



# LOCAL RULES

In Effect for the 2026 Little League Year

Revision D

Approved 24 March 2026

## 1. GOVERNING BYLAWS

### 1.1. LITTLE LEAGUE BASEBALL REGULATIONS RULES & DISCREPANCIES

Rincon Valley Little League (RVLL) operations are subject to the rules and regulations established by Little League Baseball, and are under the jurisdiction of the Rincon Valley Little League Charter and Board of Directors. Except as amended and/or supplemented by these Local Rules, the current edition of the Official Regulations and Playing Rules for

all divisions of Little League Baseball shall be the final authority for the conduct of the Rincon Valley Little League. The Rincon Valley Little League Board retains the right to rule on any and all items contained herein that have either been unintentionally omitted, not clearly written, or do not coincide with Little League Rules and Regulations. All Managers and Board Members shall be provided access to these Local Rules.

## **1.2. VOLUNTEER ROLE DEFINITIONS & SELECTION PROCESS**

- 1.2.1. RVLL General Membership is made up of volunteers, parents, and legal guardians, of players who meet the League's boundary criteria, which is governed by Little League Regulation II.
- 1.2.2. Background Checks: All volunteers, including anyone who may have direct contact with any player other than their own child, will be required to undergo, and pass, one or more background checks, which may or may not include fingerprinting.
- 1.2.3. RVLL Board and Committee Members
  - 1.2.3.1. A governing Board shall be elected each year by the RVLL general membership. Little League Baseball Policy dictates the following officers are required: President, Vice President, Secretary, Treasurer, Player Agent, Coaching Coordinator (also referred to as the Commissioner in Charge), and Safety Officer.
  - 1.2.3.2. The Grievance Committee shall consist of: the President, Vice President, Secretary, Player Agent, Treasurer, Division Commissioner, Commissioner in Charge, Fields and Facilities, and two other RVLL Board Members selected by the President.
  - 1.2.3.3. The All Star Selection Committee consists of: the President, Vice President, Player Agent, Secretary, Commissioner In Charge, and any Board Member the President deems necessary.
- 1.2.4. Managers: anyone 18 years of age or older and approved by the Board. The person is not required to have a child in the league, nor manage the team that their player is on. All RVLL Board members are allowed to manage a team, including the Player Agent, with the following exceptions:

- 1.2.4.1. The Player Agent cannot act as the Player Agent for any competitive division in which they are managing.
- 1.2.4.2. Division commissioners may not manage in the same division they commission, with the exception this is allowed in Upper Divisions (50/70, Juniors, Seniors), which are governed by Interleague.
- 1.2.4.3. The Umpire in Charge (UIC) may act as a manager or coach in any Division, except for Farms and Minors.
  - 1.2.4.3.1. All UIC managed, or coached, games must have two adult umpires.
- 1.2.4.4. Manager Selection Process
  - 1.2.4.4.1. Potential managers meeting the criteria outlined herein are subject to approval by the board in a voting process. The voting process features candid discussions about the candidates, during which the candidates must not be present. Candidates who are board members will be asked to step outside of the discussions.
  - 1.2.4.4.2. The Division Commissioner will interview or otherwise communicate with potential managers in an effort to understand their motivations and qualifications.
  - 1.2.4.4.3. The Division Commissioner, considering the projected number of teams for that division and the relative qualifications of all candidates, will then present to the Board a prioritized group of prospective managers for the division. When applicable, this list may contain more candidates than teams in the division.
  - 1.2.4.4.4. Working from the prioritized list, each manager appointment must then be ratified by a  $\frac{2}{3}$  vote (including open discussion) from the voting members of the Board present at the manager selection meeting. When the number of managers ratified by vote is equal to the projected number of teams for that division, the manager selection process will be considered complete.

- 1.2.5. Managers generally have at least two additional Coaches to facilitate team activities. No limits are set as to how many Coaches can help throughout the season, but there are limits for the dugout and playing field during a game, as defined herein. Coaches are held to the same standards as Managers, with the Manager ultimately being responsible for the conduct of his/her coaching staff as a whole.
  - 1.2.5.1. All Coaches on the field or in the dugout during games for the Majors, 50/70, Juniors, and Seniors divisions must be approved by the RVLL Board.
    - 1.2.5.1.1. Failure to comply will subject the Manager to review by the division Commissioner and/or the Board.
    - 1.2.5.1.2. Coaches will be reviewed by the RVLL Board throughout the season.
- 1.2.6. Managers in the Farms and Minors Divisions have the option of naming a Primary Assistant. The result is that the child of the Primary Assistant (in addition to the child of the manager) is automatically assigned to the team roster. This is referred to as a 'hold down'. More information can be found in Section 1.5.2 regarding team formation.

### **1.3. SAFETY**

- 1.3.1. Background Checks: All local Little Leagues are required to conduct background checks on Directors, Managers, Coaches and any other adult person, volunteer or hired worker, who provides service to the league and/or have access to, or contact with, players or teams. Individuals subject to the background check may also be required to complete and submit a Little League Volunteer Application, a valid form of government identification, and/or submit to fingerprinting.
  - 1.3.1.1. At a minimum, each team must have one Manager, two Coaches, and one Team Parent (not required for 50/70, Juniors, or Seniors divisions) complete a background check. Teams that have not met this requirement are not allowed to hold team events, including practice, batting practice, or games.

