# Hesperia National Little League

# Ground Rules

# 2024-2025 Season

League ID#: 405-49-08 **Updated on 11/7/2024.** 

All league play is to be in accordance with the current Rules and Regulations of Little League Baseball, Incorporated, the Constitution and By-Laws of Hesperia National Little League (Local League), and these local playing rules. The Board will rule on any matter within the scope of its jurisdiction not specifically covered by one of the above. The Board shall be deemed to have jurisdiction of local league members only during their own scheduled league activities and while at local league facilities.

#### **ARTICLE I – ELIGIBILITY**

#### SECTION 1

**BOUNDARIES:** The boundaries of the Local League shall be the intersection of Interstate 15 and Bear Valley Road on the northwest, Eleventh Street/Bear Valley Road on the northeast, the Santa Fe Railroad tracks south and west to Highway 138 on the southeast, and Interstate 15 and Highway 138 on the southwest.

#### **SECTION 2**

Any player candidate otherwise meeting eligibility requirements as specified in Little League Regulations II and IV who lives within the Local League boundaries shall be eligible for participation as a player in the Local League.

#### **SECTION 3**

Any player candidate who does not live within the boundaries of the Local League shall not be accepted as a player candidate, unless he/she is eligible under the exceptions listed in Little League Regulation II (d) or Regulation IV (h), upon Board approval.

#### SECTION 4

It is the obligation of the Local League to give proper notice of dates for registration of prospective player candidates so that they may do so in a timely manner and have an equal opportunity to participate as a player member. The

fee of \$160.00 per player shall be assessed, except for Rookie, Farm, Sunshine, and T-Ball. Farm, Rookie, and Sunshine will be \$130.00 and T-Ball will be \$90.00. Players signing up on registration dates in December will receive a \$10 discount.

#### SECTION 5

All funds paid to or collected by the League are non-refundable, including as a result of a canceled or shortened season due to a pandemic, epidemic, natural disaster, government-mandated shutdown, Acts of God, or any other circumstance beyond the control of HNLL.

Refunds of registration fees will be considered by the Board of Directors on a case-by-case basis in accordance with the following:

- Each request for a refund must be made in writing to the Board of Directors. The written request must include the reason why the affected player does not intend to participate in the league. No refunds will be considered or processed unless and until the Board of Directors has received an appropriate written refund request.
- 2. After the Board of Directors has received and reviewed an appropriate written request, registration fee refunds will be processed as follows:
  - i. If the written request is received prior to the first player tryout session, 100% of the registration fee (less a \$10 administrative fee) will be refunded.
  - ii. If the written request is received after the first player tryout session but prior to the player drafts, 50% of the registration fee (less a \$10 administrative fee) will be refunded
  - iii. No registration refund will be considered once a child is placed on a team.

#### **SECTION 6**

Late applications for all divisions without a minor program may be placed on a waiting list maintained by the Player Agent until such time as an opening exists. If placed on a team during or after tryouts the registration fee will be increased by \$20 per player.

#### **SECTION 7**

Any late applicant may be eligible to try out but not necessarily grant them a place on a team unless space is available.

Sign-ups after tryouts will be placed on a waitlist and placed on a team at the player agent's discretion. Should a team need a player any time after the initial draft, players listed on the waiting list shall have first priority over all other players.

### **SECTION 9**

Any player returning to a team in a competitive division (Major/Junior) who fails to register by the conclusion of tryouts for his/her division shall forfeit his/her eligibility as a player member for one year in that division, provided that he/she was properly notified by a representative of the Local League prior to the last day of regular player registration.

#### SECTION 10

Player verification documents must be turned in and Registration fees must be settled prior to placement on any team.

#### **ARTICLE II - TRYOUTS**

#### SECTION 1

Tryouts will be held for all player candidates league age nine (9) and up who are not already returning to a competitive team. The tryouts will be conducted in a fair and equal manner under the direction of the Board of Directors.

#### **SECTION 2**

All player candidates not already assigned to a competitive team in a division with a minor program shall participate in at least one of the tryout sessions to be eligible for All-Stars or they won't be eligible for player or manager vote. They forfeit eligibility for one year, except for those excused for cause by the Board of Directors.

#### SECTION 3

Each manager will be supplied with a list of player candidates eligible to be drafted. The player candidates will be divided into age groups and will demonstrate their ability by fielding approximately three (3) balls in the outfield, fielding approximately three (3) balls in the infield, swinging at three (3) pitches with a bat, and running from home to third base once.

#### **SECTION 4**

If, because of unforeseen circumstances, only one tryout session is performed, the Board of Directors will submit a waiver to Little League International Headquarters to allow all eligible players who have registered to be drafted and participate in their respective divisions.

#### ARTICLE III - PLAYER SELECTION

#### **SECTION 1**

A draft system will be employed by all competitive division teams in order to achieve an equitable balance of player talent. The Player Agent will conduct the draft at a time and date specified by the Board of Directors. The President, Vice-President, Secretary, and the Directors of the division(s) involved shall assist as necessary.

