

Arden Little League Local Rules and Regulations

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

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

The Official Regulations and Playing Rules and the Little League Baseball Operating Manual, as published by Little League Baseball, shall be binding on Arden Little League.

This document sets forth the local rules and regulations for Arden Little League, which are meant to augment and complement the Official Regulations and Playing Rules and the Little League Baseball Operating Manual published by Little League Baseball. It is the intent of Arden Little League to follow the rules and regulations of Little League Baseball. In the event of any inconsistency between the local rules and regulations of Arden Little League and the rules and regulations of Little League Baseball, the rules and regulations of Little League Baseball control.

Please read and familiarize yourself with the local rules and regulations of Arden Little League, below, and the rules and regulations of Little League Baseball.

1.00 ORGANIZATION

1.01 Divisions:

Each player shall be assigned to a division based on the player's age. The divisions and assignments shall be as follows:

Tee Ball – 5-year-olds and 6-year olds;

Farm – 7-year-olds and 8-year-olds;

Minors – 9-year-olds and 10-year-olds;

Majors – 11-year-olds and 12-year-olds;

Juniors – 13-year-olds and 14-year-olds; and

Seniors – 15-year-olds and 16-year-olds.

Arden Little League (herein also “the league”) may also sponsor a Big League Division for 17-year-olds and 18-year-olds.

Notwithstanding the above provisions, 9-year-olds may play in Farm, and 11-year-olds may play in Minors. The request for a 9-year-old to play in Farm or for an 11-year-old to play in Minors must be made at sign-ups, and the league reserves the right to place any such player in a higher division than requested.

Under the rules and regulations of Little League Baseball, a player’s age as of April 30 determines his or her playing age for the season that year (e.g., a player who is age eight on April 30, 2010, is an “eight-year-old” for the 2010 season, even if he turns age nine on May 24, 2010).

Notwithstanding the foregoing, a player may “play up” to the next division in the following circumstances:

Player turning age 7 from May 1 through July 31 – may play Farm;

Player turning age 9 from May 1 through July 31 – may play Minors;

Player turning age 11 from May 1 through July 31 – may play Majors;

Player turning age 13 from May 1 through July 31 – may play Juniors; and

Player turning age 15 from May 1 through July 31 – may play Seniors.

A choice to “play up” must be made at sign-ups. Each player seeking to “play up” will be evaluated at the try-outs of the “up” division, and the league reserves the right to place the player in the younger division. The division in which a player plays has no effect on the player’s “age” under the rules and regulations of Little League Baseball (e.g., a 10-year-old “playing up” in Majors is still governed by the pitch restrictions for 10-year-olds).

1.02 Try-Outs

Each player (excluding Tee Ball and Senior divisions), including those whose parent will manage or coach a team, must participate in at least one tryout prior to the player draft. Exceptions must be approved by the Board of Directors (“the Board”).

1.03 Selection of Managers and Coaches

During the annual sign-up of players, an adult may, by completing the form presented by the league, express his or her interest in managing or coaching a team in a specific division. The adult will also be allowed to express (1) his or her preference to be a manager instead of a coach (or vice-versa); and (2) the person with whom he or she prefers to manage or coach. There is no assurance the league will comply with any preference noted.

A Managers and Coaches Selection Committee shall consist of the Player Agent, as chair, and each of the Division Directors. At least ten (10) days prior to try-outs, the Committee shall recommend to the President which persons should be appointed as manager and coach of each team.

At least five (5) days prior to try-outs, the President shall appoint the manager and coach of each team at a Board meeting, subject to approval by the Board (except in Farm and Tee Ball, where two coaches shall be appointed). The President's appointments may include all, any, or none of the persons recommended by the Committee. At least two (2) days before he or she makes these appointments, the President shall notify each person who expressed an interest in managing or coaching whom the President will not appoint (1) of the decision to not appoint him or her, and (2) of the date and time of the Board meeting when the President will make appointments, and that he or she may address the Board at the meeting. Irrespective of whom the President appoints at such meeting, there is no further notice requirement or right to address the Board before final appointment and approval of managers and coaches.

The President or applicable Division Director shall notify each manager and coach selected of his or her selection before try-outs.

After the draft of players, each manager in a division may nominate an additional coach or additional coaches for his or her team, the appointment of whom shall be subject to the President's appointment and Board's approval. There will be no limit on the number of additional coaches, but the number of managers and coaches in the dugout and on the field during a game shall be governed by the most current Official Regulations and Playing Rules of Little League Baseball.

No person can manage or coach in the league without the President appointing the person and the Board approving such appointment. No person may manage in more than one division.

Note: As appropriate, the Board may by a two-thirds vote discipline, suspend, or remove a manager or coach of the league.

Without exception, all managers and coaches shall be charged with knowledge of, and shall operate consistently with, the most current Official Regulations and Playing Rules of Little League Baseball.

