

ECLL

El Campo
Little League

HANDBOOK & GENERAL RULES

SPRING 2017

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I. GENERAL LEAGUE RULES

All competition is to be conducted under the Official Little League Regulations and Playing Rules for the appropriate division, except where specifically amended here or in the specific division rules.

1. A maximum of 3 adults total are allowed in the dugout (1 manager and 2 coaches). No dugout moms, dads, batboys, batgirls or siblings in the dugout, except as stated in Machine Pitch A and AA Divisions and Tee Ball rules.
2. There is no on-deck position in Little League (Tee ball through Major divisions). At no time shall a player be permitted to hold a bat while in the dugout. All players and coaches should remain in the dugout during the game except to enter the game, between half-innings, or to call time. This is a critical safety rule!
3. Players who are catching pitchers warming up in the bullpen areas (attached to the dugout) must wear a mask and catcher's helmet at all times.
4. Little League rules state that coaches and managers may only leave the bench to (1) talk to a pitcher and catcher during a timeout, (2) be a base coach, or (3) approach the umpire, rule book in hand, to discuss a rule interpretation. Adults are specifically prohibited from warming up players on the field or in the bullpens.
5. League VPs will put out additional rules concerning observance of the 10-run rule, time, length of games, curfews, umpires, rain-out schedules, etc., that pertain to their division for the current season.
6. Absolutely no soft toss with baseballs or softballs is allowed against the fences. This is an expensive problem for the league, so please correct anyone you see doing this or bring your concern to a league official.
7. The visiting team must supply a scoreboard operator. The controllers for each scoreboard are stored in the Concession Stand and should be replaced in the marked spots following the final game of the day.
8. All games **MUST** start on time. The length of the game will be determined from the SCHEDULED start time. If a prior game concludes 1 minute before the next scheduled starting time, the managers will immediately field their teams and start the game. In this case, all warm-ups will be done away from the field. As

noted above, the first game of the day will start on time, even if the field is still being prepared at game time. When no later game is scheduled, all games should be played in their entirety, subject to curfew limits and league VP approval, unless prior agreement between managers and the umpire is made. To speed up play, remember that the rules call for one minute or eight warm-up pitches between innings. Umpires should enforce this rule and managers should prepare for this by getting the defense on the field as quickly as possible and by preparing a substitute player to warm up the pitcher in the event the catcher does not have his gear on at the end of an inning.

9. The home team is responsible for keeping the official game book and providing an announcer. The Game Books will be kept in the Concession Stand and should be replaced in its proper location after the last game of the day, along with any pencils that may have been borrowed. The scorekeeper will ask for assistance from the umpire-in-chief on any scoring questions that may occur during the game.
10. No Protests are allowed in the Tee Ball, Machine Pitch A & AA, and Minors Divisions. All other protests will be allowed for rule interpretations only, not for judgment calls. All protests will be in accordance with Rule 4.19. The written protest must be accompanied by a \$25 fee that will be refunded only if the Rules Committee upholds the protest.
11. Time Limits and Curfews for each division:

Time Limits:

- Tee Ball - 45 time limit
- Machine Pitch A, AA- 1 hour 15 min time limit (All Games; no inning shall start after the 1 hour 15 min mark)
- Minors, Majors, Juniors and Senior - 1 hour 30 min time limit (All Games; no inning shall start after the 1 hour 30 min mark)

Curfew: (Rule X)

- No Inning shall start after 9:00 PM for Tee Ball, Machine Pitch A and Machine Pitch AA
- No Inning shall start after 9:30 PM for Minors, Majors, Junior, and Senior Divisions

12. Games Ending in Tie (Applies to all divisions except tee ball):

The first scheduled game may end in a tie if the game ends due to the time limit. The second scheduled game of the day may end in a tie if the curfew time is reached.

At the end of the season, if there is a tie for first place in the standings, whichever team won the head to head meeting of the two teams will be declared the first place team. If the two teams tied for first place in the standings tied each other in a head to head meeting or split games in head to head meetings, then a playoff game will be play to determine the first place team for the final standings.

13. Your child's league age is based on the following chart:

2017 Little League Age Chart FOR BASEBALL DIVISION ONLY

Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2013	2013	2013	2013	2013	2013	2013	2013	2012	2012	2012	2012	4
2012	2012	2012	2012	2012	2012	2012	2012	2011	2011	2011	2011	5
2011	2011	2011	2011	2011	2011	2011	2011	2010	2010	2010	2010	6
2010	2010	2010	2010	2010	2010	2010	2010	2009	2009	2009	2009	7
2009	2009	2009	2009	2009	2009	2009	2009	2008	2008	2008	2008	8
2008	2008	2008	2008	2008	2008	2008	2008	2007	2007	2007	2007	9
2007	2007	2007	2007	2007	2007	2007	2007	2006	2006	2006	2006	10
2006	2006	2006	2006	2006	2006	2006	2006	2005	2005	2005	2005	11
				2005	2005	2005	2005					11
2005	2005	2005	2005	2004	2004	2004	2004	2004	2004	2004	2004	12
2004	2004	2004	2004	2003	2003	2003	2003	2003	2003	2003	2003	13
2003	2003	2003	2003	2002	2002	2002	2002	2002	2002	2002	2002	14
2002	2002	2002	2002	2001	2001	2001	2001	2001	2001	2001	2001	15
2001	2001	2001	2001	2000	2000	2000	2000	2000	2000	2000	2000	16
2000	2000	2000	2000	1999	1999	1999	1999	1999	1999	1999	1999	17
1999	1999	1999	1999	1998	1998	1998	1998	1998	1998	1998	1998	18

Note: This age chart is for **BASEBALL DIVISIONS ONLY**, and only for 2017.