- 1.3.2. **Player Safety:** Managers and coaches must be constantly aware of what is going on during any baseball related activity. Player safety is the main priority for all managers. If a manager, or coach, violates any RVLL or Little League safety related rules, they may be held accountable and subject to a grievance review.
  - 1.3.2.1. **Medical Releases:** The manager or coach must have paper copies of each player's medical release forms with them at all practices and games.
- 1.3.3. **Notifications:** The Division Commissioner and Safety Officer must be notified of: 1) All accidents requiring first aid and/or medical attention; and 2) All hazardous conditions at practices and games. In addition to notifying the Division Commissioner and the Safety Officer, it is the team manager's responsibility to prepare and submit a Little League Baseball Accident Notification Form within 24 hours of any incident and deliver that form to the Safety Officer.
- 1.3.4. **Player Eligibility:** With reference to players who miss time from baseball activities due to illness or injury please refer to Regulation III(d)(1-2) of the Official Regulations and Playing Rules for all divisions of Little League Baseball.
- 1.3.5. **Concussion Awareness:** All RVLL managers and designated coaches are required to watch and complete the online concussion safety training video posted on RVLL's website each season. The certificate of completion shall be sent to the Safety Officer.
- 1.3.6. **Other required training:** All RVLL managers must complete training specified by Little League including, but not limited to, the "Safesport" training program.

#### **1.4. CONDUCT**

- 1.4.1. It is the responsibility of the manager to maintain a safe and positive environment for all players. Parents and players are to be notified by the manager that there is zero tolerance for:
  - 1.4.1.1. Arguing with umpires or other game official
  - 1.4.1.2. Engaging in offensive behavior
  - 1.4.1.3. Unsportsmanlike conduct

- 1.4.1.4. Abusive, harmful, or unwarranted disruptions to the game
  - 1.4.1.5. Throwing bats, helmets, gloves, or other equipment in anger
  - 1.4.1.6. Using profane, obscene, or vulgar language
  - 1.4.1.7. Verbal disrespect directed towards an umpire, game official, league official, player, manager, coach, or spectator
  - 1.4.1.8. Per LL Rule 9.01(d) Players, Coaches or Fans stealing or relaying signs to alert batter of pitch selection or location is unsportsmanlike conduct. If found to be occurring, plate umpire shall issue a warning, where subsequent offenses shall result in ejection from the game for offending individuals.
- 1.4.2. Conduct outlined in section 1.4.1 may result in the ejection of a manager, spectator, player or other, at the discretion of the umpire or other board-designated responsible adult. When an ejection occurs:
- 1.4.2.1. Any person ejected from a game will not be allowed to remain in the dugout or the spectator area and must immediately vacate the RVLL complex with the exception of the parking area when providing ground transportation for their child. When waiting for a child, the ejected party must do so inside of their automobile. Failure to do so in a timely manner without further argument or delay may result in forfeiture of the game.
  - 1.4.2.2. Persons who are ejected from a game twice in any season are subject to a suspension for the remainder of the season. This individual may also lose their eligibility to participate in any post-season tournaments.
- 1.4.3. All ejections, as well as certain reports of improper conduct, will be followed up by a Grievance Committee review.
- 1.4.4. The RVLL Grievance Committee has the right, and discretion, to discipline any manager, coach, player, parent or spectator for any part of the season for any conduct violation.
- 1.4.4.1. Disciplinary actions may include, but are not limited to:

- Suspensions from future games or activities
- Physical bans from facilities
- Permanent ban from future participation in league activities

1.4.4.2. All decisions made by the Grievance Committee are final and cannot be appealed.

1.4.4.3. Managers and coaches may not suspend a player. Managers may, however, report grievances to their respective division commissioner for potential consideration by the Grievance Committee.

#### 1.4.5. Field Decorum

1.4.5.1. Little League Baseball Regulation XIV(e) expressly prohibits the use of tobacco, alcoholic beverages, vaping and any other controlled substances, in any form, at the game site, on the playing field, benches and dugouts. In addition, players may not eat candy or food during the game. Managers must keep their players in the dugout at all times during the game, except to visit the drinking fountain or restroom.

1.4.5.2. Artificial noise makers of any kind are prohibited.

1.4.5.3. No firearms or knives, other than small, pocket sized utility knives, are allowed at any RVLL sanctioned event.

1.4.5.4. NO ALCOHOL OR TOBACCO USE IS ALLOWED IN THE PARK

1.4.5.5. Little League Baseball Rules 3.09, 3.17, and 4.06 regarding conduct within and about the RVLL facilities, including inside and outside the dugout, will apply.

### 1.5. BASEBALL ACTIVITIES

#### 1.5.1. Divisions of play

1.5.1.1. The following divisions are established to facilitate regular season play:

- 1.5.1.1.1. Tee Ball and Peanuts, also referred to as the 'Lower Divisions', are purely instructional. No score is kept. Teams are formed by the Player Agent.
  - 1.5.1.1.2. Rookie Division is also instructional. Score is kept for the purpose of applying a run limit by inning, however results are not applied to team records or standings. Players are assigned to teams with assistance from Managers, Player Agent and Commissioner after a simplified assessment.
  - 1.5.1.1.3. Farms, Minors and Majors, also referred to as the 'Middle Divisions'. Score is kept and players are drafted to form teams.
  - 1.5.1.1.4. 50/70, Junior and Seniors, also referred to as the 'Upper Divisions'. Score is kept and players are drafted to form teams. Notably, in addition to certain RVLL Local Rules, these Divisions are also subject to Interleague Rules established by District 35.
- 1.5.1.2. RVLL divisions and player eligibility by league age are summarized in the table below, which follows the Little League Baseball Appendix G - Age Chart :