#### **SECTION 2**

Managers must notify the Player Agent 48 hours prior to the commencement of the draft any and all options that will be exercised, as provided for in Little League Rules, including: managers, siblings', and coaches' options. The Player Agent will verify the option(s), and inform the other managers of the limitations as they pertain to that player.

#### **SECTION 3**

All competitive divisions shall use draft system "A" provided for in the current operations manual. Competitive divisions are defined as:

- (a) Minor Baseball All undrafted 9 11-year old's and others placed by Player Agent.
- (b) Major Baseball Drafted 9 11 year old's and all 12 year old's
- (c) Major Softball Drafted 9 11 year old's and all 12 year old's
- (d) Junior Softball 13 and 14 year old's
- (e) Junior Baseball 13 and 14 year old's
- (f) Senior Baseball/Softball 14 -16 year old's

The League Age shall define a player's age as specified in the Little League rulebook.

Any child who played high school in the current season MUST be placed onto a Senior or Big-League Baseball/Softball team.

The Player Agent shall make observations of all players who try out. If, in their judgment, any player is deemed a safety risk to others in a division allotted above the Player Agent shall recommend to the Board of Directors that the player be placed in a different division.

For all competitive divisions: In the event that a season has been shortened by more than 50% and no fair equitable establishment can be made about draft order under draft system "A" provided from the current operations manual; the draft order shall be determined by a lottery draw at a date chosen by the player agent and division director.

#### **SECTION 4**

- (a) Each manager shall draft in order until his roster equals the number of players for his division as determined by the Board of Directors.
- (b) Only one representative of each team shall be allowed at the drafts, and that representative shall be the manager or someone authorized by the manager to act on their behalf.
- (c) No manager or coach shall be affiliated with more than two teams, either or both of which may be competitive. No individual shall be the manager of more than one team.

#### **SECTION 5**

All non-competitive divisions will be assigned to teams by random distribution by the Player Agent after the manager and brother/sister options have been exercised, and after the drafts have taken place. Minor divisions are defined as:

- T-Ball league ages 4-year old's and first year 5-year old's
- Farm Baseball league age second year 5 and all 6-year old's
- Rookie Baseball league ages 7 8-year old's
- SB T-Ball league ages 4 5-year old's and first year 6-year old's (pending other leagues and numbers)
- Sunshine Softball 5 7 Year old's (pending other leagues and numbers)
- Minor Softball league ages 7 8, and undrafted 9-year old's

#### **SECTION 6**

Players who compete in more than one division must maintain an individual pitching affidavit, signed by the team's managers, even if no pitch is thrown the affidavit must be completed with a zero (0) pitch count.

#### ARTICLE IV - PLAYER REPLACEMENT

#### SECTION 1

If a replacement player is needed for a team after drafts, the procedure shall be as provided for in the Little League Regulation II (d) within two weeks (the two weeks starting at the end of the seventh consecutive day the player has missed team functions), if there is a minor program for that division. In the former case, the manager shall give the Player Agent a list of three names - in order of preference for selection. If a manager fails to do so within the two-week period, then the Board of Directors shall make the selection for them. Any ten, eleven, or twelve-year-old on a waiting list shall have priority prior to the enforcement of this section.

#### SECTION 2

At no time is a manager to approach a minor league player, or his/her parents regarding that player being pulled up to a major team. That is the responsibility of the Player Agent with the involvement of the Division Director.

#### **SECTION 3**

Any player assigned to a major division team who fails to report to that team within 48 hours, he/she will be removed from their existing team and placed on another minor team for the remainder of the season. An exception shall be the child of an approved manager or coach of the minor team on which said child is currently playing. If a player has not reported to his/her team 48 hours after notification by the Player Agent, he/she will be replaced.

#### SECTION 4

The Board of Directors may, with the approval of the manager and the player involved, return a player to the minor program after selection, if it is in the best interest of the player.

#### ARTICLE V - TEAM PERSONNEL

#### SECTION 1

#### **TEAM MANAGER-** The team manager shall:

- (a) Be at least 18 years of age.
- (b) Hold one or more meetings of the parents to explain Little League Rules & Regulations, the local playing rules, and his own team policies (any such policies require the Division Director's approval and must coincide with Little League Rules).
- (c) Ensure coaches filled out application for team coach, for whose actions he shall be responsible for. No application for a team coach will be approved prior to the draft, unless that coach is returning to the same team, or was a coach with the same manager in the local league in the prior season.
- (d) Be responsible for the care, inventory, and return, replacement, and reimbursement of equipment issued them by the Board, within 7 days of the final game played, and shall be billed for all missing and damaged equipment. The fee for equipment replacement shall be \$300.
- (e) Notify team personnel and parents of all local league and team activities, by providing a written schedule of all practices and games, which shall provide ample time for pre-game warm up.
- (f) To make the Division Director aware of any player member problems concerning safety, absenteeism, insubordination, and other misconduct. The Division Director shall make the Player Agent aware.
- (g) Observe Little League safety rules, be familiar with the local league safety manual and accident insurance procedures and report all injuries within 48 hours to safety officer.
- (h) To choose a team parent and submit that name and application to the Board.
- (i) Ensure that the manager or the coach(es), equipment, and medical releases are at all practices and games in a suitable manner.
- (j) Ensure that no one other than approved local league personnel performs any duties with his team at any time.
- (k) Keep track of practice attendance. If at any time a manager wishes to limit a team member's playing time as a disciplinary measure for missed practices or violation of other team rules, he may do so with the prior knowledge and approval of his parents and the Division Director. Such action must be noted in the official scorebook and communicated to both the home plate umpire and the opposing manager, prior to the game in question.

