

NICEVILLE-VALPARAISO
LITTLE LEAGUE BASEBALL
LOCAL RULES
2003 SEASON

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SECTION I. INTRODUCTION

Niceville-Valparaiso Little League Baseball, Inc. (NVLLB) is a non-profit organization whose sole purpose is to provide all children between the ages of five and sixteen years old an opportunity to participate in Little League Baseball. NVLLB is a program of service to youth. It is geared to provide an outlet of healthful activity and training under good leadership in the atmosphere of wholesome community participation.

NVLLB is chartered by Little League Baseball (LLB) Incorporated under whose auspices NVLLB has derived its operating procedures and regulations. The structure of NVLLB is detailed in the *Niceville-Valparaiso Little League Baseball Constitution*. The purpose of these "Local Rules" is to augment those procedures and regulations contained in the *Little League Baseball Operating Manual* and *Little League Baseball Official Regulations and Playing Rules*. Copies of these publications are available directly from LLB, Inc.

SECTION II. LEAGUES

LLB Rule II (g) limits a league's boundaries from which to draw its players to an area which includes not more than 20,000 population. Because NVLLB exceeds this standard, LLB, Inc. has directed NVLLB to split its teams into two separately chartered leagues. NVLLB has chosen, with LLB, Inc.'s approval, to make this division based upon a COMMON-POOL DRAFT with an American and National league division. This split is effective across all levels of play. NVLLB has chartered the American League to consist of players who were chosen by the draft to be on an American League managers' team and a separate charter for the National League for those players drafted by National League managers. The rules apply equally to the American League and the National League and to each of their divisions as described herein.

SECTION III. GENERAL RULES

A. *Conduct.*

1. Managers and coaches are responsible for the safety and behavior of their players on and around the field (including practice).
2. Prohibited behavior by managers, coaches, parents or spectators on or around practice or game fields:
 - a. Use of profane, foul, and/or abusive language
 - b. Consumption of alcoholic beverages, and
 - c. Being under the influence of alcohol.

Violators will be asked to leave the area immediately by the park ranger, player agent, or umpire in charge. Repeat offenders may be barred from further participation, including as a spectator, in youth baseball activities.

3. Smoking or chewing tobacco will not be allowed on playing or practice fields, dugouts, and spectator or concession areas.
4. Equipment abuse, such as throwing helmets, hitting or throwing bats against fences, etc., will not be allowed at any time.
5. Any manager, coach or player ejected from a game:
 - a. Must leave the FACILITY immediately (LLB Rule 4.07) and not return until notified by his/her player agent;
 - b. Is automatically suspended for his/her team's next physically played game.
 - c. Must meet with league's player agent who shall investigate the incident and present the facts along with his/her recommendations to the Board of Directors or a duly appointed committee of the Board of Directors; and
 - d. Must then meet with the Board of Directors or a duly appointed committee of the Board of Directors who shall review the facts of the incident and, if necessary, recommend any additional punishment.

NOTE: Repeated incidents shall not be tolerated and are adequate justification for permanent suspension from the league.

B. *Complaints.*

Managers, coaches and parents should first consult the league's player agent before taking complaints to the Board of Directors or individual board members.

C. *Managers / Coaches.*

In accordance with Regulation 1(b) of the *LLB Official Regulations and Playing Rules*, no person can manage, coach, or umpire without the President appointing and the Board approving that appointment. The selection process for managers and coaches is outlined in the NVLLB Constitution.

The President and the Board need not give reason to a person if he or she is not appointed or approved as a manager, coach, or umpire for the coming season. Managers will be assigned to either the American or National league on a draw basis prior to the draft. Managers returning to their Major League teams are not subject to the random draw.

D. *Attire.*

Dress will be in accordance with LLB Rule 1.11 and only players' last names, as listed on registration cards, and sponsors will be allowed on uniforms. Batting/catcher's helmets shall not be painted, nor contain any stickers unless approved by the manufacturer.

E. *Senior League Composition.*

Players will be drafted from the eligible group of fifteen to sixteen-year olds.

F. *Junior League Composition.*

Players will be drafted from the eligible group of thirteen to fourteen-year olds.

G. *Major League Composition.*

Players will be drafted from the eligible group of **ten to twelve**-year olds.

Based on rating by managers during tryout, **eleven and twelve**-year old players lacking sufficient maturity and/or skill where his/her participation in the "Majors" constitutes a heightened physical danger to himself/herself shall be assigned to "Minor A" by the league's player agent after player agent consults with the managers, notifies players' parent, presents player's case to the Board of Directors, and receives Board of Directors' approval.

