



# 2024 RULES & PROCEDURES

UPDATED & BLL BOARD APPROVED - December 2023

The following rules and procedures are adopted by the Board of Directors of Benicia Little League to supplement the official regulations, playing rules, and policies issued by Little League Baseball. Managers and coaches are responsible for knowing and complying with these rules and procedures, as well as those in the Little League rulebook.

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## 1. MANAGER AND COACH EXPECTATIONS

- A. Managers and coaches shall provide a safe environment for all players and shall display good sportsmanship and respect at all times.
- B. Managers and coaches shall demonstrate respect for the game, all players, umpires, and officials.
- C. Managers shall maintain open communications with his/her player's parents.
- D. Managers and coaches shall continue to develop their knowledge of the game and shall utilize positive techniques for communicating that knowledge to the players.
- E. Managers and coaches must pass their background check prior to any team activities, practices, or games.
- F. Managers are responsible for confirming that all parent volunteers, including coaches, have passed their background check before assisting with the team during activities, practices, or games.
- G. Managers and coaches are responsible for the conduct of all players and fans at all times during games and practices, and are expected to assist umpires and League officials with disruptive fans when needed.
- H. Ejected managers or coaches will retreat out of sight and sound - to be determined by the umpire and League official's discretion - and cannot participate in the remainder of that game, including post-game activities on the field. Any equipment and belongings to the person ejected must be left behind and will be retrieved by the remaining team and delivered to the ejected person at the out of sight and sound location.
- I. An ejection of a player, coach, or manager will result in a mandatory suspension of at least an additional one (1) game following the ejection. The duration of the suspension will depend on the subject and severity for the ejection and the player's/manager's/coach's conduct following the ejection. The Board of Directors Disciplinary Committee will review the ejection and establish the suspension duration.
- J. Ejection of a manager, coach, or player for a second time in one season shall result in forfeiture of manager/coach's appointment and removal of the player for the remainder of the season.
- K. A manager who allows a player to exceed the pitch count rules outlined by Little League will receive the following penalties: first infraction will result in a written warning from the Board of Directors, 2<sup>nd</sup> infraction will result in a one game suspension and 3<sup>rd</sup> infraction will result in suspension for the remainder of the year.
- L. No smoking, vaping or use of smokeless or electronic tobacco products is allowed during *any* Little League activities. Violation will receive the following penalties: 1<sup>st</sup> infraction will result in a written warning from the Board of Directors, 2<sup>nd</sup> infraction will result in a one game suspension and 3<sup>rd</sup> infraction will result in suspension for the remainder of the year.
- M. Managers and coaches must notify the BLL Safety Officer of any player injured during practice or games within 24 hours of the occurrence. A manager who fails to

notify BLL Safety Officer within 24 hours will receive the following penalties: first infraction will result in a written warning from the Board of Directors, 2<sup>nd</sup> infraction will result in a one game suspension and 3<sup>rd</sup> infraction will result in suspension for the remainder of the year.

- N. Managers must follow the rules governing notification to the Board of injured, lost, or absent players and the procedures and timelines related to the player replacement or call-up process as set forth in sections 5 and 6 below.

## **2. MANAGER AND COACH SELECTION**

- A. Managers and coaches are appointed by the League President and approved by the Board of Directors on a year-to-year basis.
- B. The Coaching Committee will consider the following factors when selecting managers and coaches for appointment and Board approval:
  - 1. Result of Little League Child Protection Program background check,
  - 2. Results of Coaching Committee interview,
  - 3. Results of previous year's coach evaluations, if available,
  - 4. Recent experience as a manager and/or coach, including the division(s) coached in,
  - 5. Disciplinary actions and complaints from Umpires,
  - 6. Prior participation in League coaching clinics,
  - 7. History of field maintenance before and after games,
  - 8. History of providing scorekeepers, pitch counters, and snack shack volunteers,
  - 9. Participation in and commitment to the overall operations of the League, and
  - 10. Any other relevant factor affecting the applicant's ability to lead a team.
- C. Managers and coaches must submit a Little League Volunteer Form to facilitate the required background check.
- D. Majors and Minors Managers will be selected by a date to be determined by the Board.
- E. Managers must have their volunteer form submitted to the Board before they will be issued an equipment bag.
- F. Each team shall have one (1) manager and two (2) coaches recognized by the League unless specified below.

### Majors Division

- 1. Manager and prospective coach applicants must have their coaching application and background check submitted to the League before the date managers are selected.
- 2. Major Division coaches are not to be appointed or approved until after the Major Division draft.

3. Managers must submit the names of requested coaches to the President for appointment by the President and approval by the Board of Directors.

#### Minor Division

1. Manager and prospective protected coach applicants must have their coaching application submitted to the League by a date to be determined by the Board.
2. Minor Division managers may protect one (1) coach, subject to Board approval, prior to the draft, but following the Majors draft to avoid redshirting of Majors division-eligible players.
3. Managers must submit the name of the requested protected coach to the President for appointment by the President and approval by the Board of Directors by a date to be determined by the Board.
4. Following the Minor draft, managers must submit the name of their second requested coach to the President for appointment by the President and approval by the Board of Directors.