Age Chart				
Division	Child's Age		Division	Child's Age
Tee Ball	5-6 years old		Machine Pitch AA	7, 8, & 9 years old
Machine Pitch A	7-8 years old		Boys Minors	9, 10, & 11 years old
			Boys Majors	10, 11, & 12 years old
			Boys Junior	13 & 14 years old
			Boys Senior	13-16 years old

**Disclaimer- 10 and 11 year old Boy's Major League status is contingent upon selection to a Major Division team by draft. Parents may not request their 10 or 11 year old to play in the Majors.*

El Campo Little League rules do allow a player to play up or down a division that corresponds to their grade level. Please see the El Campo Little League Level of Play Policy section. Players shall be selected by a team through a draft process conducted for each division. Parents cannot request a trade.

Tryouts

Tryouts are mandatory for Machine Pitch AA, Minor, and Major League Divisions. All returning Major League players are exempt from tryouts. All non-exempt players must attend 1 tryout session to be eligible for All-Stars unless the child presents a written timely excuse (within 7 days of tryouts) which is accepted by a majority of the board. Players who do not attend the draft will be ineligible for All-Stars and ineligible to play up divisions.

El Campo Little League Level of Play Policy

Baseball Level of Play Policy

- Baseball Players are assigned to a level of play based on their Little League International defined age.
- Parents who wish to have their child play up or down must submit a Baseball Waiver to the Player Agent.
- If your child is of a league age that places him/her in a level of play that is consistent with his/her school grade level then the child must try out with that age group and fill out a Baseball Waiver as indicated above.
- If your child's Baseball waiver is granted and your child will be playing at a level that has a different fee than original registration, you are responsible for the difference before draft night. If not paid, child reverts back to original league.

League Age (Grade Level)	Register For	Play up one Level	Notables
13,14,15,16	Senior		
13 & 14	Junior		
12	Majors	All Players play in the Majors unless parents make a play down request	Play down request will have to be approved by Little League International
11	Majors/Minors	11 yr olds may be drafted to a Major League Team	Parents cannot request Majors
10	Majors/Minors	10 yr olds may be drafted to a Major League Team	Parents cannot request Majors
9 (Children in 3rd Grade)	AA	Play up is contingent on being drafted to a Minors Team	eligible for 9 yr old All-Stars
8 (Children in 2nd Grade)	A/AA	8 yr olds are eligible to play up to AA	Must try out to play up to AA; must be drafted to play up
7 (Children in 1st Grade)	A/AA	7 yr olds are eligible to play up to AA	Must try out to play up to AA; must be drafted to play up
6 (Children in Kindergarten)	Tee Ball	Player is not eligible to play up	
5 (Children in PreK)	Tee Ball	Player is not eligible to play up	.

14. Machine Pitch A, Machine Pitch AA, and Tee Ball Divisions may play games with less than 9 players, see specific division rules.
15. Shirts must be tucked in and cap/visor worn with bill facing forward.
16. Disorderly Conduct by Manager, Coach or Parents/Fans:
 - Managers and Coaches should control their fans. If a parent is disorderly, an umpire may warn the manager and coach of that team. A manager or coach may ask the fan to leave or be quiet. If the umpire has to reprimand the same fan in the same game more than once, then coach gets written up by umpire. First write up, the League/Division VP shall give a verbal and written warning to coach. Second write up, coach will receive one game suspension and no opportunity to coach all-stars team. Third write up in same season, coach will receive one year suspension from coaching.
 - Any player, manager, coach, or fan may be ejected from the field or park by the umpire. All incidents where players, managers, coaches, or fans are ejected by the umpire will be referred to the Disciplinary Committee for possible action under the direction of the Player Agent. In addition, the Committee will consider other serious incidents that are brought to its attention.
 - Please remember that one of the purposes of Little League is to promote good examples of sportsmanship and fair play for our children to emulate. Our league will not tolerate any joking about a pitcher deliberately throwing at a batter. We take this very seriously and if we hear of this in any context your son will be expelled from our league.
17. Coaches cannot warm up pitchers, only catchers and they must have a mask on. During pre-game warm ups, the catcher **MUST** have the mask on.
18. NO intentional walks. You must pitch to batters.
19. NO Cell phones on the playing field.
20. Coaches must stay in the Dugout unless they are coaching a base. (Exception is Tee Ball and Machine Pitch A when 2 -3 coaches can be in the field for instructional purposes during defensive play or when an additional coach feeds the machine on offense). Coaches must not exit the dugout onto the playing field without permission from the umpire. Coaches and Players must not exit the field while a game is in progress without permission from the umpire.