Based on rating by managers during tryout, **ten**-year old players possessing extraordinary maturity and skill shall be eligible for participation in the "Majors" after the league's player agent consults with the managers, notifies players' parent, presents player's case to the Board of Directors, and receives Board of Directors' approval.

H. *Minor League Composition.*

1. Minor League player-pitch (Minor A)

Players will be drafted from the eligible group of **eight to twelve**-year olds.

Based on rating by managers during tryout, **nine and ten**-year old players lacking sufficient maturity and/or skill where his/her participation in the "Minor A" constitutes a heightened physical danger to himself/herself shall be assigned to "Minor B" by the league's player agent after player agent consults with the managers, notifies players' parent, presents player's case to the Board of Directors, and receives Board of Directors' approval.

Based on rating by managers during tryout, **eight**-year old players possessing extraordinary maturity and skill shall be eligible for participation in the "Minor A" after the league's player agent consults with the managers, notifies players' parent, presents player's case to the Board of Directors, and receives Board of Directors' approval.

2. Minor League machine-pitch (Minor B)

Players will be drafted from the eligible group of **seven to ten**-year olds.

Based on rating by managers during tryout, **seven and eight**-year old players lacking sufficient maturity and/or skill where his/her participation in the 'Minor B' constitutes a heightened physical danger to himself/herself shall be assigned to 'Minor C' by the league's player agent after player agent consults with the managers, notifies players' parent, presents player's case to the Board of Directors, and receives Board of Directors' approval.

3. Minor League coach-pitch (Minor C)

Players shall be selected from the eligible group of **six to eight**-year olds.

Six year olds are only eligible to play coach-pitch if they have participated in Tee-Ball for one year.

I. Tee-Ball Composition

Players shall be selected from the eligible group of **five to six**-year olds.

J. Playing Time (Majors and Minors).

Playing time shall be in compliance with LLB regulation IV(I). A game terminated early does not constitute an exception to this rule. Players removed by the manager for disciplinary reasons or ejected from a game by an umpire for unsportsman like conduct do constitute an exception to this rule.

K. Run Rule.

As allowed by LLB Rule 4.10 (e), NVLLB will exercise the option to implement the 10 run rule after four innings or three and one-half innings if the home team is ahead.

L. Time Limit.

1. **Majors and Minor A/B:** Games shall be no more than 6 innings. No new inning shall begin after 10:00pm.
 - a. **If there is a subsequent game:** No new inning shall begin after 1 hour and 45 minutes from the scheduled start time. If the game is tied and the time has expired, no additional inning will be played. [CHARTER WAIVER]
 - b. **If the last game of the day:** No new inning shall begin after 1 hour and 45 minutes from the official game start. Ties will proceed 1 extra inning before 10:00pm. [CHARTER WAIVER]
2. **Minor-C:** Games shall be no more than 4 innings. No new inning shall begin after 9:00pm and no new inning shall begin after 1 hour and 20 minutes from the official game start. Tie games are allowed. [CHARTER WAIVER]
3. **Tee-Ball:** Games shall be no more than 3 innings. No new inning shall begin after 9:00pm and no new inning shall begin after 1 hour and 20 minutes from the official game start. Tie games are allowed. [CHARTER WAIVER]
4. **Junior and Senior League:** No new inning shall begin after 10:00pm and no new inning shall begin after 2 hours and 10 minutes from the official game start.

M. Field of Play

If the field is equipped with a double first base, the defensive player must use the base in fair territory. When overrunning first base, the runner must use the base in foul territory. Failure to do so will result in the runner being called out if a collision occurs.

SECTION IV. MINOR LEAGUE RULES

A. *Minor League (all)*

1. Teams will play with ten players on the field. If a team is unable to field ten players, they may play with nine players. [CHARTER WAIVER]
2. The defensive team will have four outfielders all playing at outfield depth. No "short fielder" or extra infielder will be allowed. [CHARTER WAIVER]
3. The batting team will be retired when they have accumulated three outs or five runs, whichever comes first. Minor A only - No new inning shall begin if a team cannot score enough runs to make up the score differential in their remaining at bats. If the home team is mathematically eliminated in this manner, the home team shall bat in its half of the inning. [CHARTER WAIVER]
4. Minor B/C only: A continuous batting order (LLB Rule 4.04) will be used that includes all players on the team roster present for the game batting in order. Each player is required to bat in his/her respective spot in the batting order. A player may be entered and/or re-entered defensively into the game anytime provided he/she meets the mandatory play requirements set forth in LLB Regulation IV (i).