#### Farm and Tee Ball Divisions

1. Manager and coach applicants should have their coaching applications submitted to the Board by a date to be determined by the Board.
2. A Manager may submit a request for two (2) coaches to the Player Agent by a date to be determined by the Player Agent. The Player Agent will attempt to make every effort to honor such requests but cannot guarantee that they will be honored.

### 3. PLAYER EVALUATIONS

- A. All players in the league aged 9 through 12 are required to attend one of the evaluation sessions to be placed in the draft pool for the Spring Season and to be eligible for District All-Star team consideration.
  1. **9 year-olds are not eligible to play in the Farm division without prior Board Approval so they must attend evaluations to be eligible to play.**
  2. **12 year-olds are not eligible to play in the Minor division without prior Board Approval AND District 53 approval so they must attend evaluations to be eligible to play.**
- B. Players returning to the Majors division must participate in evaluations.
- C. No player will be allowed to participate in player evaluations or be a part of the draft pool without completing registration and payment has been received by the Benicia Little League.
- D. Evaluations will be held at the conclusion of registration but before the player draft for each division at a location to be pre-determined by the Board and will be broken up by age group; 9, 10, 11 and 12 year old's. Make up player evaluations, as needed, may be scheduled at the discretion of the Board.
- E. Format is:

- Players are announced by registered bib number
  - 3 fly balls to the outfield and throws to 2nd base
  - 3 ground balls to shortstop and throws to 1st base
  - 5 pitches or 3 hits from pitcher or pitching machine
  - Batter runs from home to 1st following the final pitch (depending on field conditions)
  - 5 pitches from a distance of 46-feet to catcher or net (optional, at player's discretion).
- F. Managers are responsible for rating players.
- G. No managers or coaches are allowed on the field, in the dugouts, or in the score booths during player evaluations.
- H. Managers' children are exempt from evaluation requirements, including the All-Star requirement. However, they may participate to gain the experience of player evaluations.

#### 4. DRAFT AND TRADES

- A. Based on the recommendation of the Player Agent and President, and upon approval from the Board of Directors, a registered player at the time of the player evaluations that did not attend the player evaluations may be placed into a draft pool.
- B. A draft for the Majors and Minor divisions will be held separately at a date, time, and location to be determined.
- C. Managers will be issued a complete draft list of eligible players by age for their division before draft night.
- D. Managers will be informed of the minimum and maximum number of players of a specific age group allowed on each team prior to the draft.
- E. Each team is allowed 1 minute per draft selection.
- F. Team rosters will be distributed the night of the draft. Do not contact players until you are issued a team roster from the League and have been given permission by the Player Agent.
- G. The results of the draft are confidential. The draft selection process (i.e. what round a player was selected, trades, etc.) should not be communicated to *anyone* after the draft is complete.
- H. Trades are permitted, but must be made (1) while at the draft, (2) through the Player Agent, and (3) with the approval of the Board of Directors. Direct contact with the players in question, or their parents, is strictly forbidden unless authorized by the Player Agent.
- I. Trades for draft picks are forbidden.
- J. Only the manager and Board members will attend the draft.
- K. Cell phones and other communication devices are not permitted during the draft.

## **MAJORS DIVISION**

### 1) Draft Order

- a. All managers will draw a number to select the following:
  - i. Rosters: ascending order from 1 to the highest number,
  - ii. Team Names: descending order from the highest number to 1,
  - iii. Practice Slots: descending order from the highest number to 1.

### 2) Minimums and Maximums

- a. The Majors division is open to all registered players age 10, 11, and 12.
- b. All 12 year-olds must be drafted in the Majors division.
- c. No roster may have more than 7 players of the same age unless the number of 12-year-old players in the draft necessitates more than 7 12-year-olds on a team.
- d. The minimum and maximum number of players of each age allowed per team will be determined by the Board prior to the draft after assessing the number of players registered, the number of teams per division, and fairness to players of all ages.
- e. The Board will determine how many 10 year-olds, if any, will be allowed on each Majors team prior to the draft.
- f. After each round the Player Agent will review the draft results to ensure compliance with player per age distribution rules as outlined above.

### 3) Draft Plan

- a. Managers draft in order drawn and the draft proceeds “serpentine style”.

### 4) Brother / Sister Option:

- a. If the Manager drafts a player and then wants to exercise the “Brother/Sister” option, this option must be exercised in the **next round** or their option is lost and the player is open to be drafted by other teams. If the Manager does not have a pick in the next round, the option is lost.

### 5) New managers’ children are drafted in the specific round as follows:

- 12 year old = by round 3
- 11 year old = by round 4
- 10 year old = by round 5

Where 2 players are of the same age, one player moves up one round. Example: a new manager has two (2) sons both age 11. They would be drafted in rounds 3 and 4 not rounds 4 and 5.

## **MINOR DIVISION**

- 1) Draft Order
  - a. All managers will draw a number to select the following:
    - i. Players: ascending order from 1 to highest number, then serpentine,
    - ii. Team Names: descending order from the highest number to 1,
    - iii. Practice Slots: descending order from the highest number to 1.
  