- (I) Actively support the Local League in is endeavors to provide a viable league.
- (m)Carry out such other assignments, as the Board deems necessary before, during, and after the season.
- (n) Be familiar with Little League Rules and Regulations, these local playing rules, and the Local League Constitution and By-Laws.
- (o) See to it that the official scorebook is accurately kept so that any needed information regarding the game is available to the Board. The home team is responsible for providing an official scorekeeper, who shall work under the direction and communicate solely with the umpire(s) during the game.
- (p) Call to the attention of the Safety Officer/Board any unsafe conditions.
- (q) Personify the best public image in reflection to the community at large.
- (r) At no time may a manager require any form of monetary contribution from any player as a condition of participation, nor may he accept any donations in the form of cash or check on behalf of the local league. Voluntary contributions by individuals on behalf of individual players for such things as trophies, team parties, jackets, etc., are acceptable. Violation of any of the provisions contained in these local playing rules, code of conduct, or Little League Rules and Regulations, will be punished by the following: (to be determined by the Board of Directors)
- (s) Shall supply volunteers to run the snack bar and field maintenance day at designated times throughout the season, or pay a donation to the league as determined by the Board of Directors.
- (t) Shall inform their Division Director of game results after every game.
- (u) Must complete all applicable applications and background checks required by league.

#### **TEAM COACH-** The Team Coach shall:

- (a) Be at least 16 years of age.
- (b) Assist and be under the direction of the team manager.
- (c) Assume the duties of the team manager in his absence, if 18 or older.
- (d) Abide by and be subject to all rules and regulation that apply to the team manager (Refer to Art. V, Sec. 1)
- (e) Must actively participate in the regular season to be eligible for coaches' options during draft sessions and/or participation in All Stars.
- (f) Each team manager may roster up to, but no more than five (5) team coaches.

(g) Must complete all applicable applications and background checks required by league.

#### **SECTION 3**

# **OFFICIAL SCOREKEEPER/PITCH COUNT KEEPER -** The Official Scorekeeper/Pitch Count Keeper shall:

- (a) Not approach either dugout at any time during the game.
- (b) Must not talk to any manager/coach once the game has started unless in the presence of the umpire.
- (c) Must communicate with the official umpires only.
- (d) Can never stop a game to converse with the umpire unless the umpire calls a timeout.
- (e) Record in the scorebook the name (first & last) and uniform number of every pitcher of record and the number of pitches thrown.

#### ARTICLE VI – SNACK BAR

#### SECTION 1

In order to help fund the activities of the league, the Board of Directors may approve the use of a snack bar facility at local games for the purpose of raising money for the general fund.

#### **SECTION 2**

If the Board deems it necessary, they may require team managers to find at least two (2) to four (4) volunteers to help run the snack bar on days predetermined before the start of the regular season.

- (a) One volunteer must be at least eighteen (18) years of age;
- (b) Other volunteers must be at least league-age 16 to volunteer in the snack bar:

#### **SECTION 3**

The manager may elect to donate funds to the league for one shift (unless approved by the Auxiliary Director) rather than volunteer time in the snack bar. The Board of Directors will set the amount of the donation per scheduled shift and notify all managers before the start of the season.

- (a) The donation shall be \$50 per scheduled shift, which is non-refundable.
- (b) The Board of Directors shall establish a date on which all donations are due. That date must be prior to the first game of the season. All funds must be paid to the Division Director.
- (c) Each paid volunteer shall be appointed by the board of directors, or an approved delegate, and shall receive a \$25 check per shift issued by the treasurer.

#### **SECTION 4**

The following will be completed at the end of each scheduled shift:

- 1. The snack bar must be restocked for the next team's shift, and any items not still being used need to be cleaned.
- 2. At the end of the day, all items need to be cleaned, including crock pots, microwaves, counters, etc.
- 3. All leftover food is to be placed in containers and put in the refrigerators.

- 4. Volunteers should sweep the snack bar and the area in front of the snack bar, take out the trash, and then mop the floor of the snack bar.
- 5. The cash register will have all funds calculated and a cash counting worksheet will be filled out in accordance with all funds. The cash counting worksheet will be signed by the shift operator of the snack bar. The board member on duty will additionally count the money, fill out the cash counting worksheet, sign the cash counting worksheet, and leave \$100 in small change for use by the next shift of the snack bar.
- 6. Funds from each shift in the snack bar will be placed in a location determined by the treasurer with the cash counting worksheet.
- 7. Any person who refuses to, or fails to complete, the cash counting worksheet will be barred from operating the snack bar and suspended from all league operations until overturned by the Executive Board.