B. *Minor League machine-pitch (Minor B)*

Minor B will utilize the *Florida District One Machine Pitch Rules*, which are used for the Florida District 1 Special Games Tournament for 8-yr olds. These rules are listed below for reference. (Clarifications for NVLL are noted in parentheses.)

1. These rules were approved for play by the presidents of Florida District One on October 28th, 2001 and by Little League Headquarters on January 11th, 2002. These rules are to be used in conjunction with the Little League RuleBook.
2. PLACEMENT OF THE MACHINE:
 - a. Games will be played with a pitching machine placed at 46 feet from the plate.
 - b. A four-foot radius circle (The Safety Circle) will be drawn around the center of the pitching mound. This is to mark off a safety area around the pitching mound and machine, which fielders may not enter.
3. If a batted ball hits the pitching machine or the coach feeding the machine, it is a no pitch. However, if the batted ball hits the power cord, the ball is still in play. (If using a power box within the safety circle, the power box, cord, and all associated equipment are considered part of the machine.)
4. The "player pitcher" on the team in the field does not pitch; he is a fielder only. He must begin each pitch at a distance from the plate even with the pitching machine with one foot touching the safety circle and the other foot outside of the circle. (For safety reasons, he cannot leave this position, even on an attempted bunt, until the ball exits the pitching machine.)
5. For safety reasons, no fielder shall be closer than 30 feet away from the batters' box until the ball crosses the plate.
6. If any player crosses the safety circle during play or deflects or throws a live ball into the circle, the umpire will halt play and award the runner(s) the next base to which the base runner was headed. Entering the safety circle includes stepping into, falling into, and/or placing any part of the player inside the circle. (Additional bases may be awarded, per the umpire's judgment, for extra-base hits or intentional safety circle violations.)
7. ADJUSTMENT OF MACHINE:
 - a. The managers and player agent will agree upon the pitching machine's speed before the beginning of the season. The setting may be changed during the season with the approval of all managers and the player agent.
 - b. The machine will be set at 52% with the variable speed switch for tournament play.
 - c. The machine may be adjusted for accuracy at the beginning of a team's at bat half inning before the 1st batter.

- d. The machine may be adjusted for accuracy during the game at the umpires' discretion.
8. **ADULT PLACEMENT:**
 - a. When a team is batting, two adult base coaches are permitted. One adult coach will be in the dugout at all times to maintain order. The base coaches must stay in the coaches' boxes at all times during play.
 - b. An adult coach/manager from the defensive team will pitch to the offensive team's batters by feeding the balls into the pitching machine from within the safety circle.
 - c. The adult feeding the machine must remain within the safety circle at all times during play.
 - d. The adult feeding the machine will not coach in any manner during this half of the inning.
 - e. If, in the umpire's judgment, any action by the adult pitcher interferes with a play in progress, the umpire will declare a "dead ball", and will take such action, as the umpire deems appropriate to the situation.
 9. Teams will play with 10 players on the field. If a team cannot field ten players, they may play with nine players.
 10. The defensive team will have four outfielders all playing at outfield depth. No "short fielder" or extra fielder will be allowed.
 11. The batting team will be retired when they have accumulated three outs or five runs, whichever comes first.
 12. Each batter will receive four pitches or three strikes to get a hit.
 - a. There will be no called balls or walks. If it is obvious, to the umpire, that a ball cannot be hit, the umpire will call "no pitch" and award the batter an additional pitch. A "no pitch" is a dead ball situation.
 - b. There will be no called strikes. However, missed swings and foul balls count as strikes just as in Little League baseball. Foul balls on the third strike or the fourth pitch do not count against the batter, just as in Little League baseball. Also like regular Little League baseball, if a third strike or fourth pitch is bunted foul, the batter is out.
 13. **STEALING:** Is not allowed in Little League Baseball. (Runners may not advance unless the ball is hit.)
 14. **INFIELD FLY RULE:** Will not apply.
 15. **BUNTING:** Will be allowed during the entire season.
 16. Halting play will be in accordance with Little League Rules.