21. Little League does not have a slide rule. The rule is, the player must not intentionally contact the fielder (in the Umpire judgment). Sliding is the best way to do this, but as long as the runner did not intend to collide with the fielder, he should not be called out.
22. Please see the Little League International Rulebook for all Equipment Specifications & Limitations.
23. No tobacco products whatsoever are allowed at the El Campo Little League Complex within 25 feet outside any portion of any operated field, building, structure or Facility in the City of El Campo. This includes all of the Little League Complex. We have had many complaints about managers and coaches chewing tobacco in the dugouts. If we catch you chewing tobacco you will be removed as a manager or coach.
24. BOTH teams are responsible for field maintenance. Both teams should assist in setting up the fields for play (getting the bases, tee, and rakes, chalking the field, etc.) and raking after each game. Teams playing the last game of the day should return all equipment and rakes to the dugout.
25. BOTH teams are responsible for the cleanliness of the dugout, the field and grandstand areas around the field after the game. No food, gum, or carbonated drinks are allowed in the dugouts. **No sunflower seeds.** Only non-carbonated drinks are allowed in the dugout.
26. Managers are responsible for the conduct of their coaches, players and parents before, during and after the game.
27. Smoking is not allowed at El Campo Little League including by the dugouts, grandstands, or field fence lines. In addition, alcohol is not allowed in the park and will be enforced by the Wharton County Sherriff's Department.
28. All Managers, Coaches, Volunteers and/or hired workers, who have repetitive access to, or contact with, players, teams or league activities must have annually completed and submitted to the President a Little League Volunteer Application prior to the applicant assuming his/her duties. The Little League Volunteer Application is located on the El Campo Little League website.

II. GENERAL LITTLE LEAGUE PARK RULES

1. Only water and un-carbonated (sport) drinks are allowed in the dugout; food (including chewing gum) and soda are prohibited in the dugout. Both teams shall clean their bench areas thoroughly after each game. Despite numerous trashcans throughout the park, we continue to have a problem with players and fans neglecting to properly dispose of their trash. Set a good example and take pride in our beautiful facility! Please pick up your trash and dispose of it in a trash container.
2. Our concession stand is our most reliable fundraiser, and all members are expected to participate by volunteering to work a shift during the season. If your team fails to show up for concession duty your manager will be suspended for the next game. If this continues a second time your manager will be removed as manager. If every family in the league works just one time for their team during the season, most of the job is done. Remember that the minimum age is 15 and that there must be six adult volunteers in the concession stand at all times.
3. No vehicles are allowed on the park grounds, unless specifically authorized by the El Campo Little League.
4. NO weapons, knives and guns are allowed in the Little League Park.
5. NO Tobacco Products within 25 feet outside any portion of any operated field, building, structure or facility at the Little League Park.
6. Parents we all love our children and think they are special, but please keep track of your other children while watching your child play baseball at the Little League Park. We sometimes find the siblings of players running unsupervised throughout the facility. There are no Bicycles, go-carts, roller skates, roller blades, skateboards, or scooters of any kind allowed in the baseball complex.
7. Only Umpires & Board Members are allowed in the meeting/umpire room.

III. SPECIFIC DIVISION RULES

A. BOYS & GIRLS TEE BALL RULES (5-6 YRS)

Tee Ball will play under the following guidelines:

1. All games must start on time. If a team fails to start on time, the game still has a drop dead time limit to allow for the next game of the night.
2. Tee ball games may be played on Saturday mornings.
3. The ball shall be placed on the tee for the first half (games 1-6) of the season. Coach pitch will be allowed the second half (games 7-12) of the season. If a player is unable to hit the ball that is pitched by a coach after three pitches, the ball will be placed on the tee. A defensive coach will help retrieve pitched balls that are not put in play.
4. No player shall play in the catcher's position.
5. Teams will use continuous batting order. Each half inning, all offensive players will bat. After this has occurred, the teams will switch and the defensive team will take their time at bat. The batting order will begin with the #1 batter and end with the last batter. At the next at bat, the batting order reverses giving the last batter the first at bat in that inning.
6. In the event three (3) outs occur prior to the team getting to bat the full lineup, the bases will be emptied, and the same team continues to bat. The players will get the idea that outs have occurred, and they do mean something. If the last player to bat is tagged, called or put out after hitting the ball that player will return to the dugout and the inning is over. The last batter will not be allowed to continue to round the bases and run to home plate upon being tagged, called or put out. This rule is specifically implemented for the safety of the players.
7. All players on each team should bat at least twice and possibly more if time allows. The official game time is 45 minutes with a drop dead time limit.
8. The play is considered dead or over when the lead runner has stopped at a base or the ball has reached the pitcher's circle or crossed the pitcher's circle, but the ball does not have to be controlled by the pitcher. All runners that reached a halfway mark will be allowed to obtain the next base if that base is empty. If the ball is live and a play is made on a runner who has reached the halfway mark, the runner is at risk of being put out. (The first and third base coaches also are umpires as well as coaching the batter.)

9. The coach or manager can position the tee and batter as long as the tee remains in contact with home plate. If a batter requires assistance to put the ball in play, the coach or manager may assist the batter after the batter has attempted several swings.
10. Each team will keep their batting order. No score book will be used since no official standings or score is kept for this division.
11. A base runner cannot lead off a base. A base runner may not leave the base until the ball is hit. On an overthrown ball to any location on the field the player may only advance one additional base at his/her own risk. Additional overthrows in the same play DOES NOT allow the runner to advance additional bases. The runner must AVOID contact with any players attempting to tag them out. (The best way is to slide)
12. All players on a roster are played in the field defensively. The infield consists of a pitcher, first baseman, second baseman, third baseman, and shortstop. The remaining players are positioned in the outfield as described in rule 15 below.
13. Defensively, the pitcher cannot make an unassisted put-out at first base but must throw the ball to the first baseman. The pitcher can, however, make plays unassisted at any other base including home.
14. Infielders may not play any closer than three feet inside the imaginary line extending from first base to second base and second base to third base until the ball has been put into play in an attempt to keep the base paths clear for baserunners.
15. Outfielders must play at least six (6) feet behind the base lines at all times unless assisting on a play. They cannot interfere with the base runners.
16. Pitcher must have both feet on the pitching rubber (if softball field) or in the middle of the dirt of the pitching area (flex or baseball field) when the ball is hit.
17. There is an imaginary 15 foot arc from home plate. This often occurs when the batter hits more of the tee than the ball. A ball hit within this arc is a foul ball. No defensive player is allowed to cross the arc.
18. When batting, limit practice swing to one. There are NO STRIKEOUTS.
19. When on offense: Manager at tee (stands on opposite side of the plate from the batter. Offensively, each team is allowed coaches at first and third base and additional coaches in the dugout to supervise team at bat.