1.04 Annual Re-Draft

A. Each year, the rosters of the teams in Farm, Minor, Major, Junior, and Senior Divisions will be determined by a draft from a pool of players in which all players of eligible age will be placed, regardless of the team on which a player was a member the previous season.

B. The order of the selection by the managers shall be determined on the night of the draft by lot. The selection of players by managers shall be in a serpentine fashion (alternating from first to last, then last to first, in each succeeding round). However, in the final round of the draft, if there are fewer players remaining than teams drafting, selection shall begin with the team whose first round draft number corresponds with the number of players remaining and proceed to the team or teams with the next highest draft number in the first round (e.g., if three players remain in the final round, the team with the third draft in the first round shall pick first; the team with the second draft in the first round shall pick second; and the team with the first draft in the first round shall pick third).

C. A player whose parent has been approved to manage or coach a team may not be drafted by a team other than the parent's team. A manager or coach must draft his or her child by the appropriate round, which appropriate round shall be determined by the division director prior to

the draft.

The appropriate round for managers' and coaches' children shall be determined as follows:

(1) In the Minors and Majors divisions, each manager and coach attending both tryout sessions of the division shall rank each player who tried out in a manner to be determined by the division director. Each such manager and coach will submit his or her rankings, in writing and anonymously, to the division director. The division director will average the rankings received and compile a top-to-bottom ranking list of all the players. The division director will use the ranking of each manager's or coach's child to determine such player's ranking for draft purposes and then "slot" each such player to be drafted in the appropriate round (e.g., if the division has eight teams, and a coach's child is ranked 7th among all players, he or she will be slotted to be drafted in the first round). If a tie in rankings leaves it unclear in which round a player or players should be slotted, the division director shall have discretion to rank the players with tied rankings to allow for slotting. The division director (a) has discretion to disregard entirely any ranking received from a manager or coach which appears unreasonably high or low, and (b) shall not disclose prior to the draft the particular rankings of a particular manager or coach.

(2) In the Farm division, the system will be the same as in the Minors and Majors divisions, except that (a) managers and coaches will put their names on rankings submitted to the division director, and (b) rather than keeping particular rankings of particular coaches confidential, the division director will, prior to the draft, distribute copies of all rankings to each manager and coach in the division. Further, the division director shall have discretion to disregard entirely any ranking received which does not have the name of the person who prepared it.

(3) In the Minors or Majors division, the division director shall disregard entirely the rankings submitted by a manager or coach who does not rank each player who tried out.

(4) In the Farm, Minors, or Majors division, if a manager's or coach's child does not try out, the division director shall place the child in the division's rankings at a place the division director believes is appropriate.

D. Siblings of any player drafted who plays in that same division will be placed on the same team in the appropriate round unless otherwise requested by the parents. The appropriate round for siblings to be drafted shall be determined in the same manner used in connection with the children of managers and coaches, discussed above, for the division in which the siblings are playing.

E. No team may be represented at the draft by more than two people.

1.05 Replacement Players

All player transfers will be the responsibility of the Player Agent, the Division Director, and the league President. If a team loses a player either temporarily or permanently, within seven (7) days after the Player Agent and the manager determine that the player should be replaced, the manager of that team may request that the Player Agent, the Division Director, and the league President select the replacement player. In the case of a permanent replacement, the player selected will thereafter be a permanent member of the team to which the player is assigned. The replacement player shall be of the same Little League Baseball age as the player who has left the team, if at all possible. The Player Agent, the Division Director and the league President

shall take into consideration post-season eligibility as well as the adverse effects to the team from which the replacement player will be selected. Neither the regular player who has been replaced on a permanent basis, nor the player who replaces such a player, may thereafter rejoin his or her previous team.

1.06 Player Pool

Pursuant to Regulation V(c) of the Official Regulations and Playing Rules of Little League Baseball, the league will create and run a Player Pool for the Major division.

As a supplement to the foregoing provisions, the following rules shall apply to the Player Pool:

- (1) The list of players in the Player Pool shall be maintained by the Player Agent and kept confidential;
- (2) The Player Agent shall be the person to directly contact a Player Pool player with an offer to play; and
- (3) While a Player Pool player shall remain in the batting order of the team on which he or she is playing throughout the game, the player must bat last in the team's order and cannot play more defensive innings than any player on the team's regular roster.

2.00 FIELD GUIDELINES

2.01 Hitting the Fences

Hitting a baseball into chain link screens at any time, including during practice, such as by "soft toss" or off a batting tee, is prohibited except with plastic balls.

2.02 Food in the Dugout

Sports drinks and water are allowed in the dugout, and clean-up is the responsibility of the manager and coaches of that team. Players may have snacks in the dugout, but clean-up is the responsibility of the manager and coaches of that team. The drinks and food will be such that they do not create a distraction to the players on the team.