Age	T-Ball	Peanuts	Rookie	Farms	Minors	Majors	50/70	Juniors	Seniors
4	Yes	--	--	--	--	--	--	--	--
5	Yes	--	--	--	--	--	--	--	--
6	Yes	Yes <sup>1</sup>	--	--	--	--	--	--	--
7	--	Yes	Yes <sup>2</sup>	--	--	--	--	--	--
8	--	Yes	Yes	Yes <sup>2,5</sup>	--	--	--	--	--
9	--	--	--	Yes	Yes <sup>5</sup>	--	--	--	--
10	--	--	--	Yes	Yes	Yes <sup>2,5</sup>	--	--	--
11	--	--	--	--	Yes	Yes	--	--	--
12	--	--	--	--	--	Yes	Yes <sup>3</sup>	--	--
13	--	--	--	--	--	--	Yes	Yes <sup>2</sup>	Yes <sup>1</sup>
14	--	--	--	--	--	--	--	Yes	Yes <sup>1</sup>
15	--	--	--	--	--	--	--	Yes <sup>4</sup>	Yes
16	--	--	--	--	--	--	--	--	Yes

1: Parent must submit a written request to the RVLL Player Agent.

2: Player is eligible for selection if the parent submits a written request to the RVLL Player Agent.

3: Dual Roster only; Parent must submit a written request to the RVLL Player Agent, if interested.

4: D35 Interleague Rules don't allow players to play some defensive positions.

5: Only eligible if the child played the preceding division at RVLL the previous year.

1.5.1.3. For players new to RVLL, 10 year olds shall not be eligible for Majors, 9 year olds shall not be eligible for Minors and 8 year olds shall not be eligible for Farms. Exceptions will be considered and subject to case-by-case approval by the Board.

1.5.1.4. With the exception of the Peanuts or Rookie Divisions, no player may skip a division without Board approval.

1.5.1.5. No player may be pulled up during the season without playing a minimum of 6 games in their initial division of play unless they are age 11 and moving to Majors, or age 10 and moving to Minors. Post season games and 'special games' (as defined in Section 1.5.6.7.1) count towards this minimum play rule. Exceptions will be considered on a case-by-case basis with the approval of the Board.

1.5.1.6. Requests to play outside of the ages listed in the table (specifically, an older league-age player "playing down") will be considered by the Board. Requests must be brought forward by the player's parent or court appointed guardian and must be for medical reasons.

1.5.2. Team formation and roster requirements by division

1.5.2.1. Assessments

1.5.2.1.1. All players league age 7 and older must be present for assessment to be eligible to enter the player pool for Rookie and higher divisions. Exception: A player who misses assessments for reasons by which a majority of the Board deems legitimate, may still be eligible for selection.

1.5.2.1.2. Each candidate shall be given the opportunity to bat, field, throw, and run with players of the same league-age, in the

presence of all managers, Primary Assistants, coaches and assistant coaches.

1.5.2.1.3. Managers and Primary Assistants are expected to attend all scheduled assessments in their respective divisions.

1.5.2.1.4. Managers and Primary Assistants who intend to utilize the “hold-down” provisions as set forth in the Player Draft section below, must notify (in writing) the Player Agent or CIC no less than 48 hours prior to the pre-assessment managers meeting. Failure to do so may result in an invalid player hold down, which determination will be at the discretion of the Player Agent or CIC. If determined to be an invalid player hold down, that player will be entered into the draft pool, at the discretion of the Board.

#### 1.5.2.2. Player Draft

1.5.2.2.1. Draft type is Plan B Alternate in Serpentine order with a random draw of numbers to determine draft order.

1.5.2.2.2. The draft will be administered by the Player Agent and in accordance with Little League Baseball Draft Methods. RVLL does not have “Property Players” and thus all players are placed into a common pool for draft purposes.

1.5.2.2.3. Majors Division teams will need to have a minimum of 1 12-year old, and a maximum of 12, 12-year olds, per team. Majors teams are not required to have an equal number of 12-year olds per team.

1.5.2.2.4. Due to the sensitive nature of the draft, the draft room will be open only to the Player Agent(s), President, Vice President, Secretary, CIC, Division Commissioner, Managers and Primary Assistants.

1.5.2.2.5. Manager Hold-Downs: manager’s child(ren) (as determined by the Player Agent) will, without exception, be placed according to their league age in the following rounds:

Age	Majors	Minors	Farms
12	3 <sup>rd</sup> Round		
11	4 <sup>th</sup> Round	3 <sup>rd</sup> Round	
10	5 <sup>th</sup> Round	4 <sup>th</sup> Round	3 <sup>rd</sup> Round
9		5 <sup>th</sup> Round	4 <sup>th</sup> Round
8			5 <sup>th</sup> Round

1.5.2.2.6. In the case a Manager has two children, they shall be slotted into their respective draft round positions. In the case those two children are the same league age, one shall be slotted as specified with the other in the following round.

1.5.2.2.7. If a Manager does not wish to “hold-down” their child, they must notify the player agent 7 days in advance of the draft, otherwise the player will be assigned per the rounds above.