20. Defensively, each team is allowed to have multiple (typically two - three) coaches on the field but they should remain in the outfield while the ball is in play. Once coach pitch begins in second half of the season, a defensive coach will stand behind home plate and retrieve balls not hit by batter.
21. Protests will not be allowed in the Tee Ball Division. If an incident occurs, one or both managers should locate or call the Division VP or a member of the executive committee (President, Vice-President, or Player Agent).

B. MACHINE PITCH A (7-8 YRS)

All competition is to be conducted under official Little League rules. Refer to the Minor League Official Regulations and Playing Rules. The following are El Campo Little League local rules. They are intended only as additions to the Official Little League rules.

1. The home team is responsible for setting up the pitching machine and putting it back in storage upon completion of the last game.
2. All games must start on time. The length of the game is determined from the scheduled starting time. If a prior game concludes one minute before the next scheduled starting time, then managers must take the field immediately and start on time. The only instance in which the scheduled starting time will be waived is when a prior game actually encroaches on the scheduled start of the following game. In that case, time limits will begin five minutes from the end of the prior game.
3. Games will be a maximum of six innings in length. No new inning will start after one hour, 15 minutes from the scheduled start time. Any inning started before one hour, 15 minutes will be finished. If the game ends in a tie, it will be recorded as a tie. To help speed up play, the umpires, managers, and coaches should allow no more than 90 seconds between innings or side retired situations. Time outs are limited to one offensive and defensive time out per inning with no more per game than specified in the official rules. A game is considered a regulation game if three (3) full innings have been completed or 2 1/2 if the home team is ahead.
4. The five-run rule will be in effect for all innings. (The exception is on an out of the park home run where all runs scored by the home run will count). A ten (10) run rule applies after 4 innings (3 ½ if the home team is ahead).
5. Base runners may advance until a play is made at any base without an overthrow, or the lead runner is stopped. In the case of an overthrow, all runners may advance 1 base, except for a runner on 3rd, who cannot advance to home on an overthrow. There are no multiple overthrows per play. A runner can only score from 3rd on a batted ball put in play. The play is considered dead or over when the lead runner has stopped at a base or the ball has reached infield playing grass or imaginary baseline. All runners that reached a halfway mark will be allowed to obtain the next base if that base is empty, if a

runner has not reached the halfway mark, that runner will return to the prior base.

6. All players on the roster will bat in continuous order. A player who arrives after the start of the game will be inserted at the bottom of the batting order. In the event the game is played with eight players, the absent ninth batter will be counted as an out when it is their turn at bat.
7. All player participation and substitution rules will be enforced and are the responsibility of the manager. All players shall play six outs on defense and all players shall have at least one at bat during the game. If a child does not make it into a game due to the time limit constraints, that child must start defensively in the next game. If a manager chooses not to follow these rules he or she will be reprimanded by the Division VP and will be written up by the board.
8. The speed of the pitching machine shall be set at a range of 42 mph with the wheel of the machine at 46 feet for the Machine Pitch A Division. (Use the JUGS MVP machine -- it indicates mph.)
9. A coach or manager will feed the machine and can also instruct the batter verbally or with gestures but should not approach the batter. This would hinder the speed of play. If a child is at risk of being hit by the pitch, he should be instructed to avoid injury.
10. The pitching machine may be adjusted during the inning if both coaches agree that the balls are inconsistent and are not deemed hittable. The machine may not be adjusted more than one time during the half inning unless agreed upon by both coaches.
11. A batted ball making contact with the pitching machine/coach pitcher shall be a dead ball. The cord of the machine is considered part of the machine. On a dead ball, the batter and runners advance one base, except a runner already on third base (unless he is forced home).
12. A base runner cannot lead off a base. A base runner may not leave the base until the ball crosses home plate. Runners leaving the base early may be called out. Stealing is not permitted.
13. Bunting has never been allowed in the Machine Division for a couple of reasons. The first is a safety issue where we would not want the infield "drawn-in", and the batter to swing away. The second is to encourage the batters to swing the bat. The first instance of bunting will result in a warning to the manager, the second instance of bunting will be a called strike and the

third and future instances will result in an automatic out. Fake bunting is not allowed!