2.03 Field Preparation

A. In Tee Ball, Farm, Minor and Major Divisions, the home team is responsible for preparing the field for play. The infield shall be dragged and watered-down, foul lines and batter's boxes chalked, and bases put in place. Field preparation must be completed at least thirty (30) minutes before the game's scheduled start.

B. In Tee Ball, Farm, Minor and Major Divisions, after the game, the visiting team is responsible for removing and storing the bases, raking the pitcher's mound and home plate area, and dragging and watering down the infield. Indentations made by the catchers and batters must be smoothed out to remove low spots.

C. In Junior and Senior Divisions, the home team is responsible for both the pre-game and post-game field preparation and maintenance described above.

2.04 Dugouts

The home team shall sit in the third base dugout, and the visiting team shall sit in the first base dugout.

2.05 Pre-Game Infield/Outfield Practice

Each team may take no more than ten (10) minutes of infield/outfield practice before the game. The home team shall have access to the field first and must leave the field at least twenty (20) minutes before the game is scheduled to start. The visiting team must end its practice at least ten (10) minutes before the game is scheduled to start.

For weekend games, where a prior game reduces available pre-game practice time, the teams shall divide equally the available time. In such a case, both teams must complete pre-game practice at least ten (10) minutes before the scheduled start time for the game, even if this means no pre-game practice is taken. In such cases, teams may utilize open areas of the ballpark to warm up.

2.06 Batting Cage Guidelines

The batting cages are an extension of the field, and therefore any team with a league-scheduled practice on the fields has priority in using the cages. One and one-half (1 ½) hours prior to games, the teams scheduled to play have priority in using the cages and must split the time equally. A team may only have priority as to one cage at a time. At all times, the cages must be shared equitably by all teams with priority in using them.

If there is no priority as established by the foregoing guidelines, use of cages will be on a “first come, first served” basis, though the league encourages fair play in sharing cages.

2.07 Practice Time

Use of the fields for practice time is at the discretion of the Division Directors and should be shared equally among all teams. No practice may occur on a field within one (1) hour of a scheduled game (except the practice of teams playing in such game), so the field may be prepared according to league rules. Each team practicing is responsible for maintaining and preparing the field so it is properly ready for the next practice or game.

3.00 PLAYER PARTICIPATION

3.01 Uniforms

Each player must wear a complete uniform, including a hat, jersey, socks, and baseball pants (baseball pants are optional in Tee Ball). Players may wear long-sleeved undershirts, but all players on a team must wear the same color sleeves. Shirts must be tucked in at all times.

3.02 Remaining in the Dugout

Other than to go to the restroom or warm up pitchers entering the game, all players must remain in the dugout when not otherwise engaged in play on the field. Players may not confer with scorekeepers during the game.

3.03 Protective Gear

When warming up a pitcher, a player must wear a mask. When coaching the bases, a player must wear a protective helmet.

3.04 Attendance

All players are responsible for attending all scheduled practices and games unless excused by the manager or coach. Failure to attend may result in a player being benched for the next game, provided the manager complies with Rule 3:06, below. Absence for traditional religious services is excused.

3.05 Discipline

A player may be benched for one game for disciplinary reasons at the request of the manager, provided the manager complies with Rule 3:06, below.

3.06 Approval to Bench a Player

Benching a player is a remedy used only in extreme cases. The intent of Little League Baseball is to share playing opportunities and build citizenship, courage, and character. A manager must show clearly and convincingly that the remedy to bench a player is appropriate under the circumstances. If the need to bench a player for disciplinary or nonattendance reasons arises before the day of the game, the manager must obtain approval of a committee consisting of the President, Division Director and the Player Agent, or their designees. If, during or immediately prior to a game, when there is insufficient time to convene such a committee and a manager believes such disciplinary action is warranted, the benching must receive the approval of the duty officer. The opposing manager must be informed after approval is obtained. The parent of a player under consideration for benching for disciplinary reasons must be notified, if at all possible, and given an opportunity to appear at any meeting where the manager's request is being considered.

When a player misses more than seven (7) continuous days of participation for an illness or injury, a physician or other accredited medical provider must give written permission to return to full baseball activity.

3.07 Throwing the Bat

When, in the judgment of an umpire, a batter throws a bat in a dangerous manner, that player will be given a warning. The umpire will make the player's manager aware of the warning. If the behavior continues, the player will be removed from the remainder of the game. However, this player will not be required to sit out an additional game as is usually required when a player is ejected.

4.00 ADULT PARTICIPATION

4.01 Volunteer Support

A child's participation in the league is enhanced if one or more parent or adult sponsor agrees to fulfill some voluntary position necessary to the running of the league. All parents or adult sponsors are required to volunteer in support of the league.