1.5.2.2.8. Only the Manager’s child(ren) will be considered for hold-downs in the Majors and above divisions.

1.5.2.2.9. Minors and Farms Division Primary Assistant hold-down procedure:

- 1.5.2.2.9.1. The Minors and Farms Division Managers may pre-select a Primary Assistant. This appointment shall be defined ahead of the Manager selection process defined by the division commissioner. The child of the Primary Assistant will then be placed as the first round selection for that team. In the case the Primary Assistant has two children, they shall be placed in the first and second rounds.
- 1.5.2.2.9.2. The teams employing both a Manager and Primary Assistant will draw for a draft number and be placed at the end of the draft order. Teams with just a Manager (no Primary Assistant) who do not will draw a number to be at the beginning of the draft. The first round will start with Managers who do not have a Primary Assistant, then teams who do have a Primary Assistant will finish off the first round with their prescribed selections. The second round will start and snake back with the Managers who do not have Primary Assistants and then eventually return to the Manager with Primary Assistants. The 3rd round will start with the last pick in the co-managed group and continue the snake order. The last round will start with the last pick in the co-managed group and snake to the coach in the first draft position, possibly following the same order as the second to last round, depending on roster size. The Manager who is in the first draft position will also receive the last pick overall.
- 1.5.2.2.10. Any draft format that results in the team with the first overall pick not also receiving the last overall pick, will have the order of the last round reversed to match the order of the previous round. This ensures that the team with the first overall pick also has the final pick. This will be the case for any draft that has an odd number of rounds after the Primary Assistant hold-downs are applied. This applies to all divisions that conduct a player draft.
- 1.5.2.2.11. When there are two or more siblings in the draft and the first sibling is drafted by a Manager, that Manager

automatically has the option to take the sibling as their next round pick. If the manager does not exercise that option, the second sibling is available to be drafted by any team.

- 1.5.2.2.12. The Manager and Primary Assistant may attend the draft. If one, or both, are unable to attend, then no more than two designated team representatives shall be present.
- 1.5.2.2.13. Prior to the beginning of the draft, the Player Agent will conduct a “Come Clean” session. This is an opportunity for all managers to disclose any information they may have on any player who (a) registered late (b) missed assessments, but still received Board Approval to play (c) has any information that if not disclosed would be considered an unfair advantage. If this number of players exceeds 9 players, those player’s names will be thrown in a hat and drawn in an alternate method.
- 1.5.2.2.14. At the conclusion of the draft, and before leaving the RVLL sanctioned draft location, managers may trade players that were drafted in the same round, at the discretion of the Player Agent. No trades may occur after this point.
- 1.5.2.2.15. Player draft and selection order shall not be shared with anyone outside of the draft room.

### 1.5.2.3. Roster Size

- 1.5.2.3.1. Before each season, the number of rostered players per team will be established for a given division.
- 1.5.2.3.2. A team may not have less than the established number of rostered players at any time.
- 1.5.2.3.3. A team’s roster size may increase by no more than one player during the season if, and or when, a replaced player returns from absence.
- 1.5.2.3.4. If initial roster sizes are less than 12 players, teams will have the option to to add a waitlist player when they

become available, according to the process established below:

- 1.5.2.3.4.1. The Player Agent notifies the division there is a waitlist player(s) available and provides relevant information about that player.
- 1.5.2.3.4.2. Managers are given 24 hours from notification to put in a claim for the player.
- 1.5.2.3.4.3. Claims are filled in order of a waiver system, whereby waiver order is the inverse of draft order.
- 1.5.2.3.4.4. If a waiver claim is successful, that team drops to the bottom of the waiver order for subsequent claims.

#### 1.5.2.4. Ordered Priority for Team and Practice Field Selection

- 1.5.2.4.1. When selecting team name (i.e. Giants, A's), the first priority will automatically go to managers returning to the division. Priority will be in order of finish in the playoff tournament from the preceding season (tiebreaker regular season standings). Managers new to the division will choose in random order for the remaining spots.
- 1.5.2.4.2. Practice field selection (day, time, field) is facilitated by the Vice President, League Scheduler, Division Commissioner or any delegate thereof.
  - 1.5.2.4.2.1. Selection will occur within 2 weeks (before or after) of the player draft.
  - 1.5.2.4.2.2. Prior to selection, the managers will be made aware of all available combinations of field, day of the week and time (herein referred to as 'slots') which apply to that division.
  - 1.5.2.4.2.3. Slot selection will follow a 'snake draft' with order established by random draw.

1.5.2.4.2.4. Pre-season batting cage slots (if applicable) will also be selected in this timeframe, but following a separate priority order, established by random draw.