Any manager, who does not fulfill this duty, shall be fined \$50. If the fine is not paid in 7 days then the Team Manager shall be suspended until the fine is paid or other volunteer agreement is reached with the Board of Directors. The Board of Directors reserves the right to remove a manager for continued neglect of this duty.

# **SECTION 6**

A board member will be on hand to help assist and supervise the volunteers.

#### **ARTICLE VII – UNIFORMS**

#### **SECTION 1**

All players will wear the uniform items supplied by the Local League. Players may substitute their own uniform items as long as they are substantially the same style, color, and trim as that issued by the league. **Alterations made to any League-issued uniform are prohibited** (hats, shirts, pants, etc.)

#### **SECTION 2**

Players may use their own uniform items for things, which are not supplied by the Local League. All players must supply and wear baseball belts if their pants have belt loops. Players will be declared out for making plate appearances without proper equipment and/or uniforms, and any outs recorded by such players will be nullified and a single award.

#### **SECTION 3**

Baseball pants must be worn in the Minor divisions and above.

#### **SECTION 4**

If there is a uniform error due to the mistake of the league the uniform will be replaced, if it is due to parent error they must pay for the replacement of a new one.

#### ARTICLE VIII - FIELD MAINTENANCE

#### SECTION 1

In order to help maintain the safe playing conditions of our local field and facilities, the Board of Directors may approve the use of a field maintenance schedule

#### SECTION 2

The Board of Directors will schedule Field Maintenance at the start of the season. Each team manager will be responsible for making sure at least one adult (18 years or older) is present to represent his or her team at these field maintenance dates.

#### **SECTION 3**

The manager may elect to donate funds to the league rather than volunteer time helping with field maintenance. The Board of Directors will set the amount of the donation per scheduled shift and notify all managers before the start of the season.

(a) The donation shall be \$30 per scheduled shift.

#### SECTION 4

Any manager, who does not fulfill this duty, shall be fined \$30. If the fine is not paid in 7 days then the Team Manager shall be suspended until the fine is paid or other volunteer agreement is reached with the Board of Directors. The Board of Directors reserves the right to remove a manager for continued neglect of this duty.

#### **SECTION 5**

A Board Member will be on hand to help assist and supervise the volunteers.

#### ARTICLE IX - PRACTICE SESSIONS

#### SECTION 1

No practice sessions are allowed from the first day of tryouts until the day after the drafts. All practice sessions must be held on facilities approved by the Board of Directors.

#### **SECTION 2**

After the drafts, and prior to the first game, each manager shall hold no less than two practice sessions per week, if field space is available, of which shall be scheduled by his/her Division Director. The league will schedule no less than 2 practices prior to the start of the season. Once games begin the league will schedule no less than one practice per team. If field space is available more practices shall be scheduled.

#### **SECTION 3**

No practice shall exceed one and one-half hours for T-Ball, Farm, Sunshine, and Rookies, or two hours for all other divisions. All times begin from the scheduled start time.

#### **SECTION 4**

No team shall hold more than two practice games per week, and all practices/practice games shall be between players registered by the local league in the same division.

#### SECTION 5

No manager/coach shall hold more than four activities (games, practices, parties, etc.) per week. An activity is defined as any gathering for any purpose consisting of any authorized team personnel and more than four players from a single team. Teams are restricted to one practice per day. Sunday practice and practice the day of a game are prohibited. Practice may not be held on any facility, except as scheduled and approved by the Board.

#### ARTICLE X – CANCELLATION OF GAMES

#### SECTION 1

Up until game time, any Board member may cancel a scheduled game for the following conditions:

- (a) Rain and/or flooded fields.
- (b) The field is unsafe due to the destruction of facilities.
- (c) Wind that is of gale force.
- (d) Lightning.
- (e) Any other conditions that make play unsafe.

#### **SECTION 2**

After game time, if the home plate umpire is over the age of 18 they have authority to suspend or cancel a game for the reasons stated above. If the umpire is under the age of 18 he/she must consult with the board member on duty.

#### **SECTION 3**

Any canceled games will be rescheduled at a later date, if field space allows, with those having an effect on first place in a competitive division having priority.

#### **SECTION 4**

The Board of Directors will determine pitcher eligibility for any replayed games as provided for in the rulebook.

#### ARTICLE XI – PLAYING TIME RESTRICTIONS

#### SECTION 1

Due to limited field space, a restriction on the length of games must be imposed for all divisions. For this purpose, no new inning may begin after:

- (a) TBall One and one-half hours or three innings whichever comes first.
- (b) Farm, Sunshine, and Rookies One and one-half hours.
- (c) Minor Baseball and Softball Two Hours.
- (d) Major Baseball and Softball Two hours and fifteen minutes
- (e) Juniors/Seniors (Baseball/Softball) Two hours and thirty minutes.

An inning will begin at the moment the third out of the prior inning is recorded. Once an inning starts the home team must bat unless they are declared the winner.