4.02 Snack Bar

The snack bar will not open until the assigned team representatives are present for the applicable time period. The team manager or team parent will be notified if the team representatives are not present to operate the snack bar. If the snack bar is not opened because of such missing representatives, the team may forfeit the game.

4.03 Instruction

Managers, coaches, and adult umpires should collectively encourage the constructive development of players' sportsmanship, baseball knowledge, and skills and may stop play for instructional purposes when appropriate, keeping in mind the level of play (e.g., rare in Majors, occasionally in Minors, and more frequent in Farm). However, it is the league's policy that such stoppage of play should not unduly slow play, and that instruction is better suited for practice.

4.04 Adults in the Dugout

Only adults listed on the official team roster may be present in the dugout. If necessary, a Board member may substitute for a missing manager or coach. No other person shall be allowed in the dugout. At least one (1) adult should be in the dugout at all times.

4.05 Conferring with Umpires

It is a goal of the league and of Little League Baseball to develop sportsmanship and encourage respect for authority in general and for umpires in particular. All managers, coaches, parents, and players are encouraged to read Rules 9.01 through 9.06 of Little League Baseball's Official Regulations and Playing Rules.

Only the manager may confer with an umpire. A coach may never confer with an umpire or dispute a call. No adult may dispute an umpire's call from the dugout. The manager may only question an umpire as to a rules interpretation, not a judgment call, and may only do so after time is called and the manager approaches the umpire. Managers and coaches shall refrain from making any statement or sound, or taking any action, which may influence a call (e.g., saying "Nice pitch" before the umpire has called a ball or strike; a base coach signaling "Safe" before the umpire has made a call; etc.). No manager or coach shall be demonstrative towards an umpire (with the exception of a purely positive interaction). Any violation of these policies shall result in ejection. When a manager, coach, or player is ejected from a game, he or she shall leave the field immediately and take no further part in the game. The ejected person may not sit in the stands and may not be recalled. **Any manager, coach, or player ejected from a game is suspended for his or her team's next physically played game.**

No adult shall raise his or her voice with a youth umpire or pressure a youth umpire to make a particular call. Adults must remember at all times that youth umpires are learning, and that mistakes may occur. To ensure youth umpires are treated fairly, if a manager wants to question an interpretation of a rule, he or she must first call time out and discuss the matter with the opposing manager prior to approaching an umpire. The attempted correction must be done in a positive and educational manner, and only with the aim of getting the call correct (as opposed to in a particular team's favor).

Managers and coaches shall not allow their players or parents to question an umpire.

Managers or coaches must not imply to their players a game was won or lost as a result of a single call. Part of teaching sportsmanship is to teach players to respect the umpires and teach them that calls sometimes do not go their way.

4.06 Spectators

Spectators immediately next to or behind the scorekeepers area shall not talk to umpires or players. At the discretion of the duty officer, the area may be cordoned off. In such event, the no spectators other than the duty officer and approved league officers shall be allowed in the area.

Spectators may not question an umpire's calls or become offensive to the players, managers, or coaches. In the event a spectator violates this prohibition, he or she may be required to leave the facilities. Spectators should not coach from the stands or interact with the players, as this can become distracting to the players.

4.07 Scorekeeper's Booth

The home team shall provide an official scorekeeper for the game to sit in the scorekeeper's booth behind home plate. He or she will be the official pitch count recorder. If he or she needs assistance in operating the scoreboard or tracking pitches, he or she may ask for an additional helper from either team. The home team and visiting team may provide additional non-official scorekeepers. Cheering or giving instruction to players is not allowed, from anyone, from the scorekeeper's booth. No one may be in the scorekeeper's booth without the consent of the duty officer.

1. Umpires

A. Each Minors and Majors team shall be responsible for providing an adult umpire for a minimum of two games per season, or a lesser number to be set by the Competition Coordinator and ratified by the Board, in a division outside his or her own. A player may not umpire in a division in which he or she plays or, unless both managers agree, in a game where his or her family member is playing. When at all possible, an adult umpire should not umpire in a division in which he or she manages or coaches, or in a game in which he or she has children playing.

B. In the Farm division, the adult operating the pitching machine shall assume the role of umpire. At the discretion of the Competition Coordinator, a child umpire may umpire a Farm division game, at which point he or she shall become the official umpire of the game.

4.09 Duty Officer

In the event the duty officer is involved in managing or coaching a game, he or she may appoint another adult to take on that responsibility while he or she is involved in his or her game. This person should be familiar with the rules and regulations of the league and Little League Baseball, so he or she may handle issues as they arise.

The duty officer may never make a judgment on a game in which he or she is directly involved and must find a substitute adult on the Board to handle the duties for this issue.

5.00 PLAYING RULES (EXCEPT PITCHING)

5.01 Applicability

These regulations shall apply to all divisions, except when otherwise indicated.