14. 4 coaches are allowed per team. While on offense, one coach shall be at the pitching machine, one coach may be at 1st base, one coach may be at 3rd base and one coach may be in the dugout to supervise the team at bat. On defense two coaches may be allowed in the outfield (only) and the other two coaches must sit in the dugout.
15. The pitching position should be played left or right of the machine (lined up with the front leg of the pitching machine) but not in front, with one foot in the dirt and one in the grass. All defensive players should be in their positions when the pitch is delivered.
16. Outfielders must play at least 25ft deep on the outfield grass at all times unless assisting on a play. They cannot interfere with the base runners. Infielders may not play any closer than three feet inside the imaginary baseline. Only a maximum of ten players may play on defense in usual baseball positions with four of these players in the outfield positions. (Left Fielder, Right Fielder, Center Fielder and a Rover Fielder)
17. The infield fly rule is not in effect. A team may play a game with a minimum of 8 players (defensively 2 outfielders). However, absent ninth batter will be counted as an out.
18. NO GENTLEMENS AGREEMENTS ARE TO BE MADE.
19. Protests will not be allowed in the Machine Pitch A Division. If an incident occurs, one or both managers should locate or call the Division VP or a member of the executive committee (President, Vice-President, or Player Agent). Scores will be kept during the game and reported to the League after each game and standings will be maintained for the season.
20. Pitching Machines may not be removed from the Little League Park.

C. MACHINE PITCH AA (7-9 YRS)

All competition is to be conducted under official Little League rules. Refer to the Minor League Official Regulations and Playing Rules. The following are El Campo Little League local Rules. They are intended only as additions to the official Little League rules.

1. All games must start on time. The length of the game is determined from the scheduled starting time. If a prior game concludes one minute before the next scheduled start time, the managers must have their teams take the field immediately and start on time. The instance in which the scheduled start time will be waived is when a prior game actually encroaches on the scheduled start of a following game. In that case, time limits will begin five minutes from the end of the prior game.
2. The home team is responsible for setting up the pitching machine and putting it back in storage upon completion of the last game.
3. In the first half of the season (games 1-6), runners cannot advance on passed balls and can only advance one base on an overthrow at their risk of being put out. If the defensive team attempts to throw out the runner on an overthrow, no runner will be allowed to move up another base. If a runner leaves early the umpire will throw his flag and the runner must go back to the base he was on before the pitch. **One warning will be given to each team. The second time will result in the umpire calling the runner(s) out.** If the batter hits the ball the umpire will only allow the runner leaving early one base that the runner would be forced to advance. If the runner is not forced to the next base on the play, the runner will be placed back on the original base he was at before live play.
4. In the second half of the season (games 7-12), **Stealing will be allowed.** Runners cannot steal home on the throw back to the pitcher from the catcher or a passed ball. Runners can NOT advance an additional base on an overthrow or an attempted steal. We want to encourage catchers to attempt to throw out runners at no risk. If a runner leaves early the umpire will throw his flag and the runner must go back to the base he was on before the pitch. **One warning will be given to each team. The second time will result in the umpire calling the runner(s) out.** If the batter hits the ball the umpire will only allow the runner leaving early one base that the runner would be forced to advance. If the runner is not forced to the next base on the play, the runner will be placed back on the original base he was at before live play.

5. A runner cannot score from third base unless a ball is put in play.
6. An overthrow is defined as any throw that gets past a player no matter how short the distance. Any overthrow to a base or to the pitcher will result in a maximum of one base for each runner on the offensive team. The offensive runners will advance at their own risk. If the defensive team makes the play on the runner advancing and tags the runner out, the out will stand. If the defensive team makes a play on a runner advancing on an overthrow and makes another overthrow, the offensive team cannot advance any additional bases. If the defensive team does not make a play on the runner after an overthrow, but instead attempts to return the ball to the pitcher and makes an overthrow to the pitcher, the offensive team may not advance any additional bases.
7. The only time a baserunner will be able to advance home on an overthrow would be if they occupied second base and were advancing to third base on a batted ball to an infielder. If the infielder overthrows first base, the baserunner advancing to third base may attempt to score at the risk of being put out at home plate.
8. Time may be called once forward progress has been stopped for all base runners. Play will end once the umpire declares the play is over. The ball shall be considered dead when the defensive player/pitcher has the ball in his possession and is inside the vicinity of the "pitcher's circle" OR when, in the judgment of the umpire, all play has stopped. Once time is declared by the umpire the runner's position relative to the mid-marks shall determine if the runner is eligible to advance to the next base or home or return to the last base touched safely.
9. Games will be a maximum of six innings in length. No new inning will start after one hour, 15 minutes from the scheduled start time. Any inning started before one hour, 15 minutes will be finished. If the game ends in a tie, it will be recorded as a tie. A game is considered a regulation game if three (3) full innings have been completed or 2 1/2 if the home team is ahead.
10. To help speed up play, the umpires, managers, and coaches should allow no more than 90 seconds between innings or side retired situations. Time outs are limited to one offensive and defensive time out per inning with no more per game than specified in the official rules.

11. A five run per inning rule is in effect for all innings. Note - no continuation scoring will be allowed past 5 runs. If the batter hits the ball to score the 5th run, base runners may continue to score until the lead runner is stopped or a third out is made, but a team may not score more than 5 runs per inning. (The exception is on an out of the park home run where all runs scored by the home run will count).
12. All players on the roster will bat in continuous order. A player who arrives after the start of the game will be inserted at the bottom of the batting order. In the event the game is played with eight players, the absent ninth batter will be counted as an out.
13. The 10-run rule applies after four innings or 3-1/2 innings if the home team is ahead.
14. All player participation and substitution rules will be enforced and are the responsibility of the manager. All players shall play six outs on defense and all players shall have at least one at bat during the game. If a child does not make it into a game due to the time limit constraints, that child must start defensively in the next game. If a manager chooses not to follow these rules he or she will be reprimanded by the Division VP and will be written up by the board.
15. The speed of the pitching machine shall be set at 42mph with the back leg of machine at 46 feet for the Machine Pitch AA Division. (Use the JUGS MVP machine -- it indicates mph.) The pitching machine may be adjusted during the inning if both coaches agree that the balls are inconsistent and are not deemed hittable. The machine may not be adjusted more than one time during the half inning unless agreed upon by both coaches. If a batter swings at a bad pitch this is not subject to the extra pitch being awarded and a strike will be called.
16. A coach or manager will feed the machine and can also instruct the batter verbally or with gestures but should not approach the batter. This would hinder the speed of play. If a child is at risk of being hit by the pitch, he should be instructed to avoid injury.
17. 4 coaches are allowed per team. While on offense, one coach shall be at the pitching machine, one coach may be at 1st base, one coach may be at 3rd base and one coach may be in the dugout to supervise the team at bat.
18. The pitching position should be played left or right of the machine (lined up with front leg of pitching machine) but not in front, with one foot in the dirt