C. *Minor League coach-pitch (Minor C)*

1. An adult manager or coach from the batting team will pitch overhand from the designated pitcher's area. Runners may not advance unless the ball is hit.
2. Bunting will not be allowed during the entire season. An intentional bunt will be considered a strikeout.
3. When a team is batting, two adult coaches and the adult pitcher are permitted on the field. The coaches must remain in the coaching boxes at all times during play. The adult pitcher must remain at the pitcher's position and may not directly or indirectly coach runners. He is allowed to coach batters from his pitcher's position. If, in the umpire's judgment, any action by the adult pitcher interferes with a play in progress, the umpire will declare "dead ball," and declare the batter and/or appropriate runner(s) out, as he deems appropriate to the situation. Only exception to the rule is for matters of safety.
4. Each batter will receive up to five pitches to get a hit.
 - a. There will be no called balls or walks. The batter is not awarded first base for being struck by a pitch.
 - b. There will be no called strikes or strikeouts. Foul balls on the last pitch do not count against the batter, just as in regular baseball.

- c. The last pitch must be hittable. The umpire can rule a “No Pitch”, and award the batter an additional pitch if he judges this pitch to be out of the strike zone.
- 5. If the batted ball hits the adult pitcher, the ball becomes dead, is ruled a “No Pitch”, and the batter is awarded an additional pitch. If, in the umpire’s judgment, the adult pitcher intentionally interfered with the play, the batter is out and no runners advance. Incidental contact between the player pitcher and adult pitcher shall not be deemed interference.
- 6. The “pitcher” on the team in the field does not pitch. He is a fielder only. He must begin each pitch at a distance from the plate even with the adult pitcher. For safety reasons, he cannot leave this position until the ball is pitched.
- 7. For safety reasons, no infielder may play closer than 30 feet away from the batter.
- 8. The infield fly rule will not apply.

SECTION V. TEE-BALL LEAGUE RULES

A. General

Operated in the minor league system as a division of the Little League organization, Little League Tee-Ball for baseball is a program developed primarily for young players and those just learning fundamentals. Rather than using a pitched ball Tee-Ball utilizes an adjustable batting stand or “tee” from which the ball is hit. NVLLB will follow LLB rules, as clarified below, for Tee-Ball.

B. Rules for the Game.

- 1. Every player on a team’s roster will play defensively and have at least one time at bat each inning (except for disciplinary reasons). See below for more than one at bat per inning.
- 2. A base runner may advance only when the batter hits the ball.
 - a. Stealing is prohibited.
 - b. Bunting is prohibited. An intentional bunt will be considered a strikeout.
 - c. The infield fly rule will not apply.
- 3. Except in the case of the last batter, play ceases when any of the following occur:
 - a. All runners have been stopped from advancing through normal baseball rules.
 - b. The ball has been returned to the plate (either the coach or catcher has possession), at which time the ball is ruled dead.
 - c. When the ball is ruled dead, runners who have advanced further than halfway to the next base will be awarded that base. Otherwise, runners will be returned to the previous base.
- 4. In the case of the last batter, play ceases if the batter fails to safely reach first base or when the lead runner has been stopped from advancing.
 - a. If the last batter fails to safely reach first base, no runs may score.
 - b. In the case of the last batter, once a base is tagged, no runner may advance past that base. Runners that have advanced beyond that base may continue to advance until they are tagged out or a base ahead of them is tagged.

5. When a team is batting, two adult base coaches are permitted. They must remain in the coaching box at all times during play.
6. Two defensive coaches are permitted on the field, positioned in the outfield foul territory and must remain at least ten feet from the offensive coaching box at all times.
7. A team will have a maximum of five infielders (not counting the catcher and pitcher). All other defensive players must be positioned on the outfield grass.
8. Batting. If the teams do not have an equal number of players at the beginning of the game, the following batting rules apply:
 - a. If one team has thirteen players and the other has eleven players:
 - (1) In the first inning, the first and second batters will bat twice. The batting order for the first inning is 1-11, 1, 2.
 - (2) The second inning the third and fourth batters will bat twice. The batting order is 1-11, 3, 4. Similarly, in the third inning the fifth and sixth batters will bat twice.
 - b. If one team has thirteen players and the other has twelve:
 - (1) In the first inning, the first batter will bat twice. The batting order for the first inning is 1-12, 1.
 - (2) The second inning the second batter will bat twice. The batting order is 1-12, 2. Similarly, in the third inning the third batter will bat twice.
9. The adult manager or coach of the batting team that places the ball on the tee shall remain in foul territory and is subject to offensive interference rules.

SECTION VI. TRYOUTS, THE DRAFT, TEAM ASSIGNMENTS AND FILLING VACANCIES.

A. Tryouts.

Tryouts will be conducted in accordance with the *LLB Operating Manual*.