#### **SECTION 2**

A maximum of fifteen (15) minutes delay in starting a game may be invoked under one of the following conditions:

- (a) The home plate umpire is late.
- (b) Either team is unable to field a team.
- (c) Needed equipment (bases, scorebook, etc.) is unavailable.

This fifteen-minute delay is from the scheduled starting time, or the conclusion of the previous game, whichever is later. The time limit (refer to Art. IX, Sec. 1) is still measured from the scheduled starting time or the conclusion of the previous game, not from the actual starting time.

#### ARTICLE XII - FIELD PREPARATION AND PRE-GAME REQUIREMENTS

#### SECTION 1

Field preparation is the responsibility of both the visiting and home teams' manager and coach.

#### **SECTION 2**

The home team is responsible for picking up, keeping score, and returning the official scorebook and returning field equipment to the proper location.

#### **SECTION 3**

The visiting team is responsible for picking up, keeping official pitch count, and imputing the pitch count for the game in the official scorebook.

#### **SECTION 4**

Whichever team is ready to take infield practice first should go ahead and do so. The time remaining before the start of the game should be split evenly between the two teams. INFIELD PRACTICE MUST BE COMPLETED TEN (10) MINUTES PRIOR TO GAME TIME.

#### SECTION 5

Line up sheets are to be prepared in triplicate, one given to the opposing manager, one given to the official scorekeeper (which will be given to the plate umpire) and one retained by the manager. This is to be done ten minutes prior to the start of the game. Every player on the team is to be listed on this line up sheet, with notations next to any player's name that will not be participating explaining why (i.e. discipline, absence, injury, etc.). At no time shall a player listed as injured appear in that game.

#### SECTION 6

Both teams shall be responsible for picking up trash in the dugouts, outside bleachers, and any trash that might be left on the field after each game.

#### ARTICLE XIII – GENERAL COMPLIANCE RULES

#### SECTION 1

Any manager failing to comply with current Little League regulations regarding pitcher eligibility will be subject to the following:

- (a) First Offense- Written warning from the Division Director and/or suspension.
- (b) Second Offense- Suspension for one game by the Board.
- (c) Third Offense- Dismissal of manager by the Board.

These sanctions will apply whether or not the game is protested. The Board of Directors, under this section, is not required to vote in regard to punishment. The Division Director is allowed to carry out punishment according to this section.

#### **SECTION 2**

All managers, coaches, and players must remain in the dugout when on defense. A manager or coach may not leave the dugout without notifying the umpire first. If the field is vacated for any reason other than to get a drink or to use the restroom (such as talking to spectators), the offending person shall be removed from the game. Only the umpire(s) assigned to the game may impose this penalty. All managers, coaches, and players are urged that if they do leave the dugout for an acceptable reason, they proceed directly to and from their destination, so that the umpire(s) do not misinterpret their intentions.

#### **SECTION 3**

Only approved league personnel may participate in either practices or games, and at least one such person must be available for the practice/game to take place. If no approved personnel are available for a game, the game must be canceled and referred to the Board of Directors for ruling regarding forfeiture.

#### SECTION 4

Prior to the first game all managers shall receive from the Player Agent a complete team roster for their team.

Only the official scorekeeper, one representative from the visiting team (who must remain for the duration of the game), a board representative, and the runner of the scoreboard (if any) are allowed in the score booth.

#### **SECTION 6**

If at any time a player is rendered unconscious, he/she is not to be moved. All game activities are to stop, and the paramedics shall be called.

#### **SECTION 7**

Fighting at Local League functions will not be tolerated. The persons involved shall be punished, as ruled by the Board of Directors.

#### **SECTION 8**

Food products or tobacco of any kind will not be allowed at any time in the dugout or field of play. Drinks in the dugouts are allowed, but no breakable containers may be used. Alcohol will not be allowed anywhere at a Local League function.

#### **SECTION 9**

The Board of Directors reserves the right to declare any player, coach, or manager ineligible for all-star consideration.

#### SECTION 10

Two adult base coaches shall be allowed for all divisions, provided there are approved personnel in the dugout.

#### SECTION 11

All league personnel, including managers, coaches, or any other person, volunteer or paid, that have consistent contact with the players in the league must have an identification badge and must be worn at all Little League functions. Replacement badges will cost \$5. Violation of this section can result in discipline, not excluding removal from the league.

All Coaches will be required to umpire at least bases for one game in a different division during the regular season.

# **SECTION 13**

No open flame fire pits or heating devices.

# SECTION 14

No music or walk-up music during games.

#### ARTICLE XIV - SPECIFIC PLAYING RULES

These rules will be used when Hesperia National is playing games only amongst themselves. Where Hesperia National is inter-leaguing we will use the Ground Rules set by the leagues that are inter-leaguing. When inter-leaguing the inter-league ground rules shall be followed.