- 2) Minimums and Maximums
  - a. The Minor division is open to all players age 9, 10, and 11 who are not selected in the Majors draft.
  - b. All 11 year-olds not taken during the Majors draft must be drafted into the Minor division.
  - c. Prior to the draft, the Board will determine the minimum and maximum number of players of each age group a team may select.
  - d. After each round the Player Agent will review the draft results to ensure compliance with player per age distribution rules.
  
- 3) Draft Plan
  - a. Managers draft in order drawn and the draft proceeds “serpentine style”.
  
- 4) Brother / Sister Option:
  - a. If the manager drafts a player and wants to draft his/her brother/sister, this option must be exercised in the **next round** or their option is lost and the player is open to be drafted by other teams.
  
- 5) Manager’s and Coaches’ children are drafted in the specific round as follows depending on their age:
  - a. Minor:
    - 11 year old = round 3
    - 10 year old = round 4
    - 9/8 year old = round 5
  
  - b. Where 2 players are of the same age (brother/sister or manager and coaches’ children), one player moves up one round. Example: a new manager has two (2) sons both age 10. They would be drafted in rounds 3 and 4 not rounds 4 and 5.

## TEE BALL & FARM DIVISION

- 1) There is no draft in the Farm and Tee Ball divisions
- 2) Minimums and Maximums
  - a. The Farm division is open to all players aged 7 and 8, and 6 year olds who have been approved to play up. Approval to play up does not guarantee a player will be placed on a Farm team roster.
  - b. The Tee Ball division is open to all players aged 5 and 6.
- 3) Creation of Rosters
  - a. Children of the manager and pre-selected coaches will be assigned to the roster.
  - b. The Player Agent will attempt to honor friend and coach requests. Not all requests can be honored due to conflicting requests, roster size, and age distribution.
  - c. Remaining roster slots will be filled with the intent to balance the number of players in every age group.
- 4) Trades
  - a. Trades are not allowed absent a critical need and Player Agent approval.

## 5. PLAYER INJURIES AND ABSENT PLAYERS

- A. Managers and coaches must notify the BLL Safety Officer (SAFETY@BENICIALITTLELEAGUE.COM) of any player injured during practice or games within 24 hours of the occurrence.
- B. If the player is injured during BLL activities, an accident report must be completed by the manager and submitted to the Safety Officer.
- C. Managers and coaches must notify the Player Agent of a player who needs to be or may need to be replaced *immediately* after learning that the player needs to be replaced *or may need to be replaced*. If a player will not be able to play for 7 calendar days from the day of the first missed activity **they “may need to be replaced”**.
- D. Managers must also notify the Player Agent of any player who misses 7 consecutive days of play *for any reason* beginning with the first day of baseball activities missed and including any calendar days the player would not be able to participate.
- E. Failure of a manager to notify the Player Agent within 24 hours of an injury or 7 day absence may be subject to disciplinary action as determined by the Board of Directors up to and including suspension for the remainder of the season.
- F. Any player that has missed practice or games due to doctor’s orders must have a doctor’s release to return to practice or games.
- G. If a player suffers a concussion, the player must work with the Player Agent and Safety Officer to comply with League and State concussion requirements.



## 6. REPLACEMENT PLAYERS AND PLAYER CALL UP PROCEDURE

- A. Majors roster sizes must remain at 12 players. Roster vacancies will result in the addition of waitlist players or the call up procedure. Minor rosters may drop below 12 players if there are no available players on the waitlist. [as of 2021: LLI rule; Regulation III - The Teams; Section A/Note (“Significant Update”) reads: The number of players on a roster in a particular division shall not vary by more than one (1).]
- B. Age-based eligibility and age group minimums and maximums set prior to the draft must be maintained through the call up process unless a player is being added to a roster from the waitlist or there are no players available of the specific age being replaced.
- C. The priority for filling empty roster spots is as follows:
  - 1. Waitlist players- by age eligibility and requested division, then registration date, regardless of minimums and maximums.
  - 2. Player call-up- by age of player needing to be replaced and then adhering to minimums and maximums.
- D. Players may be called up to the Majors division from Minor division.
- E. The player will be removed from the roster and player replacement or the call up procedure will take place:
  - 1. If a player will miss the remainder of the season,
  - 2. The player has been absent for 7 days and does not intend to return to the team, *or*
  - 3. The Board determines there is a roster vacancy.
- F. The Board will determine there is a vacancy if a player will be unable to play or it is reasonably understood that a player will not be able to play in a game for 28 consecutive days or longer. That period begins with the date of the first missed game whether for injury or any other reason. The vacancy is declared at the end of the 28<sup>th</sup> day or prior to the 28<sup>th</sup> day if it is reasonably understood that the player will not be able to play within 28 days.
- G. Timelines for Replacement and Call Up:
  - 1. When a player will miss the remainder of the season:
    - a. Immediately replace from the waitlist, or if no players are available,
    - b. A player is called up within 7 days of the date the manager knew the player would be leaving.
  - 2. When a player has been absent 7 days and does not intend to return to the team:
    - a. Replace from the waitlist immediately upon learning they do not intend to return, or if no players are available,
    - b. A player is called up within 7 days of the date the manager knew the player would not be returning.
  - 3. When the Board determines there is a roster vacancy:
    - a. Replace from the waitlist immediately upon declaring a vacancy, or if no players are available,

- b. A player is called up within 7 days of the vacancy being declared, on the 29<sup>th</sup> day, or when it is reasonably understood that the player will be unable to play within 28 days, whichever is earlier.
4. When a Minor player is called up to the Majors division:
  - a. Immediately replace from the waitlist, or if no players are available,
  - b. A player is called up within 7 days of the date the team lost its player to the Majors division.