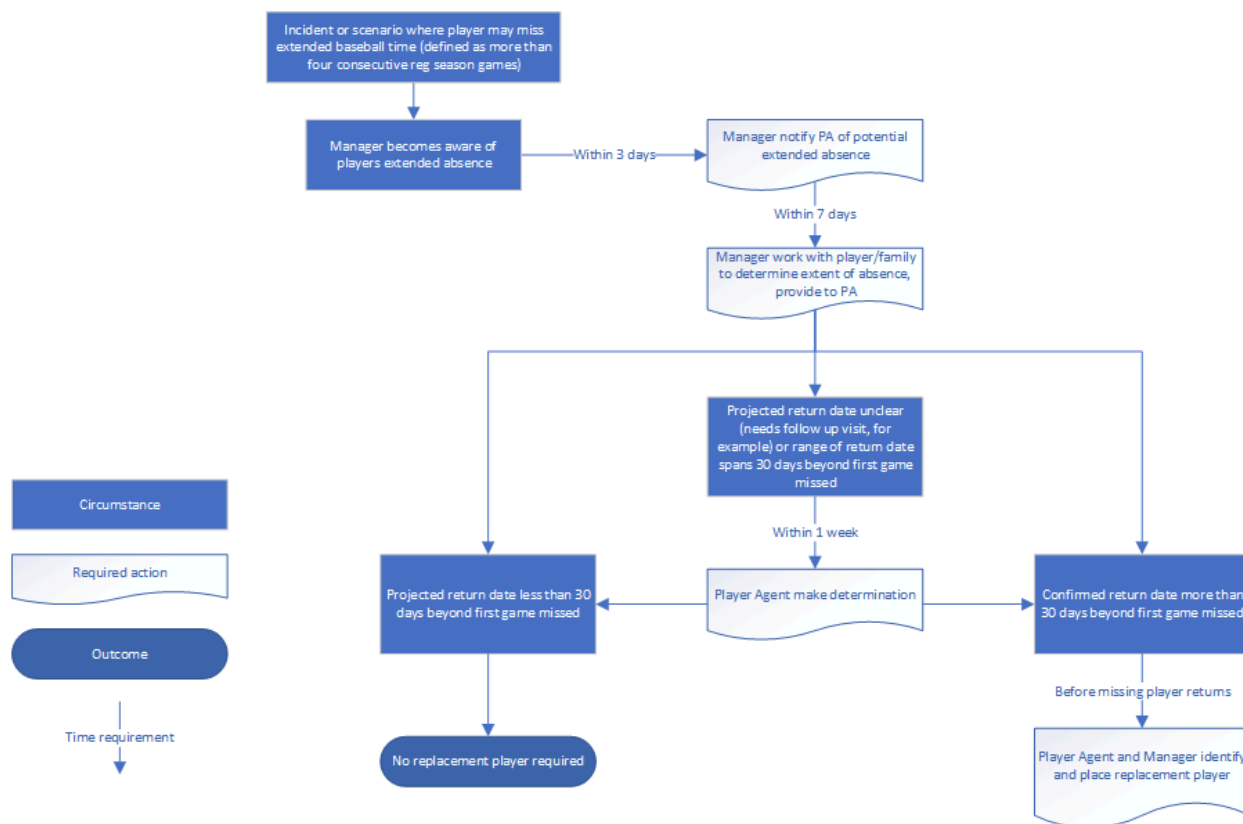
1.5.2.4.3. The selection process for team name and practice field are unaffected by the draft order as established according to section 1.5.2.2.1.

### 1.5.3. Player Replacement (Long Term)

1.5.3.1. When a player faces the prospect of missing extended time (more than 4 consecutive games) due to an injury, illness, or other ailment or circumstance, the manager shall notify the Player Agent within 3 days of learning of the circumstance. A manager who fails to report a “missing player” may face review by the Board where disciplinary action may be levied.

1.5.3.2. For Farms, Minors, and Majors, a “permanent player” will be added to the team roster when the missing player’s confirmed return date exceeds 30 days from the first regular season game missed by the player. The permanent player shall be added to the roster as soon as reasonably possible, but before the return date of the missing player. [Note: when time is missed due to a medical reason, the return date will be determined by the latest date provided in the medical estimate. For example, if a doctor's note says 4-6 weeks, 6 weeks will be the duration used for purposes of this provision.]

NOTE: The diagram below provides additional guidance on this process for the circumstance where player return date is not immediately clear.



1.5.3.3. To replace a player with a permanent player as defined above, the manager shall submit to the Player Agent a potential replacement player from one division below. The player needs to be of eligible age (as established in section 1.5.1) to play in the division of need. See 1.5.3.4.2. for permanent replacement rules when a player drops or cancels registration prior to the start of season games.

1.5.3.4. The manager may also choose to request from the Player Agent a permanent player from the "waitlist".

1.5.3.4.1. When a player drops or cancels their league registration prior to the start of games, the Player Agent will first add players from the "waitlist" before allowing replacements from a lower division.

- 1.5.3.4.2. The waitlist is made up of those players who attempted to register once the registration period had closed.
- 1.5.3.4.3. Waitlist players are grouped by league age and placed in the order by which the registration payment was received, no exceptions. *[Example: the first player to register and pay in a given age group will be placed at the top of the list.]*
- 1.5.3.4.4. The Player Agent assigns waitlist players by league age, whereby a Majors team requires a 12 year old; Minors, 11 year old; and Farms, 9 or 10 year old.
- 1.5.3.5. Discretion in the selection process is required. Initial discussions shall be confined to between the potential replacement player and his/her family and the Player Agent/Division Commissioner. Once advised by the Player Agent the Manager may communicate with the potential replacement player and his/her family.
- 1.5.3.6. If a replacement player is selected to move up a division, and that player declines, that player shall be ineligible to move up into a higher division for the remainder of the season. Additionally, and at the discretion of the Player Agent, that player may be required to transfer (within division) to the team that ultimately provides the replacement.
  - 1.5.3.6.1. Specifically, for league age 11 year olds who are being requested to move from Minors to Majors, a request to move from Minors to Majors is mandatory.
- 1.5.3.7. No player replacements shall be made when a team has 5 games or fewer remaining in the regular season.
- 1.5.3.8. Once the replacement player has been identified and confirmed it will be communicated by a Player Agent to both affected coaches, the player and the player's family as soon as it is confirmed. In such a case that the replacement player has a game in the division below on the same day that the move is confirmed, that player is permitted to play the scheduled game and report to his/her new team the following day.

1.5.3.9. In the case the missing player returns during the regular season or post season, the Player Agent will make every attempt to return the player to their original rostered team, so long as the roster size limitations established herein are met. If the replaced player cannot be placed on their original roster, they may be placed at the top of the waitlist. Max roster size being 14 players.

1.5.3.9.1. When applicable, the missing player must provide a release from their doctor, or medical provider, to both the Player Agent and Safety Officer prior to resuming any League sponsored activity.

1.5.4. Player Replacement (Short Term / Player Pool)

1.5.4.1. RVLL will utilize a “Player Pool” system when a team in the Farms, Minors, Majors or Upper Division is unable to field 9 players for a given game.