and one in the grass. All defensive players should be in their positions when the pitch is delivered.

19. Outfielders must play at least 25ft deep on the outfield grass at all times unless assisting on a play. They cannot interfere with the base runners. Infielders may not play any closer than 3ft inside the imaginary baseline. Only a maximum of ten players may play on defense in usual baseball positions with four of these players in the outfield positions. (Left Fielder, Right Fielder, Center Fielder and a Rover Fielder)
20. The infield fly rule is not in effect. A team may play a game with a minimum of 8 players (defensively 2 outfielders). However, absent ninth batter will be counted as an out when it is their turn at bat.
21. Protests will not be allowed in the Machine Pitch AA Division. If an incident occurs, one or both managers should locate or call the Division VP or a member of the executive committee (President, Vice-President, or Player Agent). Scores will be kept during the game and reported to the League after each game and standings will be maintained for the season.
22. Pitching Machines may not be removed from the Little League Park.
23. A batted ball making contact with the pitching machine/coach pitcher shall be a dead ball. The cord of the machine is considered part of the machine. On a dead ball, the batter and runners advance one base.
24. Bunting has never been allowed in the Machine Division for a couple of reasons. The first is a safety issue where we would not want the infield "drawn-in", and the batter to swing away. The second is to encourage the batters to swing the bat. The first instance of bunting will result in a warning to the manager, the second instance of bunting will be a called strike and the third and future instances will result in an automatic out. Fake bunting is not allowed!
25. The batter will receive a maximum of 4 pitches. The only exceptions are a pitch that is deemed unhittable by the umpire or a foul ball on final pitched ball. In both of these cases, an additional pitch will be granted. The batter cannot end his at bat on a foul unless caught.

D. MINOR BOYS (9 - 11 YRS)

All competition is to be conducted under official Little League rules. Refer to the Minor League Official Regulations and Playing Rules. The following are El Campo Little League local rules. They are intended only as additions to the official Little League rules.

1. All games must start on time. The length of the game is determined from the scheduled starting time. If a prior game concludes one minute before the next scheduled start time, the managers must have their teams take the field immediately and start on time. The instance in which the scheduled start time will be waived is when a prior game actually encroaches on the scheduled start of a following game. In that case, time limits will begin five minutes from the end of the prior game.
2. All games will be a maximum of six innings in length. No new inning will start after one hour, 30 minutes from the scheduled start time. However, once the inning has started within the one hour, 30 minutes - the inning must be finished. New innings begin at the moment of the last out. A drop-dead time limit will not apply. To help speed up play, the umpires, managers, and coaches should allow no more than 60 seconds between innings, sides retired or a new pitcher (Rule 8.03 applies). Time outs are governed by Rule 8.06. Games can finish tied. LL rule 4.15 (f) of the playing rules "A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team - (f) employs tactics designed to delay, shorten, or make a travesty of the game".
3. A five run per inning rule is in effect for all innings. Note - no continuation scoring will be allowed past 5 runs. If the batter hits the ball to score the 5th run, base runners may continue to score until the lead runner is stopped or a third out is made, but a team may not score more than 5 runs per inning. (The exception is on an out of the park home run where all runs scored by the home run will count).
4. No balks (but pitcher should be corrected when it is clearly and obviously a balk)
5. Base runner may not leave the base before the pitch crosses the plate. If base runner leaves the base early, please refer to LL Rule 17.13 (a-c).
6. No walks allowed in this division.
7. Foul balls are treated as foul balls.
8. If a pitcher walks a hitter, a manager/coach finishes the batter's strike count.
 - a. If the hitter has no strikes, then the coach will be allowed four pitches

- b. If the hitter has one strike, then the coach will be allowed three pitches
 - c. If the hitter has two strikes, then the coach will be allowed two pitches
 - d. Umpire will not call balls and strikes while coach is on mound.
 - e. The batter's at bat may not end with a foul ball unless it is caught. In the event of a foul ball on the final pitch, the batter will get an additional pitch.
 - f. No stealing or bunting while a manager/coach pitches.
 - g. Coach pitcher must attempt to exit the field on a batted ball to not interfere with the defensive team's attempt to make a play.
9. Runner may not steal until the ball has reached the batter (not plate).
10. The 10-run rule applies after four innings or 3-1/2 innings if the home team is ahead.
11. All players on the roster will bat in continuous order. Note: All player participation rules will be enforced and are the responsibility of the manager. Every player will bat. Free substitution of defensive players is allowed. Every player must play at least 6 defensive outs. If a child does not make it into a game due to the time limit constraints, that child must start defensively in the next game. If a manager chooses not to follow these rules he or she will be reprimanded by the Division VP and will be written up by the board.
12. No forfeit for shortage of players, play can continue with less than 9, but an out will be given for each missing player during their at bat. At no time can a team play with less than 8 players.
13. A player who arrives after the start of the game will be inserted at the bottom of the order.
14. **Pitch Rules** and Limits shall follow Official Little League Regulations and Playing Rules.
- 1 - 20 pitches thrown (0 days rest)
 - 21 - 35 pitches thrown (1 day rest)
 - 36 - 50 pitches thrown (2 days of rest)
 - 51 - 65 pitches thrown (3 days of rest)
 - 66 - or more pitches thrown (4 days of rest)