Note: Tee Ball has its own set of guidelines, set forth below.

5.02 Base Running

A. In the Farm division, after a ball is hit, players may not advance more than two bases in one play. Base stealing is prohibited in the Farm Division.

B. In the Minor Division, stealing home is prohibited. The runner may take home if an overthrow occurs while he or she is stealing third base.

In the Minor division, when a runner is on first base and a runner is on third base, and a catcher attempts to throw out the runner stealing second base, the runner on third base may not steal home. The play is considered over when the player either reaches second base safely or is tagged out.

In case where the runner mistakenly attempts to steal home, he or she will be sent back to third base as if no play occurred.

When the intent is to throw the ball back to the pitcher, and the ball is misplayed, no base runner may advance.

C. If a team needs a pinch base runner due to injury, the runner shall be the player who made the last recorded out for the team.

5.03 Batting (Farm Division)

The batter will be given up to five (5) hittable pitches. If by the fifth (5th) pitch the batter does not put a ball in play, the batter is considered out. If the fifth (5th) pitch is fouled, the batter will be given an additional pitch. Additional foul balls after this point will result in an additional pitch.

If a batted ball hits the pitching machine or operator of the pitching machine, the batter is awarded a single; the ball is declared dead; and all runners advance one base.

The Farm division will utilize level 5 compression balls.

A manager or coach of the defensive team will stand behind the plate and assist in collecting the balls.

Bunting is not allowed in the Farm division.

The Infield Fly Rule is not in effect in the Farm division.

5.04 Batting Order

In Divisions other than in the Junior and Senior divisions, all players present for a game shall be placed in the batting order. This includes all intra-league playoff games. A late-arriving player

shall be placed in the last position in the batting order. Any player from a started game who is not present for a resumed game will be removed from the batting order for the remainder of that game. In the Junior and Senior divisions, a manager may elect, on a game-by-game basis, to have his or her team bat through the order and then can freely substitute so long as the manager abides by the minimum defensive play requirements and pitching restrictions.

5.05 Innings

A half inning ends in the Farm and Minor divisions, irrespective of which inning it is, on the earliest of when (1) a third (3rd) out is made or (2) five (5) runs are scored.

5.06 Minimum Play

A. In the Farm and Minor divisions, each player shall participate for at least four defensive innings. In the Major division, each player shall participate for a least three defensive innings. If, for any reason, an available and eligible player does not play in the required number of minimum defensive innings, that player shall be placed in the starting lineup in the next game in which the player is available and eligible to participate. In the Junior and Senior divisions, minimum play rules shall follow Regulation IV(i) of the 2009 Official Regulations and Playing Rules of Little League Baseball.

B. Minimum defensive play rules shall be enforced for all teams unless game is considered complete in less than six (6) innings due to darkness, weather, or other reason which prevents a player from attaining such minimum play. In such a case, each player should play in at least one-half (1/2) of the number of defensive innings played in such shortened game.

C. Exceptions: The only exceptions to the above shall be because a player (1) has not reported to the manager before the scheduled start of the game; (2) is not in complete uniform; (3) is ill or injured; or (4) is benched for non-attendance or a disciplinary reason and the manager has complied with Rule 3.06, above, and has informed the opposing manager of such fact before the start of the game.

5.07 Minimum Number of Players

As to the Major division:

No game may begin unless there are at least nine (9) eligible players present for each team. No game, once begun, may continue unless there are at least nine (9) eligible players present for each team. If a team does not have at least nine (9) eligible players to begin or continue a game, this shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision. If neither team has nine (9) eligible players to begin or continue a game, each team will incur a loss, unless the managers agree to reschedule the game. If the league is unable to reschedule the game, each team will incur a loss. A player provided from a Player Pool is deemed an eligible player in connection with this rule

As to the Minor division:

No game may begin unless there are at least eight (8) eligible players present for each team. No game, once begun, may continue unless there are at least eight (8) eligible players present for each team. If a team does not have at least eight (8) eligible players to begin or continue a game, this shall not be grounds for automatic forfeiture, but shall be referred to the Board

of Directors for a decision. If neither team has eight (8) eligible players to begin or continue a game, each team will incur a loss, unless the managers agree to reschedule the game. If the league is unable to reschedule the game, each team will incur a loss.

There is no minimum number of players required to play a game in the Farm division.

5.08 Time Limits

All games shall begin promptly at the time indicated on the schedule. It is the responsibility of each team's manager to ensure this happens, even if it means there is no pre-game infield or outfield practice. If a game begins late, for any reason, no additional time shall be allotted to the game.

Managers of games which run longer than two (2) hours and have a game scheduled immediately afterwards must assist in getting the next game started timely by vacating the field and dugout promptly.