#### SECTION 1

#### T-BALL:

- 1. All players present will bat and take defensive positions each inning. A minimum of six players may take defensive positions in the infield at once.
- 2. There is no infield fly in T-Ball.
- 3. First half of the season players will bat off a tee. The remaining half-season will be 3 coach-pitched balls first and then hit off the tee if the player does not hit the ball from coach pitches.
- 4. If the child is put out after a batted ball the player will remain on base as a runner.
- 5. The manager or coach who is assisting the batter is responsible for removing the tee from home plate after the ball has been hit, and for keeping it out of play until it is time for the next batter to use it.
- 6. The player positioned as the pitcher must remain in contact with the rubber until the ball is hit.
- 7. Runners must stay in contact with their bases until the ball is hit. The runners must advance one base per batted ball and stop at the next base they are advancing to.
- 8. No player may play one position for more than one (1) inning of the game.
- 9. No scorebooks or standings shall be kept.
- 10. Managers and coaches are allowed on the field for instructional purposes.
- 11. Both teams shall bat the entire roster of players in each inning.
- 12. Managers and/or coaches will umpire their own games.
- 13. The batter may not bunt, or take a half swing, or take a swinging bunt. The ball shall be dead and replaced on the tee so that the batter may try again. There will be an arc from the foul line to foul line, at a distance of fifteen feet from home plate, which the ball must pass to be a fair ball. Any ball that does not shall be declared foul.
- 14. The bat must strike the ball to be playable. If it does not, it shall be considered a foul ball.

#### FARM/SUNSHINE:

- 1. Each team will be allowed a maximum of ten players while on defense. When 10 players are used a minimum of four must be positioned in the outfield.
- 2. No team shall play with less than seven (7) players.
- All players present will bat in a continuous lineup or until 3 outs have been recorded
- 4. No standings will be kept. A scorebook will be kept so that adherence to the minimum play rules are observed.
- 5. Coaches may be on the field for instructional purposes and must not interfere with the ball in play. One manager/coach must remain in the dugout always, if occupied by a player.
- 6. Coach pitch The Batter will receive 5 coach pitches, IF batter foul tips on the 5<sup>th</sup> pitch they will receive an additional pitch. Coaches shall pitch from 35ft.
- 7. No player may play one position for more than two (2) innings per game. Every player must play the infield for a minimum of two (2) innings.
- 8. Managers and/or coaches will umpire their own games.
- 9. The batter may not bunt, or take a half swing, or take a swinging bunt.
- 10. The batting lineup will be continuous, free substitutions.
- 11. A batter/runner may advance a maximum of 2 bases at a time.
- 12. No walks will be granted.
- 13. No stealing/Cold Plate.
- 14. Five (5) runs or Three (3) outs consist of a ½ inning.

#### **SECTION 3**

#### ROOKIES:

- 1. Each team will be allowed a maximum of ten players while on defense. When 10 players are used a minimum of four must be positioned in the outfield.
- 2. No team shall play with less than seven (7) players.
- 3. All players present will bat in a continuous lineup or until 3 outs have been recorded. Free player substitutions.
- 4. Five (5) runs or Three (3) outs consist of a 1/2 inning.
- 5. No standings will be kept. A scorebook will be kept so that adherence to the minimum play rules and pitch counts are observed.

- 6. Two coaches may be on the field for instructional purposes and must not interfere with the ball in play. One manager/coach must remain in the dugout always, if occupied by a player.
- 7. A child on the team can only pitch two (2) innings or 50 pitches whichever comes first per game. All Little League pitch count regulations must be adhered to.
- 8. No player may play one position for more than two (2) innings per game. Every player must play the infield for a minimum of one (1) inning.
- 9. The batter may not bunt, or take a half swing, or take a swinging bunt.
- 10. A batter/runner may advance a maximum of 2 bases at a time. No walks will be granted. No stealing/Cold Plate
- 11. A batter who is hit by a pitch will have 1st base awarded.
- 12. Players will pitch to the batter until the batter hits the ball or receives 3 strikes. If the batter receives four balls the coach will pitch 3 pitches, all to be counted as strikes.
- 13. Managers/Coaches will umpire their own games if no umpire is provided. Each manager/coach will umpire while their team is on defense from behind the pitcher.

#### MINOR BASEBALL, MAJORS, AND ABOVE:

- 1. All players present will bat in a continuous lineup or until 3 outs have been recorded. Free player substitutions.
- 2. All rules will be followed from the Little League rule book except as stated above
- 3. PITCHING RECORDS: Each manager will be responsible for pitching records and they will present the pitching records to the official scorekeeper fifteen (15) minutes prior to the game. Failure to present the pitching records is a protest able violation.
  - 3.1. Protests must be filed before the start of the game.
  - 3.2. PENALTY: Use of an illegal pitcher will result in the removal of the manager for the remainder of that game and suspension for the next game. The Official Scorekeeper/Official Pitch Count Keeper will initial the form AND the OPPOSING team manager will sign it to verify it. Managers will have approved team rosters available at all times. All player changes for any substitution or pitching will be made to the home plate umpire, who will then relay the information to the official scorekeeper.

# MINOR SOFTBALL, MAJORS, AND ABOVE:

- 1. All players present will bat in a continuous lineup or until 3 outs have been recorded. Free player substitutions.
- 2. All rules will be followed from the Little League rule book except as stated above.