If a pitcher reaches the maximum limit imposed by the league (10 yrs old and younger: 75 pitches; 11 yr olds: 85 pitches) while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- 1.) The batter reaches base safely
- 2.) The batter is put out
- 3.) The third out is made to complete the $\frac{1}{2}$ inning.

The Manager must remove the pitcher when said pitcher reaches the limit for his age but the pitcher may remain in the game at another position. However, a pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. In addition, all pitch counts must be reported to the league by 10:00 AM on the day following the game to the League.

15. **Catching Rule:** A player who catches 3 or less full innings is eligible to pitch in the same game. A player who catches 3 full innings and at least 1 pitch in a 4th inning will no longer be eligible to pitch in the same game.
16. Base coaches will consist of two adults or one adult and one player or two players. No defensive coaches will be allowed on the field. All Coaches/Managers are required to stay in the dugout when their team is in the field. They will remain in the dugout. No on-deck batters are allowed per official Little League rules. NO PRACTICE SWINGS IN DUGOUT OR EQUIPMENT AREA.
17. The infield fly rule is not in effect.

E. BOYS MAJOR LEAGUE (10-12 YEARS OLD)

All competition is to be conducted under official Little League rules. Refer to the Major League Official Regulations and Playing Rules. The following are El Campo Little League local rules. They are intended only as additions to the official Little League rules. All pitching stats must be recorded in the official scorebook. No Exceptions!

1. All games must start on time. The length of the game is determined from the scheduled starting time. If a prior game concludes one minute before the next scheduled start time, the managers must have their teams take the field immediately and start on time. The instance in which the scheduled start time will be waived is when a prior game actually encroaches on the scheduled start of a following game. In that case, time limits will begin five minutes from the end of the prior game.
2. All games will be a maximum of (6) six innings in length. No new inning will start after one hour, 30 minutes from the scheduled start time in the first game of the night. The second game is governed by curfew time. However, once the inning has started within the one hour, 30 minutes - the inning must be finished. New innings begin at the moment of the last out. A drop-dead time limit will not apply. To help speed up play, the umpires, managers, and coaches should allow no more than 60 seconds between innings, sides retired or a new pitcher (Rule 8.03 applies). Time outs are governed by Rule 8.06. LL rule 4.15 (f) of the playing rules "A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team - (f) employs tactics designed to delay, shorten, or make a travesty of the game".
3. If the game is called (weather, curfew, etc.) before it is "official" (four complete or 3-1/2 innings if the home team is ahead), the game will be stopped and resumed later in its entirety. Any suspended games must be rescheduled with the approval of the Division VP.
4. All players on the roster will bat in continuous order. Note: All player participation rules will be enforced and are the responsibility of the manager. Every player will bat. Free substitution of defensive players is allowed. Every player must play at least 6 defensive outs. If a child does not make it into a game due to the time limit constraints, that child must start defensively in the next game. If a manager chooses not to follow these rules he or she will be reprimanded by the Division VP and will be written up by the board. A player who arrives after the start of the game will be inserted at the bottom of the batting order.
5. Failure to place 9 players on the field at any time will result in a forfeit.

6. Base coaches will consist of two adults or one adult and one player or two players. No defensive coaches will be allowed on the field. They will remain in the dugout. No on-deck batters are allowed per official Little League rules.
7. The infield fly rule is in effect.
8. No run limit per inning rule. The 10-run rule applies after four innings or 3-1/2 innings if the home team is ahead.
9. The home team shall be responsible for providing an official scorekeeper, announcer, and pitch counter. Official scorebook and pitch counts must be kept on LL provided scorebook and forms, and must stay in the box marked with the field you are assigned to. Every half inning the managers must go to the official scorekeeper to verify the pitching record for their pitcher. After the game, the scorekeeper shall have both team managers and Umpire-in-Chief signs the scorebook and pitching cards. Both managers must record their pitching results on the league website no later than 10:00 AM the following day.
10. **Pitch Rules and Limits** shall follow Official Little League Regulations and Playing Rules.
 - 1 - 20 pitches thrown (0 days rest)
 - 21 - 35 pitches thrown (1 day rest)
 - 36 - 50 pitches thrown (2 days of rest)
 - 51 - 65 pitches thrown (3 days of rest)
 - 66 - or more pitches thrown (4 days of rest)

If a pitcher reaches the maximum limit imposed by the league (10 year olds: 75 pitches; 11-12 year olds: 85 pitches) while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- 1.) The batter reaches base safely
- 2.) The batter is put out
- 3.) The third out is made to complete the ½ inning.

The Manager must remove the pitcher when said pitcher reaches the limit for his age but the pitcher may remain in the game at another position. However, a pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day. In addition, all pitch counts must be recorded on the league website by 10:00 AM on the day following the game to the League.

- 11. Catching Rule:** A player who catches 3 or less full innings is eligible to pitch in the same game. A player who catches 3 full innings and at least 1 pitch in the 4th inning will no longer be eligible to pitch in the same game.