#### H. Call-Up Rules and Procedures

1. The Player Agent must authorize the manager to search for call up candidates.
  2. The manager must understand the call up timeline and give the Player Agent enough time to make the necessary notifications to players and families. Failure to do so could result in the Board selecting a replacement player to fill the roster vacancy.
  3. The manager may not talk to parents or players regarding his need to fill a roster spot or about specific players.
  4. The manager may scout games to assess players, but should do so discreetly.
  5. The manager provides the Player Agent a list of three candidates, in order of preference.
  6. The Player Agent notifies the parents of the selected player of the call up to a new division **but does not identify which team has a vacancy**.
  7. If a player refuses to accept the call up, they forfeit their eligibility to play in that division for the remainder of the year.
  8. At the discretion of the Player Agent, President, and Vice President, a player refusing to accept the call up will be transferred to the team who ultimately loses the player accepting the call up.
  9. Waitlist players refusing to accept a roster spot are removed from the waitlist
  10. Managers who interfere with this process, attempt to influence the outcome, or otherwise dissuade players or families from accepting call up invitations are subject to disciplinary action from the Board of Directors, up to and including suspension for the remainder of the season.
- I. Players lost after two weeks prior to the division's first playoff game may not be replaced unless the affected team now has 10 players or less on its roster.
- J. Players added to Majors rosters are titled to that team.
- K. Injured players removed from rosters who are medically cleared to play after the 28 day period but prior to two weeks before the division's first playoff game may choose to be added to the top of the waitlist, or sit out the remainder of the season.
- L. Majors players aged 10 and 11 who are dropped from a roster due to injury will revert back to that roster the following season.

## **7. PLAYER POOL**

- A. The League's Player Agent will create and run player pools for the Majors and Minor divisions for the regular season.
- B. Players or their families may send a request to the Player Agent to be added to the Player Pool. Players are placed on the list in the order they make the request.
- C. Upon request of the manager, the Player Agent will attempt to fill the needed roster slots.
- D. Managers may request no more than three (3) pool players for any one game.
- E. Manager must be down a minimum of 2 roster players to request a pool player.
- F. Pool players will be selected by the Player Agent, in order, from the list of pool players. The Player Agent will send invitations to three players at a time, in order, and assign the first player to respond to the invitation. That pool player then drops to the bottom of the list.
- G. Players who refuse to accept an invitation are dropped to the bottom of the list.
- H. Players who do not respond in time to accept the invitation keep their position on the list.
- I. Managers and/or coaches may not recruit pool players except through the Player Agent. Direct recruitment of a pool player will result in a forfeit of that game.
- J. Pool players that are called and show up at the game site must play at least nine (9) defensive outs for games that are four (4) innings or more and six (6) defensive outs for games that are three (3) innings in length. They may not be sent away if the team ultimately has enough players to play the game.
- K. Pool players must remain in the continuous batting order for the duration of the game.
- L. Pool players are ineligible to play pitcher or catcher.

## **8. SEASON SCHEDULE AND PLAYOFF FORMAT**

- A. The number of regular season games in each division will be determined by the Board.
- B. Final standings will be determined by regular season record, then head to head record, then runs allowed, then runs scored, then coin flip by the President.
- C. The decision to cancel a game due to weather, lack of players or any other reason can only be made by the President and/or Vice President.
- D. Games canceled due to weather should be rescheduled as soon as possible, time permitting.
- E. Only the President and Vice President can reschedule a game and/or evaluate a request for a game to be rescheduled.
- F. Incomplete games will be continued from the point in which games were called and must be completed before the same two teams meet for their next scheduled game. It is the responsibility of the home team to pick up the incomplete game score sheet from the location of the incomplete game and present it to the umpire and scorekeeper

prior to the game. If teams do not play again the President and Vice President will decide if and when the game will be completed.

- G. The Major and Minor divisions regular season will be followed by playoffs. The Playoff format for each division will be determined by the Board prior to opening day.
- H. Playoff games may not end in a tie. If a playoff game is tied after 6 innings, the game shall continue until a winner is decided and the home team has had an opportunity to bat in their half of the final inning. If the game has been suspended due to darkness, weather, or other safety considerations, play shall continue at the earliest possible opportunity as decided by the Board and shall resume from the exact point in which the game was suspended.
- I. If two playoff games are scheduled for the same site on the same date, there will be no time limit imposed on the first game.

### **Farm and Tee Ball Division**

- 1) No scores or standings are kept and all games are deemed “complete” regardless of the number of innings played.