#### **ARTICLE XV – UMPIRES**

#### SECTION 1

Umpires will enforce Little League Rules and Regulations, and these local playing rules.

#### **SECTION 2**

Umpires must be at least league age thirteen to umpire in Rookie and Minor divisions, at least league age fourteen to umpire in Major and above divisions. Qualifications of umpires shall be determined on an individual basis by the Umpire Coordinator and the Division Director.

#### **SECTION 3**

The President will approve all umpires annually.

#### **SECTION 4**

- (a) The pay will be as follows:
  - a. T-Ball and Farm will have no umpires provided.
  - b. Rookies All Plate umpires will receive \$15.00 (No base umpires for Rookies)
  - c. Minors \$20 for plate/\$15 for bases/\$25 Solo
  - d. Majors \$35 for plate/\$20 for bases/\$50 Solo
  - e. Junior/Seniors \$50 for plate/\$25 for bases/\$60 Solo.
- (b) Minor division umpires are provided on a training basis. Umpires may not be provided due to Umpire Availability.
- (c) If an umpire arrives to the field prior to a cancellation notice they shall receive ½ pay for the game. If the Umpire is notified 30 minutes prior to the game and is not already at the field they shall receive no pay.

#### **SECTION 5**

In the case of a protested game or any ejection, the umpire(s) will file a written report within twenty-four (24) hours of the conclusion of the game. If the protest committee upholds the protest, the umpire must work the replayed game at no fee. If he is unable to do so, then he must work his next scheduled game at no fee.

#### **SECTION 6**

In competitive divisions, the plate umpire shall sign the official scorebook at the conclusion of the game and shall report scores of his games on a weekly basis to the Umpire Coordinator.

# ARTICLE XVI – DETERMINATION OF LEAGUE CHAMPIONS

#### SECTION 1

All competitive divisions will play a winner-take-all format.

# **SECTION 2**

The team with the best record (most wins) after completing all of their scheduled games shall be declared league champions.

# **SECTION 3**

If two teams are tied, the league shall schedule a single playoff game at least four (4) days after the conclusion of the regular season, with the winner of that playoff game being declared league champions.

# **ARTICLE XVII - TOURNAMENT TEAM SELECTION (ALL-STARS)**

#### SECTION 1

No manager, coach, or player who has been ejected from more than one game, who is not in good standing as herein provided, shall be eligible for All-Star consideration.

#### **SECTION 2**

No later than the May General Membership meeting the League may determine the chartered tournament teams as they deem appropriate, in accordance with the Little League rule book.

#### **SECTION 3**

The selection of team players shall be as follows:

- (a) All players eligible for team consideration shall vote for up to ten (10) players from a ballot of eligible candidates from the Major division prepared by the Player Agent. These ballots must contain the player's name, nick-name (if any), and age. They also must be separated by team name, in alphabetical order, with the manager of that team also listed. All votes received in this manner shall be considered equal. The ballots will remain sealed until the balloting committee (the Executive Board and Division Director) opens and count them. The top four vote-getters from these ballots will be placed on the all-star teams, slots one through four (1-4). No one is to place any kind of pressure or attempt to manipulate this phase of the balloting. Anyone who has done so as determined by the Board shall be barred from participation in All-Star functions.
- (b) The managers for the Major division that the players eligible for consideration participated in shall meet and vote for ten (10) players to fill the four (4) remaining spots on the team, in descending order from most deserving. The manager's vote shall be assigned a point value where the first player listed on a manager's ballot shall receive ten (10) points, the second player listed shall receive nine (9) points, and so on. The four (4) players who receive the most points shall be placed on the all-star team, slots five through eight (5-8).
- (c) The All-Star manager, as determined herein, shall have the option to select either four players (for a team of 12) or five players (for a team of 13) to fill the remaining slots for the team from either the Major or Minor division.

- (d) The 12U team shall select their All-Star team first. The 10U team shall select theirs second. All other All-Star teams will be fielded after the first two are completed.
- (e) Managers and coaches shall only be rostered on the affidavit with one All-Star team.
- (f) All competitive divisions will follow the same guidelines of the Major Division Selection

The All-Star manager (provided he/she is eligible under Section 1 of this Article) shall be determined as follows:

- (a) The Board of Directors will determine the All-Star managers at the May General Membership meeting with consideration of current division standings, knowledge of the rule book, and on-field decorum.
- (b) Managers from a Minor division may manage an All-Star team, bearing that all eligible Major division managers have been given an opportunity to accept that team.
- (c) If a team remains open after all managers in the Major and Minor divisions have been offered a team, the Board of Directors may appoint a coach to manage that team.
- (d) All managers and coaches are subject to evaluation and review before and after selection as team personnel.
- (e) The All-Star manager shall select willing and eligible candidates as their all-star coaches. Such candidates must be selected from the all-star team structures as stipulated in Article XVII, Section 2.

#### **SECTION 5**

Replacement for any team member shall be per tournament rules as published by Little League Baseball, Inc.

Replacement of any manager or coach, because of resignation or otherwise, shall be per the selection of the remaining manager or coach of any eligible candidate.