F. JUNIOR LEAGUE BOYS (13-14) & SENIOR LEAGUE BOYS (13-16)

All competition is to be conducted under official Little League rules. Refer to the Junior League Official Regulations and Playing Rules. The following are El Campo Little League local rules. They are intended only as additions to the official Little League rules. All pitching stats must be recorded in the official scorebook. No Exceptions!

1. Field dimensions for each league are as follows:
 - **Junior League:** Bases will be at 80 ft. Pitcher rubber will be at 54 ft.
 - **Senior League:** Bases will be at 90 ft. Pitcher rubber will be at 60 ft., 6 inches
2. All games must start on time. The length of the game is determined from the scheduled starting time. If a prior game concludes one minute before the next scheduled start time, the managers must have their teams take the field immediately and start on time. The instance in which the scheduled start time will be waived is when a prior game actually encroaches on the scheduled start of a following game. In that case, time limits will begin five minutes from the end of the prior game.
3. All games will be a maximum of (7) innings in length. No new inning will start after one hour, 30 minutes from the scheduled start time in the first game of the night. The second game is governed by curfew time. However, once the inning has started within the one hour, 30 minutes - the inning must be finished. New innings begin at the moment of the last out. A drop-dead time limit will not apply. To help speed up play, the umpires, managers, and coaches should allow no more than 60 seconds between innings, sides retired or a new pitcher (Rule 8.03 applies). Time outs are governed by Rule 8.06. LL rule 4.15 (f) of the playing rules "A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team - (f) employs tactics designed to delay, shorten, or make a travesty of the game".
4. Ten run rule after 4 ½ innings if the home team is ahead. Rule 4.10 (e).
5. Failure to place 9 players on the field at any time will result in a forfeit.

6. **Pitch Rules and Limits** (Junior & Senior League Boys) shall follow Official Little League Regulations and Playing Rules:

- 1 - 20 pitches thrown (0 days rest)
- 21 - 35 pitches thrown (1 day rest)
- 36 - 50 pitches thrown (2 days of rest)
- 51 - 65 pitches thrown (3 days of rest)
- 66 - or more pitches thrown (4 days of rest)

If a pitcher reaches the maximum limit imposed by the league (95 pitches) while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

- 1.) The batter reaches base safely
- 2.) The batter is put out
- 3.) The third out is made to complete the $\frac{1}{2}$ inning.

The Manager must remove the pitcher when said pitcher reaches the limit for his age but the pitcher may remain in the game at another position.

7. **Catching Rule:** A player who catches 3 or less full innings is eligible to pitch in the same game. A player who catches 3 full innings and at least 1 pitch in the 4th inning will no longer be eligible to pitch in the same game.
8. **Batting order is non-continuous.** Note: All player participation rules will be enforced and are the responsibility of the manager. Every player will bat at least once. Every player must play at least 6 consecutive defensive outs. If a child does not make it into a game due to the time limit constraints, that child must start defensively in the next game. If a manager chooses not to follow these rules he or she will be reprimanded by the Division VP and will be written up by the board. A player who arrives after the start of the game will be inserted at the bottom of the batting order.

V. PLAYER CODE OF CONDUCT

The following items should be discussed with each player before the first practice either personally or as part of the team practice or orientation:

- I will not lie, cheat, steal or engage in any other unsportsmanlike conduct on or off the field.
- I will be on time to all practices and games.
- I will practice good sportsmanship.
- I will be courteous in victory and defeat.
- I will congratulate and be respectful of others.
- I will not be disrespectful to my teammates, my coaches, the officials, or my parents by using profanity, obscene gestures, offensive remarks or engaging in boastful talk or behavior.
- I will strive to do my best in school.
- I will not fight or exhibit extreme displays of anger on or off the field.
- I will not be disruptive in the dugout during any game or practice session.
- I will not engage in any behavior that may be hurtful to me or others.
- I will play by the rules of the game and abide by the rules of the league.

V. PARENT CODE OF CONDUCT

The essential elements of character building and ethics in sports are embodied in the concept of sportsmanship and six core principles: Trustworthiness, Respect, Responsibility, Fairness, Caring, and Good Citizenship. Managers should discuss the following items either in person or at their Parents orientation meeting at the beginning of the season. All parents should agree to the following codes of conduct:

- No profanity or abusive language by a manager, coach, player, umpire or spectator will be tolerated.
- I will not force my child to participate in sports.
- I will remember that children participate to have fun and that the game is for youth, not adults.
- I will learn the rules of the game and the policies of the league.
- I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all Players, Managers, Coaches, Umpires, Officials and other Spectators at every game and practice.
- I (and my guests) will not engage in any kind of unsportsmanlike conduct with any Official, Manager, Coach, Umpire, Player, or Parent such as booing and taunting, refusing to shake hands, or using profane language or gestures.
- I will inform the coach of any physical disability or ailment that may affect the safety of my child or others.
- I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
- I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
- I will never ridicule or yell at my child or other participants for making a mistake or losing a game.

- I will emphasize skill development and practices and how they benefit my child over winning. I will also deemphasize games and competition in the lower age groups.
- I will promote the well-being of all players ahead of any personal desire I may have for my child to win.
- I will respect the officials (umpires) and their authority during games and will never question, discuss, or confront coaches or umpires at the game field, and will take time to speak with coaches and/or umpires at an agreed upon time and place.
- I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.
- After each game, both teams must clean up trash in their respective dugouts and around stands