The following time limits apply to the Tee Ball, Farm, Minor, and Major divisions (Junior and Senior division time limits are determined by interleague rules):

Weekday Games

No inning may start twenty (20) minutes or less before the sunset time posted in the snack bar. No pitch may be thrown after sunset as posted in the snack bar. In the event a game is suspended due to sunset, the game shall continue at the next practicable date, from the point where it was suspended, to the completion of the inning when it was suspended only, at which time the game will be deemed completed. All pitch counts in effect shall be carried over to the continuation of the game. The result of a game shall not be determined by reverting to the score of the game in the inning completed before the game was suspended.

Saturday and Sunday Games

For the last game of the day, the limit described above for weekday games shall apply. For any game followed by another game that day, the following time limits shall apply:

No inning may start thirty (30) minutes or less before the next scheduled start time. Once an inning has been started, it must be completed.

No home half of an inning team may start twenty (20) minutes or less before the next scheduled start time if the home team has the lead or is losing by more runs than the inning run-limit allows.

In the event a game is suspended due to sunset, the rules applying to weekday games, above, shall apply.

Darkness or Inclement Conditions

In all divisions, the umpire or duty office may terminate play at any time sooner than the above time limits when it appears that darkness or other inclement conditions make further play hazardous.

5.09 Third Strike in Major Division

Games in the Major division shall be played under the provisions of Rule 6.05(b)(1) and (2) of

the latest Official Regulations and Playing Rules of Little League Baseball as directed to “Little League (Majors)/Junior/Senior/Big League” (i.e., a batter shall be out when a third strike is legally caught by the catcher or a third strike is not legally caught by the catcher when first base is occupied before two are out).

6.00 PITCHING RULES

6.01 Farm Division

The Farm division will use a pitching machine. The player who occupies the pitcher’s position must stand even with the pitcher’s plate, with one foot on the dirt portion of the mound, until the ball is hit. The pitching machine shall be operated by a coach or manager from the offensive team. The pitching machine shall be placed on the top of the pitcher’s mound. The pitching speed and pitching angle shall be uniform for all batters and determined by the Division director.

6.02 Minor, Major, Junior and Senior Divisions

Pitching in the league shall be governed by Regulation VI, “Pitchers,” of the most current version of the Official Regulations and Playing Rules of Little League Baseball.

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

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

Note: It is the manager’s responsibility to know the rules regarding pitchers; know the league age of each player who pitches; and adhere to the maximum pitch count and pitcher rest requirements as to each pitcher.

7.00 TEE BALL RULES

Teams are formed by the division director with input from the coaches based upon their knowledge of the players. The division director will make his or her best attempt to place friends on the same team to ensure an enjoyable experience, though it is possible that not all requests can be honored.

In play, the offensive team may have a manager or coach (for this discussion, collectively “a coach”) at the plate, on the mound pitching, or both, as well as up to two base coaches, so long as one coach remains in the dugout.

The defensive team may have up to three coaches in the field.

Level 1 compression balls will be used.

No player other than the player at bat may hold a bat in his or her hands.

There is no minimum number of players required to play a game.

On offense, each player will bat each inning. Coaches should insure the last batter is changed on an inning-by-inning or game-by-game basis, so that each player will get a chance to bat last in an inning.

On defense, each player will take the field each inning, even if that means placing more than nine (9) players on defense.

Games will consist of three innings. If time allows and coaches agree, a fourth inning may be played.

No score will be kept.

The offensive coach in charge of the batter has the discretion to call a ball fair even if not be fair by traditional baseball rules.

No player will strike out.

Runners will advance one base per at bat. The final batter of each half inning will be allowed to run all the bases.

Though the players will be encouraged to make defensive outs, no official outs will be recorded, and no runner will be required to leave the bases.

Prior to the game, coaches will determine if, and to what extent, they will utilize "coach pitch" during the game. The teams playing need not use the same level of "coach pitch" in the game. It is the league's hope that by the half-way point of the season, each team will use primarily "coach pitch."

When "coach pitch" is used, the coach will stand an appropriate distance away and give the batter up to three (3) hittable pitches. If the batter does not hit one of these pitches, the tee will then be used. If a final thrown pitch is fouled off, the batter receives an additional pitch. To encourage players' success, in the final inning, if time allows, the batters may receive up to an additional three (3) pitches before the tee is required. Coaches are encouraged to keep in mind a balance between the frustration of missing pitches versus the joy of hitting one (i.e., there is such a thing as too many pitches), as well as the fielders' attention spans.

8.00 SCHEDULING

8.01 A "suspended game" is one stopped due to sunset or weather or which ended in a tie. Games suspended due to sunset shall be governed by the rules regarding weekday games, at section 5.08, above. Games suspended due to weather or which end in a tie, including issues regarding pitching availability, shall be governed by the most recent version of the Official Regulations and Playing Rules of Little League Baseball.