1.5.4.2. A “Player Pool” is made up of players, which may be of varying skill levels, who have elected to play as temporary, replacement players for a team other than the team they are rostered to. Players may elect to participate in the “Player Pool” at any point during the season. Players wishing to participate must notify the Player Agent with their respective contact information. The Player Agent shall keep the list of the names of these players in order to assign players as needed. Only the Player Agent has the ability to assign players from the Player Pool.

1.5.4.2.1. A replacement or pool-player must be appropriate league age (per section 1.5.1) for the division they ultimately act as a replacement in.

1.5.4.2.2. For the Majors division, the “Player Pool” is made up of players from teams within the Minors division.

1.5.4.2.3. For Minors and Farms playoff games, the “Player Pool” for each division is made up of players from teams within the division immediately lower.

- 1.5.4.2.4. For 50/70, the “Player Pool” is made up of players from teams within the Majors or 50/70 divisions.
- 1.5.4.2.5. For Juniors, “Player Pool” is made up of players from teams within the 50/70 or Juniors divisions.
- 1.5.4.3. Pool-players must wear their regular team uniform.
- 1.5.4.4. Pool-players must bat last in the posted lineup.
- 1.5.4.5. Pool-players may play any position other than pitcher or catcher.
- 1.5.4.6. Pool-players must play the entire game.
- 1.5.4.7. Managers may only request a pool-player when they can field fewer than 9 players for a given game.
- 1.5.4.8. Managers must notify the Player Agent should they choose to utilize a pool player. Once notified, the Player Agent will contact the player pool. Once contact is made and availability confirmed, the Player Agent will notify the manager of the pool player’s name and confirm that player will be at the place and time scheduled for that game. The manager may not choose their pool player.
- 1.5.4.9. In the event a pool player is requested, and that player arrives on time to the game, the manager must play the pool player, even if the rostered player that was initially thought to be absent from that game shows up.
- 1.1.1.1. A pool player may be used for 1 game only. If additional games require replacement players, a separate request must be made to the Player Agent and the next player up in the player pool will be contacted. At no time will the manager attempt to contact a pool player to play in a game.
- 1.1.1.2. For regular season games only (this does not apply to playoff games): If a player shortage is realized whereby there is not sufficient time for the Player Agent to assign a pool player, then the manager will notify the Board Member on duty to implement this process:

1.1.1.2.1. Board Member on duty will approach both managers of the teams playing/preparing to play most closely scheduled game one division lower than subject division and alert them of a need for a 1 game pool player in the division above. A coin flip will occur and the team who loses the coin flip will have a temporary player (with the exception of that day's named starting pitcher) taken to satisfy the needs of the higher division team. Without the managers present during the conversation with players, players can elect to go up for 1 game. If no players elect to go up, the team who initially won the coin toss will then be asked. If no players elect to move up, the upper division team will play with 8 players and take the automatic out as defined in Little League rule book.

#### 1.1.2. Postseason

- 1.1.2.1. For Farms Division and above, a Division Champion will be determined by a playoff tournament, with format at the discretion of the Board.
- 1.1.2.2. The Board will determine the number of teams that qualify for postseason play and will communicate that information to the managers before the start of the season.
- 1.1.2.3. Playoff seeding will be determined first by the best overall record, then head-to-head record (if only two teams are tied with the same record), then least runs allowed (for the entire regular season), and then by coin toss.
- 1.1.2.4. The Majors Division Championship team will go on to represent RVLL in the Tournament of Champions (TOC) hosted by District 35.
- 1.1.2.5. Playoffs, and the TOC, can last up to two and a half weeks after the regular season ends. Managers must notify parents of this possibility and ask them to plan accordingly, if at all possible.

1.1.2.6. For the Rookies division only, an end of year tournament will be held, with format at the discretion of the board. Scores will be kept and independent (youth or adult) umpires will be used. If seeding is required, it will be according to a random draw.

1.1.3. All Stars

1.1.3.1. The All Star Selection Committee maintains responsibility for, and decision rights to, the process outlined herein.

1.1.3.2. Managers wanting to manage an All Star team must contact the President and explain the reason(s) they, and their respective coaching staff, should be selected. The President will assemble a list of prospective managers and coaches and present the list of candidates to the Board for consideration.

1.1.3.3. Where more than one manager has expressed interest to coach a particular team, the Board will elect based on majority vote.

1.1.3.4. The Board will select All Star Managers using the eligibility criteria per the Little League Baseball-Tournament Organization.

1.1.3.5. As a condition of eligibility for selection as a tournament team manager/coach, the regular season manager/coach must have also completed the Little League Diamond Leader Training Program ([LittleLeague.org/DiamondLeader](http://LittleLeague.org/DiamondLeader)). This program must be completed prior to the individual being named a tournament team manager/coach and before participating in any practices or games. Tournament Team managers/coaches who have completed the program should be prepared to produce the Little League Diamond Leader completion certificate if requested by the District Administrator/Tournament Director.