## **9. FIELD PREPARATION AND MAINTENANCE AND IN-GAME VOLUNTEERS**

- A. Managers from both the home and visiting teams are responsible for field set-up, maintenance, and cleanup prior to and after their games.
- B. Where there are back to back games, there should be a volunteer from each of the 4 teams on that field assisting with field maintenance.
- C. Each team is required to arrive at least 30 to 60 minutes early to set-up the field, including:
  - 1. Watering and dragging the infield,
  - 2. Filling low spots in the batter’s boxes and pitcher’s mound,
  - 3. Chalking the batter’s boxes, foul lines, and coaches’ boxes,
  - 4. Cleaning up trash in the dugouts and stands.
- D. The manager of any team who consistently fails to participate in the preparation and maintenance process, may be subject to disciplinary action, up to and including revocation of right to manage or coach in this and subsequent seasons.
- E. The home team is responsible for the scorebook and the visiting team is responsible for the pitch count and scoreboard. Both teams are responsible for ensuring that the scorebook and scoreboard controller are picked up from the snack shack prior to the game and returned when the final game on that field has ended.
- F. The home team manager will send the final score and a picture of the score book sheets to the Vice President and Player Agent before the end of the date of the game.
- G. The home team manager will send a picture of the pitch count sheet to the Vice President and Player Agent before the end of the date of the game.

- H. Each home team will be required to supply one team volunteer to work in the snack shack during their game. If the home team does not provide a volunteer, the manager or one of the coaches will be required to fill the empty spot.
- I. After the last game on Saturday and all weeknight games, the home team manager on each field is responsible for assisting with closing the fields and walking the snack shack coordinator to their car.

## 10. GAME PROCEDURES

- A. Only rostered players and approved coaches and managers may be in the dugout or on the field of play during a game.
  - 1. A team parent or other approved volunteer may be in the dugout in the Farm and Tee Ball divisions.
- B. Only League approved volunteers may be on the field of play prior to or following a game.
- C. Players, coaches and managers may not leave the field of play once the game has begun without the umpire's approval.
- D. No food, including sunflower seeds, is allowed in the dugout or on the field of play.
- E. Game Start Time: Games must start at their scheduled start time unless the field is occupied by two teams playing their last inning.
  - 1. Teams may have a 10 minute grace period to prep fields, and finalize warm up preparations if teams are completing their last inning on or just prior to the scheduled start time.
  - 2. Teams are expected to complete all of their pre-game preparations before the scheduled start time regardless of field availability.
- F. For all weekend games, no new inning may begin after 1 hour and 45 minutes from the start of the game.
- G. Weeknight games in the Majors division can continue after 1 hour and 45 minutes and will play until finished unless the umpire calls the game for darkness or player safety. Minor division games cannot start a new inning during the pre- or regular season after 1 hour and 45 minutes. A new inning begins with the third out of the bottom half of an inning, not with the first pitch of the top half of the inning.
- H. In the event a regulation game is called by the umpire for darkness or safety, the score reverts back to the score at the end of the last full inning played.
- I. When the completion of six innings and the score is tied, the following tie-breaker will be played to determine a winning team:
  - 1. The seventh inning will be played as normal.
  - 2. Starting in the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base.  
EXAMPLE: If the number five batter is the lead-off batter, the number four

batter in the batting order will be placed on second base. An eligible substitute or special pinch runner may be inserted for the runner.

- J. The home team manager or scorekeeper is responsible for sending/emailing a picture of a clear and legible scoresheet and pitch count to VP\_LOWER@BENICIALITTLELEAGUE.COM before leaving the field.
- K. Farm division games are not to exceed 1 hour and 15 minutes.
- L. Tee Ball division games are limited to 1 hour.

### **Majors Division**

- 1) Managers will attend a plate meeting conducted by the umpire prior to every game to review ground rules and exchange lineups.
- 2) All players, coaches and managers shall shake hands with the umpires, opposing manager, opposing coaches, and players after each game.
- 3) The Majors division uses a continuous batting order. All players on the roster must bat in the same order throughout the game.
- 4) The 10 run rule will not be used during the regular season in the Majors Division.
- 5) Each player *must* play at least 2 complete games during the season. Managers are responsible for reporting the required 2 games to the Player Agent.
- 6) It is recommended that each player play at least 3 innings per game.
- 7) Playing Rule 6.02(c) requiring batters to keep one foot in the batter's box during their at bat is adopted by the League and will be in effect.
- 8) Playing Rule 9.01(d) regarding unsportsmanlike behavior and the optional rule application to include the stealing and relaying of signs to alert the batter of pitch selection or location as unsportsmanlike behavior is adopted by the League and will be in effect.

### MINIMUM PLAYING TIME - MAJORS DIVISION

Little League International (LLI) Rule: Each player has to play a minimum of six (6) consecutive outs in a defensive position and get at least one (1) at bat to make the game official.

Benicia Little League Policy: **Following rule above AND every player must play two (2) full games during the season.** A full game is where every player must start a game as one of the starting nine in the lineup and play every out and at bat for that game. This must happen *at least* twice in a season for every rostered player.