8.02 A game is "rained out" if it does not begin, is not played, or is cancelled because of rain or unsafe field conditions.

In the event a game in the Minor or Major divisions is rained out, every attempt will be made to make up that game. To ensure this happens, the managers for games rained out must notify the league Vice President or division director immediately.

8.03 A “rescheduled game” is a game where conditions allow the game to be played but other circumstances cause the managers to elect not to play the game.

Due to limited field availability, the league discourages managers from rescheduling games. In the event a game is to be rescheduled, the following procedures are to be followed:

Once a manager realizes he or she needs to reschedule a game, he or she shall contact the manager of the other team. This can occur immediately prior to the start of a game if it appears a team has fewer than number of players required to start the game players.

Note: Managers in the Major division are encouraged to use the Player Pool to be certain they have enough players to start and continue games. Failure to do so will be an important factor the Board of Directors considers in determining whether a game is forfeited (see Local Rules 1.06 and 5.07, above).

Consistent with good sportsmanship, the manager receiving the request is encouraged to reschedule but is under no obligation to do so.

The manager requesting a game be rescheduled must immediately notify the division director and league Vice President that he or she has requested the game be rescheduled.

By agreeing to reschedule the game, both teams agree to the make-up time and date given by the league. The make-up time and date given by the league are then the time and date of the game, just as if this time and date had been regularly scheduled.

In the event the league cannot reschedule a game, the Board of Directors will determine how the game will be resolved.

8.04 Make-Up Games and Continuation of Games

Games in the Farm and Tee Ball divisions will not be made up.

All games must be made up by the last date of the season as shown on the league’s schedule, or they will not be made up.

Make-up games will be scheduled for Sundays at 5pm, throughout the day on Fan Appreciation Day, one (1) or two (2) dedicated days prior to the season’s end, and such other times, if any, which the league determines to be practicable.

Managers of teams will be given at least three (3) days’ notice of the date and time of a make-up game.

Make-up games will be scheduled by the league and applicable division director in the order they were rained out.

Once a make-up game is scheduled, it will be treated as if it were any other regularly-scheduled game.

The make-up of rainout games will take priority over the make-up of other rescheduled games.

The time and dates of make-up games are at the discretion of the league.

Make-ups for the Junior and Senior divisions shall be in accordance with applicable interleague guidelines.

9.00 POST-SEASON TOURNAMENT SELECTION

9.01 Division Championships

A. In the Junior and Senior divisions, the division champion shall be the team with the best overall record. If two (2) or more teams have identical records at the end of the regular season, a championship playoff game shall be played.

B. In the Minor and Major divisions, the winner of the first half of the season shall play the winner of the second half of the season, if they are different teams, to determine the division champion. The winner of the game shall represent the league in the District 5 Tournament of Champions ("TOCs") for the applicable division.

In both the Minor and Major divisions, the loser of the championship game shall also represent the league in TOCs, as the league's number two (2) seed. If the same team has the best winning record in both the first and second half of the season, the team will be the league's number one (1) seed in TOCs, and the league's number two (2) seed in TOCs shall be determined by a single-game playoff between the team with the second best record in the first half of the season and the team with the second best record in the second half of the season, if they are different teams. If the aforementioned playoff game cannot be played, the league's number two (2) seed will be determined by the teams' head-to-head records against each other; overall record if the head-to-head record is not determinative; and a coin toss as a final option to decide the issue.

In the event any of the championship or playoff games described above must be played, each such game shall be played soon enough to allow the game to determine which teams play in TOCs, as discussed above. The league will attempt to provide each team playing in any such game reasonable rest to the extent possible.

Should the procedures set forth above fail to produce two teams to play in TOCs, the President, Vice President, and division director shall decide the further procedure to determine the league's representative's in TOCs.

The winner of the first half of the season and the winner of the second half of the season shall be determined only after the league has made all reasonable efforts to complete games pursuant to section 8.04, above.

C. The criteria for the winner of each half of the season shall be as follows:

Provided each team plays an equal number of games in a half, standings shall be determined by the best win-loss percentage.

In a two-way tie, the head-to-head record for the half will be the first tie-breaker. If this does not determine the winner of the half, there will be a playoff game. In the event a playoff game cannot be played, the President, Vice President, and applicable division director shall decide the further procedure to determine the winner of the half.

In the event of a three-way tie for a half of the season, when all teams played an equal number of games against the others, the winner will be determined based on head-to-head records (i.e., the overall record of each team in games among the three teams which are tied). In the event the teams do not play an equal number of games against the others, the records of the teams

for the entire season will be the first tie-breaker. If two teams are still tied, the teams' head-to-head records will be the criteria to decide the winner of the half of the season. If there is still a tie, the two teams will have a playoff game. Failing this, the President, Vice President and applicable division director shall decide the further procedure to determine the winner of the half.