1.1.3.6. The Board retains the right to make disqualifications at their discretion.

1.1.3.7. All Star team announcements and practices may take place as early as May 15th, or as determined by the Board.

#### 1.1.3.8. Teams, Age Groups and Roster Size

- 1.1.3.8.1. Senior Team: The Senior All Star team will be made up of players who are league age 13, 14, 15 or 16.
- 1.1.3.8.2. Junior Team: The Junior All Star team will be made up of players who are league age 13 or 14.
- 1.1.3.8.3. 50/70 (Intermediate) Team: The 50/70 (Intermediate) All Star team will be made up of players who are league age 13.
- 1.1.3.8.4. 12 year-old (12U) Team: The 12U All Star team will be made up of players who are league age 12 and who played in the RVLL Majors Division during the regular season. They will compete in the 10-12 age bracket for Little League sanctioned All Star Tournament play.
- 1.1.3.8.5. 11 year-old (11U) Team: The 11U All Star team will be made up of players who are league age 11 and who played in the RVLL Majors Division during the regular season. They will compete in the 9-11 age bracket for Little League sanctioned All Star Tournament play.
- 1.1.3.8.6. 10 year-old (10U) Team: The 10U All-Star team will be made up of players who are league age 9 or 10 and who played in the RVLL Majors or Minors division during the regular season. They will compete in the 8-10 age bracket for Little League sanctioned All Star Tournament play.
- 1.1.3.8.7. Number of Players: The All Star manager working with the All Star Selection Committee will select the number of players that will be rostered on the team.
- 1.1.3.8.8. Per Little League Baseball-Tournament Organization, players may only be selected to one All Star team at a time.

#### 1.1.3.9. Player Eligibility

- 1.1.3.9.1. Age 9 to age 12 players, to be eligible to participate on an All Star team, must have played in at least 8 regular, or “special games,” during the season. [*Special Games are defined as any League-sanctioned pre-season, Player’s Choice, or postseason tournament game, played against another RVLL league-sanctioned team.*]
- 1.1.3.9.2. Age 13 players that also played at least 8-regular season games in the Juniors or Seniors division will be given the option to choose which age-appropriate All Star team they are eligible for (50/70, Juniors, or Seniors). This declaration must be made at least 48 hours before starting the All Star player selection process. If not declared, the player will be eligible for the 50/70 All Star team.
- 1.1.3.9.3. Age 14 players that also played at least 8 regular season games in the Seniors division will be given the option to choose which age-appropriate All Star team they are eligible for (Juniors or Seniors). This declaration must be made at least 48 hours before starting the All Star player selection process. If not declared, the player will be eligible for the Juniors All Star team.
- 1.1.3.9.4. Seniors Division players have no minimum number of games that must be played to qualify for All-Stars Tournament play

1.1.3.10. Player Selection for 10U,11U, and 12U Teams

Each division manager shall solicit the players on their team and identify those players interested in having their name placed on the All Star ballot.

- 1.1.3.10.1. All Star managers will nominate 9 players to be added to the All Star ballot.
- 1.1.3.10.2. Each division manager shall nominate players from their own team, not already nominated by the All Star Manager to be added to the All Star ballot.

- 1.1.3.10.3. Managers may nominate players from other teams within their division, if not nominated by their team's manager, to be placed on the All Star ballot.
- 1.1.3.10.4. Division managers will vote for 9 ballot nominees. The 9 nominees who receive the most votes will be rostered on their divisional All Star team.
- 1.1.3.10.5. No manager may vote for their own nominee.
- 1.1.3.10.6. No manager may vote for a player from their own team.
- 1.1.3.10.7. The All Star manager will select players from the All Star ballot for the remaining roster positions and present their selections to the All Star Selection Committee for approval.
- 1.1.3.10.8. Players who are league age 10, and played in the Majors division may be assigned automatically to the 10U All Star team if that player receives 75% of the votes from the managers in the Majors Division. If they fail to receive 75% of the votes, they will be put on the ballot of players being voted on by the Minors Division managers. Any remaining spots on the 10U All Star roster will be voted on by the Minors Division managers.

1.1.3.11. Player Selection for 50/70 Team

- 1.1.3.11.1. The following procedure will be used if there are four or more teams in the 50/70 and Juniors divisions (combined) during the Spring season. If there are less than four teams across the two divisions, then an alternate selection process will be used, the details of which will be shared by the Board before regular season play begins.
- 1.1.3.11.2. The division managers of the 50/70, Juniors and Seniors teams shall solicit the eligible players on their team, identify those players interested in having their name placed on the All Star ballot, and provide the list of names to the All Star Selection Committee

- 1.1.3.11.3. The 50/70 All Star manager will nominate 9 eligible players from the 50/70, Juniors, and/or Seniors divisions to be added to the All Star ballot.
- 1.1.3.11.4. The division managers of the 50/70 and Juniors teams shall nominate the eligible players from their own team, not already nominated by the All Star Manager to be added to the All Star ballot.
- 1.1.3.11.5. Managers may nominate eligible players from other teams within the 50/70 and Juniors divisions, if not nominated by their team's manager, to be placed on the All Star ballot.
- 1.1.3.11.6. The 50/70 All Star manager, along with the 50/70 and Juniors Division managers will each vote for 9 ballot nominees. The 9 nominees who receive the most votes will be rostered on their divisional All Star team.
- 1.1.3.11.7. No division manager may vote for their own nominee. However, the All Star manager may vote for their own nominees, unless they are also a division manager.
- 1.1.3.11.8. No division manager may vote for a player from their own team.
- 1.1.3.11.9. The All Star manager will select players from the All Star ballot for the remaining roster positions and present their selections to the All Star Selection Committee for approval.

1.1.3.12. Player Selection for Juniors Team

- 1.1.3.12.1. The following procedure will be used if there are four or more teams in the Juniors and Seniors divisions (combined) during the Spring season. If there are less than four teams across the two divisions, then an alternate selection process will be used, the details of which will be shared by the Board before regular season play begins.
- 1.1.3.12.2. The division managers of the Juniors and Seniors teams shall solicit the eligible players on their team, and identify those players interested in having their name placed on the

All Star ballot, and provide the list of names to the All Star Selection Committee.