B. The Draft.

Per the recommendation of LLB to ensure the equitable distribution of players among league teams, NVLLB will use a common-pool draft method with American and National League divisions. NVLLB's draft shall be in compliance with the Little League Draft Selection System as detailed in the *LLB Operating Manual* and LLB's common-pool draft method procedure.

C. Team Assignments.

After the Major and Minor League drafts are completed, players will be assigned to Minor C and Tee-Ball teams based on age of five and six-year olds and tryout ratings of seven and eight-year olds. Every effort will be made to divide age, talent, and experience equally across each division. Siblings will be placed on the same team if selected to same league.

D. Filling Vacancies

NVLLB will exercise its option to prohibit the filling of team vacancies from lower leagues during the last two weeks of the regular season and playoffs. Player replacements shall be in accordance with *LLB Operating Manual*.

SECTION VII. THE SEASON AND PLAYOFFS (Major and Minor).

A. *Length of Season.*

The season will be played over approximately eight weeks with each team playing approximately twice a week. Game facility saturation may occasionally result in only a single game being played in a week. Every attempt will be made to schedule an equal number of games for each team within its division as well as outside its division. NVLLB will attempt to not schedule games during spring break due to high player absenteeism. Rained-out games will be rescheduled subject to field availability.

B. *Division Championship.*

The Division Championships consist of two double elimination tournaments held concurrently. The American League teams play to determine the American League Championship and the National League teams play to determine the National League Championship. The Division Championships will be played following the regular season, leading up to the League Championship. The length of the playoff will be a function of the number of teams in that particular division.

C. *League Championships.*

The Division Champions will then play for the League Championship in a single elimination game to be played the day of closing ceremonies. [SPECIAL GAMES REQUEST]

D. *Division and League Championship Rules.*

Regular season rules shall be followed, including pitching. However, no game shall end in a tie and there shall be no time limit on the games, other than the established curfews. Home team will be determined by a coin toss just prior to the game. The home team shall occupy the third base dugout.

SECTION VII. ALL-STAR TEAMS

A. *All-Star Player Selection.*

1. Approximately two weeks before the end of the season, league's player agent shall call separate meetings of all managers in the Senior, Junior, Major, Minor A, and Minor B leagues to select the first 10 positions on each of the all-star teams. Any ten-year olds selected to play in the Major League will automatically be nominated for their respective all-star team and shall be represented by their player agent and/or manager at the respective all-star selection vote. Similarly, any eight-year old selected to play in the Minor A League will automatically be nominated for their respective all-star team.
2. Each manager will provide a list (verbal or written) of nominees to the league player agent at or before the meeting. This list may include players from other teams. These nominations will include any comments the manager feels are relevant. From the compiled list of all managers' nominations, each manager will be asked to rank order the first 15 players where the first pick is listed as (1) and the fifteenth pick is listed as (15).
3. Each manager's list of all -star nominations will be evaluated in the following manner:
 - a. Each nominated player's name will be placed on a chart with his or her ranking listed to the right under the name of the evaluating manager.
 - b. Any player not ranked in the top fifteen by an evaluating manager shall receive a ranking of 25 from that manager.
 - c. Each player's rating will be computed by discarding the highest and lowest managers' ratings, adding the remaining ratings. This rating will be used to rank-order the players.
4. When all players are rank-ordered, the first 10 players will be named to the all-star team.
5. The manager of the all-star team must fill the remaining 2-4 positions on the team from the list of eligible players in that age group.

6. Nominations can be made from managers of either division (American or National League), but voting must be done separately. .NOTE: Due to the fewer number of teams in Junior and Senior Leagues, a single American/National team will be selected for these Divisions. [INTERLEAGUE PLAY REQUEST]

B. All-Star Manager and Coaches Selection.

After the all-star player selections, the league's player agent shall provide voting ballots to the managers to nominate and select all-star managers. Nominations can be made from managers of either division (American or National League), but voting must be done separately. Selection will be for the manager of each of American and National League twelve- and eleven-year old all-star teams and the manager of each of American and National League ten- and nine-year old all-star teams. The selected manager of a team will recommend selections for his/her two coaches.

The Board of Directors must approve all managers and coaches selected for all-star teams. The Board of Directors will review selections, make any alterations deemed necessary, and approve the final selections for all-star managers and coaches based on a simple majority vote of the Board of Directors.

C. Other "Special Tournament" Teams.

The players, managers and coaches of any other Little League Baseball approved "Special Tournament" teams shall be nominated and selected in the same manner as described in **A** and **B** above. [D.A. SPECIAL GAMES REQUEST]