Application of the (LLI) rule, example (i.e. the "Marriage" rule): Every Majors team has twelve players. Nine players will be named starters and three will be substitutes (subs). The three subs will be "tied" or "married" to a starter in the lineup and cannot change starters within a game. Through the progression of the game and once the threshold of six (6) consecutive outs in a defensive position and get at least one (1) at bat has

happened with the starters, the subs can be rotated into the game. Once the subs have met the minimum playing time, the manager can rotate the subs out and reinsert the starters back into the game.

### **Minor Division**

- 1) Managers will attend a plate meeting conducted by the umpire prior to every game to review ground rules and exchange lineups.
- 2) All players, coaches and managers shall shake hands with the umpires, opposing manager, opposing coaches, and players after each game.
- 3) The Minor division uses a continuous batting order. All players on the roster must bat in the same order throughout the game.
- 4) Maximum of five (5) runs per inning. Play can continue until the ball is dead, but only 5 runs will count.
- 5) The five (5) run maximum rule does not apply to “open innings”. The umpire declares an “open inning”
  - a. Between the bottom of the 5<sup>th</sup> and the top of the 6<sup>th</sup> innings, or
  - b. When at their discretion and due to time and safety considerations they believe the last inning of the game is beginning.
  - c. If an open inning is not declared and it appears as though the game will not go to another inning, the umpire may not retroactively declare an opening inning.
- 6) Each team may only bat one time through the order per inning, regardless of the number of outs at the time. This does not apply to an “open” inning; when an “open” inning has been declared by the umpire, each team will continue to bat until three outs have been recorded.
- 7) Managers may use free defensive substitution. Any player can be substituted into the game at any time, except a pitcher, once replaced, may not reenter the game as a pitcher and pitcher and catcher substitution rules must be followed.
- 8) Minimum play rules are amended as follows:
  - a. Batting- everyone bats in continuous order.
  - b. Fielding- two (2) consecutive innings in a game of 5 innings or less and three (3) consecutive innings in a 6 inning game.
  - c. Each player *must* play at least 2 complete games during the season. Managers are responsible for reporting the required 2 games to the Player Agent.
- 9) Runners may not steal home. A runner may advance from 3<sup>rd</sup> base on a hit, sacrifice fly, bases loaded walk, passed ball, errant throw between fielders, or from an unclean exchange from the catcher to the pitcher.
- 10) Playing Rule 6.02(c) requiring batters to keep one foot in the batter’s box during their at bat is adopted by the League and will be in effect.
- 11) Playing Rule 9.01(d) regarding unsportsmanlike behavior and the optional rule application to include the stealing and relaying of signs to alert the batter of pitch selection or location as unsportsmanlike behavior is adopted by the League and will be in effect.

## **Farm Division**

- 1) Opposing managers shall meet at least 10 minutes prior to the first pitch to ensure rules and procedures are understood and followed.
- 2) All players, coaches and managers shall shake hands with the opposing manager, opposing coaches, and players after each game.
- 3) Each team must have a minimum of six (6) players to start the game.
- 4) The manager and coaches of the fielding team may stay on the field to position and instruct their players. They should make every effort to stay out of the way and may not assist their players in making the play.
- 5) The manager and coaches of the batting team are responsible for pitching, and providing a coach behind the plate to assist with positioning the batter and helping the flow of the game. A coach may act as base coach *if* there is a team parent or volunteer in the dugout at all times.
- 6) The manager and coaches for the team in the field will umpire the game.
- 7) The Farms Division shall use continuous batting order. All players on the roster must bat in the same order throughout the game.
- 8) All players will bat through their order in the first inning, no matter when the third out takes place. For all subsequent innings, the inning shall end when the defensive team makes three (3) outs or the offensive team completes their batting order one time during that inning.
- 9) The final batter of the inning shall not run all of the bases as a matter of course.
- 10) Each player shall not play the same defensive position or in the outfield for more than two (2) innings in a game.
- 11) Teams may place (10) players on defense as long as no player is left alone on the bench.
- 12) Coach Pitch (1<sup>st</sup> half of season)
  - a. The coach will pitch from one knee from a distance of approximately 35-40' (roughly where the infield grass meets the mound). The player in the pitcher position must keep at least one foot on the mound dirt, or in area equivalent to the mound dirt on skinned fields, even with or behind the rubber as designated by the coach until the ball is hit.
  - b. Batters are allowed five (5) pitches to hit a ball fair. A player gets additional pitches if and only if the 5<sup>th</sup> or subsequent pitches are hit foul. If a player fails to put the ball into play after his or her allotted pitches, they are out, but it will not constitute an out for the purposes of retiring the side of the inning.
  - c. The coach pitching will make every effort to avoid being hit with a batted ball, but any batted ball striking the coach will be a foul ball.
- 13) Kid Pitch (2<sup>nd</sup> half of season)
  - a. Kids will pitch from a distance of 36-feet.
  - b. All kid pitchers are limited to a maximum of 35 pitches per inning and a one inning maximum per game.



