, and managers are prohibited from objecting to judgment decisions. **NOTE: Managers** may appeal any umpire's decision as being conflict with the rules, but judgment decisions can not be appealed.

14. PROTESTS

Protests shall be made and adjudicated in accordance with Little League Baseball, Inc., rule 4.19 and this Local Rule. Protests are not authorized at the AA and A levels of the Minor League, Tee Ball or Challenger Divisions.

14.1. Protest Procedures.

14.1.1. The protesting manager **must timely submit** the protest verbally to the umpire involved **on the playing field**. After consultation, the protested decision may or may not be reversed. If the protesting manager still wants to protest, the Umpire-in-Chief shall announce that the game is being played under protest and resume play **immediately** with the decision standing.

At the conclusion of the game, the Umpire-in-Chief shall sign the official scorebook, and **contact** the Chief Umpire Rules within 24 hours, either by phone or email, to inform him of the protest being filed.

14.1.2. The protesting manager **shall submit the protest in writing** to the Chief Umpire Rules of Fairfax Little League, Inc.:

a. **mail**, postmarked no later than the next day after the game when mail is delivered; or

b. **email**, transmission dated no later than the next day after the game; or

c. **deliver by hand** within 24 hours of the scheduled start time of the game. **Address, phone, and email information can be obtained by consulting the Board of Directors list for the Chief Umpire – Rules.**

14.1.3. Protests not submitted in a timely manner to the umpire on the field nor timely filed with the Chief Umpire Rules as specified herein **shall be disallowed**.

14.2. Adjudication of Protests.

14.2.1. Within five (5) days of receipt, the Chief Umpire Rules shall research the Official and Local regulations and rules involved with each protest. If the Chief Umpire Rules determines the protest has merit, he shall request the Protest Committee of Fairfax Little Leagues, Inc., be convened to evaluate the protest and reach a decision. National Playing Rule 4.19 (f), composition of the protest committee is changed to recognize the Protest Committee of Fairfax Little Leagues, Inc. shall consist of the Chief Umpire Rules, the Chief Umpire Training, and the League Secretary.

14.2.2. If the Chief Umpire Rules finds the protest to be without merit, he shall inform the members of the Protest Committee for concurrence and subsequently, the League President(s) of the teams involved. The League President(s) shall inform the protesting manager of the declination of the protest.

14.2.3. The Protest Committee shall contact and request, as a minimum, statements (written or oral) from the following individuals:

a. both managers;

b. the umpire who made the protested ruling; and

c. the game Umpire-in-Chief.

The protest committee shall make every effort to resolve the protest and notify both managers concerned of the decision on the protest within seven (7) days of the protested game.

END OF 2009 LOCAL RULES

Appendix A - Official Sunset Schedule

APRIL		MAY		JUNE		JULY		SEPT.	
1	7:32	1	8:01	1	8:28	1	8:38	1	7:40
2	7:33	2	8:02	2	8:29	2	8:38	2	7:38
3	7:34	3	8:03	3	8:30	3	8:38	3	7:37
4	7:35	4	8:04	4	8:30	4	8:38	4	7:35
5	7:36	5	8:05	5	8:31	5	8:38	5	7:34
6	7:37	6	8:06	6	8:32	6	8:38	6	7:32
7	7:38	7	8:07	7	8:32	7	8:37	7	7:31
8	7:39	8	8:08	8	8:33	8	8:37	8	7:29
9	7:40	9	8:09	9	8:33	9	8:37	9	7:27
10	7:41	10	8:10	10	8:34	10	8:36	10	7:26
11	7:42	11	8:11	11	8:34	11	8:36	11	7:24
12	7:43	12	8:12	12	8:35	12	8:35	12	7:23
13	7:44	13	8:13	13	8:35	13	8:35	13	7:21
14	7:45	14	8:14	14	8:36	14	8:34	14	7:20
15	7:46	15	8:14	15	8:36	15	8:34	15	7:18
16	7:47	16	8:15	16	8:36	16	8:33	16	7:16
17	7:48	17	8:16	17	8:37	17	8:33	17	7:15
18	7:49	18	8:17	18	8:37	18	8:32	18	7:13
19	7:50	19	8:18	19	8:37	19	8:31	19	7:12
20	7:51	20	8:19	20	8:38	20	8:31	20	7:10
21	7:52	21	8:20	21	8:38	21	8:30	21	7:08
22	7:53	22	8:21	22	8:38	22	8:29	22	7:07
23	7:54	23	8:21	23	8:38	23	8:29	23	7:05
24	7:55	24	8:22	24	8:38	24	8:28	24	7:03
25	7:56	25	8:23	25	8:38	25	8:27	25	7:02
26	7:57	26	8:24	26	8:38	26	8:26	26	7:00
27	7:58	27	8:25	27	8:38	27	8:25	27	6:59
28	7:58	28	8:25	28	8:38	28	8:24	28	6:57
29	7:59	29	8:26	29	8:38	29	8:23	29	6:56
30	8:00	30	8:27	30	8:38	30	8:22	30	6:54
		31	8:28			31	8:22		

* Times listed are eastern daylight savings times - adjust for eastern standard time by subtracting one(1) hour.

Appendix B - Official Game Ending Times

	APRIL		MAY		JUNE		JULY		SEPT.
1	7:42	1	8:11	1	8:38	1	8:48	1	7:50
2	7:43	2	8:12	2	8:39	2	8:48	2	7:48
3	7:44	3	8:13	3	8:40	3	8:48	3	7:47
4	7:45	4	8:14	4	8:40	4	8:48	4	7:45
5	7:46	5	8:15	5	8:41	5	8:48	5	7:44
6	7:47	6	8:16	6	8:42	6	8:48	6	7:42
7	7:48	7	8:17	7	8:42	7	8:47	7	7:41
8	7:49	8	8:18	8	8:43	8	8:47	8	7:39
9	7:50	9	8:19	9	8:43	9	8:47	9	7:37
10	7:51	10	8:20	10	8:44	10	8:46	10	7:36
11	7:52	11	8:21	11	8:44	11	8:46	11	7:34
12	7:53	12	8:22	12	8:45	12	8:45	12	7:33
13	7:54	13	8:23	13	8:45	13	8:45	13	7:31
14	7:55	14	8:24	14	8:46	14	8:44	14	7:30
15	7:56	15	8:24	15	8:46	15	8:44	15	7:28
16	7:57	16	8:25	16	8:46	16	8:43	16	7:26
17	7:58	17	8:26	17	8:47	17	8:43	17	7:25
18	7:59	18	8:27	18	8:47	18	8:42	18	7:23
19	8:00	19	8:28	19	8:47	19	8:41	19	7:22
20	8:01	20	8:29	20	8:48	20	8:41	20	7:20
21	8:02	21	8:30	21	8:48	21	8:40	21	7:18
22	8:03	22	8:31	22	8:48	22	8:39	22	7:17
23	8:04	23	8:31	23	8:48	23	8:39	23	7:15
24	8:05	24	8:32	24	8:48	24	8:38	24	7:13
25	8:06	25	8:33	25	8:48	25	8:37	25	7:12
26	8:07	26	8:34	26	8:48	26	8:36	26	7:10
27	8:08	27	8:35	27	8:48	27	8:35	27	7:09
28	8:08	28	8:35	28	8:48	28	8:34	28	7:07
29	8:09	29	8:36	29	8:48	29	8:33	29	7:06
30	8:10	30	8:37	30	8:48	30	8:32	30	7:04
		31	8:38			31	8:32		

* Times listed are eastern daylight savings times - adjust for eastern standard time by subtracting one(1) hour.