When teams have not played an equal number of games, the determination of standings shall be based upon the fewest number of losses. All tiebreaker criteria discussed above shall still apply. In the event of a severely impacted schedule resulting in teams playing unequal numbers of games, the Board shall have discretion to determine a different method to determine the winner of the half.

C. No standings will be kept in the Farm Division.

10.00 ALL STAR SELECTION

The method for selecting the league's All Star teams in all divisions will be largely the same as the method recommended in the 2009 Official Regulations and Playing Rules of Little League Baseball. This method shall be as follows:

11- and 12-Year-Old All Star Team

- The league Player Agent or President, or both, will distribute ballots to each of the following groups, each of which will pick its All Star team: (1) players in the division; (2) team managers in the division; and (3) the two coaches of each team in the division who were appointed first in time (i.e., only two coaches per team; does not include coaches added after appointment of original two coaches). In the event coaches were appointed at the same time, the team manager shall select the coach or coaches who may vote (not to exceed two voting coaches).
- Each player on each team in the division is entitled to vote for any player in the division, including himself or herself, and each team manager and team coach in the division is entitled to vote for any player in the division; provided, however, that a player, manager, or coach may only vote for a maximum of five (5) players on his or her team;
- Each player, manager, or coach voting shall cast votes for the entire number of roster spots on the team, or such person's ballot shall be disregarded. In addition, should a player vote for more than five (5) players on his or her team, that player's ballot shall be disregarded.
- The league Player Agent or President, or both, will retrieve completed ballots from all of the voters.
- The league Player Agent, President, and Vice President (or a designate or designates named by the President, if necessary, so this group is comprised of three persons) will together read and count the names from each of the ballots. Players in the order of votes received will become eligible for the All Star team, and the Player Agent or President shall present the names of the selected players at a Board meeting. The Player Agent or President shall maintain the ballots, and the results of the vote, until All Star play for the season is completed.
- Where more than one player has an equal number of votes to qualify for the last position or

positions on the team, the league Player Agent or President, or both, will distribute ballots to the above groups comprised of (1) team managers and (2) team coaches, which groups shall vote from among these players to select players for the final positions on the team. Each manager or coach voting will submit his or her ballot to the league Player Agent or President or a designate. Each coach or manager voting shall cast votes for the entire number of roster spots still open, or such person's ballot shall be disregarded. The league Player Agent, President, and Vice President (or a designate or designates named by the President, if necessary, so this group is comprised of three persons), shall read and count all the votes received, and the player or players in the order of votes received shall become eligible to fill the remaining team roster spots. The Player Agent or President shall maintain these ballots, and the results of this vote, until All Star play for the season is completed.

- Board members and all others shall keep results of voting confidential until the league officially announces the team.

10- and 11-Year Old All Star Team

- For this team, players shall come from the Majors division only. The team shall be selected by the managers and coaches in the Majors division only, but in a manner otherwise consistent with procedures set forth above.

Juniors All Star Team

- For this team, each player shall vote for five (5) players from his or her own team (and no others). The top 10 vote-getters are automatically on the team. A committee comprised of the managers in the Juniors division will then meet and select the remaining four players to fill out the team's roster. In the event of an impasse in the committee's selection efforts, the Board will finish the selection process.
- Each player shall vote for five (5) players, or his or her ballot shall be disregarded.
- Except as set forth herein or reasonably necessary to implement the above rules specific to the Juniors All Star team, the procedures for selection of the Juniors All Star team shall be consistent with those set forth above in connection with the 11- and 12-Year-Old All Star team.

B. In the Majors and Juniors divisions, each All Star team will be comprised of 14 players. In the Seniors division, the team will be comprised of up to sixteen (16) players. In the Big League division, the team will be comprised of up to seventeen (17) players.

The Board will select the managers and coaches of the various All Star teams. The President of the league may not manage or coach an All Star team.

C. As to the 10- and 11-Year Old All Star team and 11- and 12-Year-Old All Star team, if a player informs his or her manager that he or she is unable to play, he or she shall be replaced by the player not yet on the team who received the highest number of votes (with such procedure used until a replacement player is found). As to the Juniors All Star team, if a player informs his or her manager that he or she is unable to play, he or she shall be replaced by a player selected by the managers of the Juniors division or, in the event the managers are unable to make this selection, by the Board.

The league encourages adults and players to review the “Tournament Rules and Guidelines” of Little League Baseball, as well as “Selection of Tournament Teams” at Chapter 5 of Little League Baseball’s *A Year in the Life of Hometown Little League* (available on the website of Little League Baseball).

**APPROVED AND ADOPTED
BY THE ARDEN LITTLE LEAGUE BOARD OF DIRECTORS
December 2011**