- c. Player continues pitching until the at bat is completed or until he/she throws 4 called balls.
  - d. Once 4 balls are called, the Coach comes in and the batter retains the same number of strikes. Coach will pitch a maximum of three pitches. If, after the third coach pitch the batter does not put the ball in play, the batter is out. A batter gets additional coach pitches if and only if the 3<sup>rd</sup> or subsequent pitches are hit foul.
  - e. A player will play the catcher position in full catcher's gear, including the use of a catchers mitt.
- 14) The date for when the 2<sup>nd</sup> half of the season begins is determined and announced by the Board prior to opening day.
  - 15) No walks will be issued in the Farms Division. A hit by pitch will constitute a ball.
  - 16) Stealing and bunting are not allowed.
  - 17) If a runner is less than halfway to the next base when a reasonable attempt has been made to return the ball to the pitcher or pitcher's mound area, the runner shall return to the prior base.
  - 18) There is a maximum of one base on an overthrow to any base, including home. The runner is allowed to take the base he/she is trying to attain and advance one base at his or her own risk. Encourage your players to be good base runners and don't abuse running by sending them at every opportunity (remember this is an instructional and development division, not a track meet).

### **Tee Ball Division**

- 1) Opposing managers shall meet at least 10 minutes prior to the first pitch to ensure rules and procedures are understood and followed.
- 2) All players, coaches and managers shall shake hands with the opposing manager, opposing coaches, and players after each game.
- 3) 1<sup>st</sup> Half of Season:
  - a. All batters shall bat from the tee.
- 4) 2<sup>nd</sup> Half of Season:
  - a. Managers have the option of pitching 1 to 3 pitches to their batter; if after the 3<sup>rd</sup> pitch the batter has not successfully hit the ball in fair territory, the batter may hit from the tee.
  - b. Batters may elect to remain only hitting from the tee.
- 5) The date for when the 2<sup>nd</sup> half of the season begins is determined and announced by the Board prior to opening day.
- 6) The Tee Ball Division shall use continuous batting order. The order in which the players bat should remain the same, however coaches may alternate which position in the order bats first each inning and follow the order from that point for that inning.
- 7) The first inning shall end when each offensive team bats through the entire batting order, one time during the inning.

- 8) Each subsequent half inning shall end when the defensive team records three outs or the batting team bats through the order, whichever occurs first.
- 9) If the defense makes an out, the player on offense shall be called out and return to the bench.
- 10) The Tee Ball Division shall play all players on defense. A maximum of six (6) defensive players are allowed in the infield (including pitchers and catchers) and the balance of the players play in the outfield.
- 11) Each player shall not play the same defensive position or in the outfield for more than two (2) innings in a game.
- 12) The pitcher must stay in the designated pitching circle until the ball is hit.
- 13) Stealing, sliding and bunting are NOT allowed.
- 14) If a runner is less than halfway to the next base when a reasonable attempt has been made to return the ball to the pitcher or pitcher's mound area, the runner shall return to the prior base.
- 15) There is a maximum of one base on an overthrow to any base, including home. The runner is allowed to take the base he/she is trying to attain and advance one base at his or her own risk. Encourage your players to be good base runners and don't abuse running by sending them at every opportunity (remember this is an instructional and development division, not a track meet).
- 16) The final batter of the inning shall not run all of the bases as a matter of course. The inning ends when the batter can no longer advance a base according to rules 12 and 13.

## **11. ALL STAR MANAGER AND COACH SELECTION**

- A. It is the intent of the Benicia Little League to field an 11/12 year old team (12's), a 10/11 year old team (11's), and a 9/10 year old team (10's).
- B. Those interested in managing or coaching one of the District All Star teams must submit an application by the date set by the Board.
- C. Pursuant to Little League Tournament Rules and Guidelines District All Star managers and coaches must:
  1. Have been a manager or coach in the Majors division during the regular season to manage or coach the "Little League" All-Star team (12's),
  2. Have been a manager or coach in the Majors or Minor division during the regular season to manage or coach the 11's or the 10's, or
  3. Be the League President, have written authorization from the District Administrator, and have been selected by the Board.
- D. The manager and coach applications are discussed and considered at an executive board meeting and the President creates their manager slate for majority approval by the Board.

- E. Once the team rosters are set, the selected all-star managers discuss possible coaches with the President and their names are presented to the Board for majority approval.
- F. The Board may seek out eligible managers and coaches who did not apply for the position if it determines a wider search is necessary for the good of the League.
- G. Factors to be discussed and considered when selecting managers and coaches include, but are not limited to:
  - 1. Respect for the Benicia Little League and the community,
  - 2. Ability to represent the Benicia Little League and the City of Benicia in an exemplary manner,
  - 3. Baseball coaching knowledge and experience,
  - 4. Demonstrated commitment to the development and well-being of the Benicia Little League and its players,
  - 5. Demonstrated ability to lead children and instill fundamentals of teamwork, good sportsmanship, discipline, and competition,
  - 6. Reputation in the League and community for fairness, sportsmanship, and leadership,
  - 7. Demonstrated ability to handle the administrative aspects of managing a team,
  - 8. Understanding of and ability to manage a team in tournament play,
  - 9. Commitment to the success of the Little League All Star team.
- H. The All Star Manager may inform them they will manage the team no earlier than the managers' meeting *after* the managers vote and discuss players.
- I. In-House All Star coaching staffs will be arranged by the Board with an eye toward rewarding deserving regular season managers and coaches that were not selected for District All Star positions.