# ARTICLE XVIII - FALL BALL (TRAINING & DEVELOPMENT PROGRAM)

#### SECTION 1

 Except as noted herein, all play will be in accordance with Little League Baseball and Hesperia National Little League regular season rules.

Any rule not specifically covered in these ground rules shall follow the regular season rules in the Little League Official Rules & Hesperia National Ground Rule Regulations based on the following divisions:

- a. 6u Baseball & Softball
  - i. TBall rules
- b. 8u Baseball & Softball
  - i. Minor Baseball/Softball rules
  - ii. Coach/Machine Pitch Only.
- c. 10u Baseball & Softball
  - i. Minor Baseball/Softball rules
- d. 12u Baseball & Softball
  - i. Major Baseball/Softball rules
- e. 13u Baseball
  - i. Intermediate Baseball rules
- f. 16u Baseball & Softball
  - i. Senior Baseball/Softball rules
- No standings will be kept. A scorebook will be kept so that adherence
  to the pitching and minimum play rules may be checked. There will be
  free substitution on defense at all times. Managers shall bat their entire
  roster of players present, and players must bat in the same order
  throughout the game (honor system).
- 3. A minimum of nine (9) and not more than fourteen (14) players must be rostered. Teams may "borrow" players from any other current HNLL training and development team's roster if they are short of nine (9) players for a game.
- 4. Managers may roster a maximum of five (5) coaches. Only three (3) adults will be allowed in the dugout for games, and all must be rostered.
- 5. Umpires will be scheduled and paid for by the league. One umpire for Majors and one/two for Junior/Senior. Umpires should be paid at the same rate as regular season.
- 6. The Home and Visiting managers shall be responsible for preparing the fields.

#### 7. GAME TIME:

- a. 6u Baseball/Softball
  - i. No new inning after 1 hour, or 3 innings.
- b. 8u Baseball/Softball
  - i. No new inning after 1 hour, 30 minutes.
- c. 10u Baseball/Softball
  - i. No new inning after 1 hour, 45 minutes
- d. 12u Baseball/Softball
  - i. No new inning after 2 hours.
- e. 13u Baseball & 16U Baseball/Softball
  - i. No new inning after 2 hours, 15 minutes.
- 8. Each team shall bring one game ball, which is provided by the league.
- 9. All team paperwork manager/coach applications, medical releases must be present at all team functions.
- Teams may participate in a maximum of three events per calendar week.
- 11. A \$80.00 registration fee will be required. Hesperia National Little League will provide T-Shirts, hats and umpires.
- 12. MERCY RULE: The Mercy Rule, as stated in 4.10(e) of the Official Playing Rules, shall be in effect for the 10u Baseball & Softball divisions and above.
- 13. LINEUP: The lineup for all divisions will be continuous, free substitutions. All players will be required to receive mandatory play during a game [rule 4.04].
- 14. RUN LIMITS: There is a five run limit per half-inning rule implemented for all divisions of play. 6u divisions shall bat through the entire lineup, regardless of runs scored in the inning. After the 5th inning (6th inning in 13u Baseball and 16u Baseball/Softball), an inning will be determined by three (3) outs.
- 15. PITCHING: Pitching requirements from the REGULAR SEASON shall be used. All players will be considered eligible to pitch at the start of the season.
  - a. 6u Baseball/Softball
    - i. The coach will pitch three pitches and then use the tee if needed.
  - b. 8u Baseball/Softball
    - i. One of the offensive coaches will pitch to the batter.
      - 1. Maximum of five (5) pitches will be allowed with the exception that foul balls on the 5th pitch will extend the at-bat until the ball is put in play or the player strikes out.

- c. 10u Baseball/Softball 12u Baseball/Softball, 13u Baseball, 16u Baseball/Softball
  - i. Player pitch
- d. In divisions utilizing coach pitch, both the coach and the pitcher must remain:
  - i. SOFTBALL: within the pitching circle.
  - ii. BASEBALL: ten feet from the pitching rubber.

#### **ARTICLE XVIII - LEAGUE OPERATIONS**

#### SECTION 1

- 1. The Executive Committee shall consist of the President, Vice-President, Secretary, Treasurer, and Player Agent.
- The Executive Committee shall advise with and assist the Officers of the Local League in all matters concerning its interests and management of its affairs, and shall have such other powers as may be delegated by the Board.
- 3. At any meeting of the Executive Committee, a majority of the total number of members then in office shall constitute a quorum for the transaction of business. The act of the majority present at any meeting at which there is a quorum shall be the act of the Committee.
- 4. The Executive Committee shall investigate all personnel issues. The Executive Committee, along with the Division Director(s) of the specific division(s), will investigate and recommend action to be taken, if any, against the individual(s) or team(s). The Executive Committee shall have the right to suspend any individual(s) or team(s) up to a two game suspension, in lieu of all other suspensions that are required by Little League Baseball, Inc. Any other actions shall be recommended to the Board of Directors for approval.

#### **SECTION 2**

There shall be no voting by proxy.