## **12. ALL STAR PLAYER SELECTION**

- A. The All Star Pool
  - 1. The Player Agent, with the assistance of the President, Vice President, and other Board members as needed, will conduct a balloting process in the Majors and Minors divisions to establish a pool of players eligible to be selected for the District All Star teams.
  - 2. Each player, manager and coach can vote for up to 6 players but may not vote for themselves or their child.
  - 3. The Player Agent and the President compile and confirm vote totals.
  - 4. The top 6 players from each team are placed in the All Star Pool.
- B. Manager Votes

1. The Player Agent, with the assistance of the President, Vice President, and other Board members as needed provides an All Star Pool list to each Major and Minor manager.
2. Each manager may add one of their players to the pool if in their discretion a clearly deserving player was left out.
3. Each manager votes for the top 12 players in their division and may vote for their own players.
4. The Player Agent and the President compile and confirm vote totals.
5. This vote can take place at the managers' meeting or any other time prior to the managers' meeting.

### C. Managers' Meeting

#### **12's**

1. The managers' meeting is conducted by the President, Vice President, and Player Agent with all regular season Majors managers invited to attend.
2. The player pool, with manager additions, represents the eligible 12's All Star candidates.
3. The top 8 players, excluding players tied for the 8<sup>th</sup> spot, are revealed to the managers and placed on the team. For example, if there is a tie for the 8<sup>th</sup> and 9<sup>th</sup> spot, 7 players are placed in the roster, a tie for the 7<sup>th</sup> and 8<sup>th</sup> spot and 6 players are placed on the roster, a tie for the 6, 7<sup>th</sup>, and 8<sup>th</sup> spot and 5 players are placed on the roster.
4. The managers take turns discussing their players and answering any questions the other managers might have regarding those players. The discussion should include consideration of team needs and roles based on the known portion of the roster.
5. The 12 year old team is composed of the top players in the Majors division, regardless of age, but consideration should be given to 12 year olds good enough to compete and contribute to the team.
6. The managers are excused and the selected All Star Manager meets with the President, Vice President, and Player Agent to discuss the remainder of the roster.
7. The manager discusses their preferred roster size and possible players with the President, Vice President, and Player Agent and completes the roster pending Board approval.

#### **11's**

1. The players remaining in Majors division player pool after the 12's roster selection are eligible 11's All Star candidates.
2. Minor players are eligible for selection with approval of the President, Vice President, and Player Agent.
3. The selected All Star Manager meets with the President, Vice President, and Player Agent to discuss the remainder of the roster.

4. The manager discusses their preferred roster size and possible players with the President, Vice President, and Player Agent and completes the roster pending Board approval.

### **10's**

1. The managers' meeting is conducted by the President, Vice President, and Player Agent with all regular season Minor managers and affected Majors managers invited to attend.
2. The Minor player pool, with manager additions, represents the eligible 10's All Star candidates.
3. 10 year olds from the Majors division not selected to the 11's team are eligible for the 10's team.
4. The top 8 players, excluding players tied for the 8<sup>th</sup> spot, are revealed to the managers and placed on the team. For example, if there is a tie for the 8<sup>th</sup> and 9<sup>th</sup> spot, 7 players are placed in the roster, a tie for the 7<sup>th</sup> and 8<sup>th</sup> spot and 6 players are placed on the roster, a tie for the 6, 7<sup>th</sup>, and 8<sup>th</sup> spot and 5 players are placed on the roster.
5. The managers take turns discussing their players and answering any questions the other managers might have regarding those players. The discussion should include consideration of team needs and roles based on the known portion of the roster.
6. The 10 year old team is comprised of the top players in the Minor division, regardless of age, but consideration should be given to 10 year olds good enough to compete and contribute to the team.
7. *Strong* consideration should be given to 10 year old Majors players who did not make the 11's team.
8. The managers are excused and the selected All Star Manager meets with the President, Vice President, and Player Agent to discuss the remainder of the roster.
9. The manager discusses their preferred roster size and possible players with the President, Vice President, and Player Agent and completes the roster pending Board approval.

### D. Confidentiality

1. All discussions and information shared in the managers' meeting must remain confidential, including but not limited to: discussions about players, order of selection, those that almost made the team, etc.
2. The Board will announce the coaching staffs and rosters on a date or dates to be determined.

### E. In-House All Star Players

1. The President, Vice President, and Player Agent will form in-house all star rosters of between 12 and 14 players.

2. Efforts will be made to select an equal number of players per team but may not be possible due to the number of teams in the division.
3. Majors and Minor players are selected from the all star pool ballots, beginning with top vote getters for each team not selected to a District All Star team.
4. An equal number of players from each team may not be selected to the in-house team and votes will not be compared across team lines.
5. Siblings will not automatically be placed on the team.