- 1.1.3.12.3. The Juniors All Star manager will nominate 9 eligible players from the Juniors and/or Seniors divisions to be added to the All Star ballot.
- 1.1.3.12.4. The division managers of the Juniors and Seniors teams shall nominate the eligible players from their own team , not already nominated by the All Star Manager to be added to the All Star ballot.to be on the All Star ballot.
- 1.1.3.12.5. Managers may nominate eligible players from other teams within the Juniors and Seniors divisions, if not nominated by their team’s manager, to be placed on the All Star ballot.
- 1.1.3.12.6. The Juniors All Star manager, along with the Juniors and Seniors Division managers will each vote for 9 ballot nominees. The 9 nominees who receive the most votes will be rostered on their divisional All Star team.
- 1.1.3.12.7. No division manager may vote for their own nominee. The All Star manager may vote for their own nominees.
- 1.1.3.12.8. No division manager may vote for a player from their own team.
- 1.1.3.12.9. The All Star manager will select players from the All Star ballot for the remaining roster positions and present their selections to the All Star Selection Committee for approval.

1.1.3.13. Player Selection for Seniors Team

- 1.1.3.13.1. Due to the historically low volume of teams in the Seniors division, the selection process will be determined by The All Star Selection Committee prior to the start of the regular season game play. If there are four or more teams in the Seniors division for the Spring season, the selection process will follow the same rules as the process defined for the 12-year old team.

#### 1.1.3.14. Player/Manager/Coach Ineligibility

- 1.1.3.14.1. A player who is suspended for any reason during the regular or postseason will be ineligible for All Star selection that calendar year.
- 1.1.3.14.2. A manager or coach who is suspended for any reason during the regular or postseason, or who acts in a way (as voted on by the Board) deemed detrimental to the League, will be ineligible for All Star selection. [*Note: a rule violation, which results in a suspension (such as having a player pitch that is ineligible) will not automatically make the manager or coach ineligible.*]
- 1.1.3.14.3. Player Reinstatement: a player who wishes to be considered for reinstatement within the same league year must write a letter to the Board President, stating why they feel they should be reinstated. The President will present the letter to the Board for review. If a majority of the Board agrees to hear the players appeal, the player will be required to make their case in person before the Board. If a majority of the Board present during the vote agrees that the player should be reinstated, the player will be considered eligible for All Star selection. [*Note: the player's parents may come to the Board meeting, but the merits for reinstatement will be considered based on what the player presents.*]
- 1.1.3.14.4. Manager/coach Reinstatement: a manager or coach who wishes to be considered for reinstatement within the same league year must state their case for reinstatement in writing with the President. The President will present the manager or coach's reasoning to the Board for review. If all members of the Board agree to hear the manager or coach's appeal, the manager or coach will be required to make their case in person before the Board. The Board will vote on the merits of whether the manager or coach should be reinstated. If 75% of members of the Board present during the vote agree they should be eligible, the manager

or coach will be reinstated and eligible for All Star selection.

- 1.1.3.15. Tryouts: When deemed necessary, the All Star Selection Committee may call for “tryouts” to assist in fielding the most competitive team.
- 1.1.3.16. Confidentiality and Oversight: The All Star selection process, along with the requisite meetings, are facilitated by the President of the Board with the assistance of the Player Agent. The selection results (number of votes, selection order, etc.), as well as manager deliberations about the prospective players, are strictly confidential.
- 1.1.3.17. Final Roster: The All Star Selection Committee will submit a final roster to the Board for final approval.
- 1.1.3.18. Player Notification: All Star Team Managers are asked to notify team members as soon as possible once the roster is deemed final by the Board.
- 1.1.3.19. All Star teams may practice prior to Board approval; however, Board approval is required before the District All Star tournament begins.
- 1.1.3.20. Roster Evolution: An All Star player from a team eliminated from competition may be rostered on another team still competing provided they meet all requirements of the Little League rulebook (Tournament Organization → Player Eligibility). This re-rostering will require Board approval.

#### 1.1.4. Players Choice Game

- 1.1.4.1. The Players Choice (PC) game is just as the name implies; players from each divisional team vote on who from their team will best represent them as a whole. [*Note: selection criteria is encouraged to be based on player attributes like, attitude, sportsmanship, and general skill level.*]
- 1.1.4.2. The Board will decide how many PC teams from each division will be formed. This will dictate how many players from each team will

be selected. The Board will attempt to keep teams to 12-players or less in order to maximize playtime.

- 1.1.4.3. The manager, coach or team parent, will facilitate a secret vote, by which each player will vote for a predetermined number of teammates.
- 1.1.4.4. Managers do not vote for players.
- 1.1.4.5. Players may not vote for themselves.
- 1.1.4.6. Players who receive the majority of the votes will participate in that year's PC game.
- 1.1.4.7. Managers should rank players in the order of total votes received for selection and alternate purposes.
- 1.1.4.8. Players are not to be advised on where they ranked in the voting process, and no other information on the voting results are to be disclosed to any player or parent.
- 1.1.4.9. Division Commissioners will coordinate with managers on the voting deadline and how many players will need to be selected.
- 1.1.4.10. The PC game is usually played at the midpoint of the season, and traditionally coincides with Picnic Day, Hit-a-Thon, etc.
- 1.1.4.11. Managers will be offered the opportunity to manage a PC team, and will be based on their team's division standing to date. The PC team manager may invite managers or coaches from other teams who have players participating in the PC game.
- 1.1.4.12. Regular season rules, including pitch count and days rest, will apply during the PC game.
- 1.1.4.13. It is best practice to file a Special Game form(s) with the District Administrator at least two-weeks prior to the games being played.

#### 1.1.5. Practice

- 1.1.5.1. The Vice President of the Board maintains oversight of all practice related activities.

- 1.1.5.2. Practice field location, practice time, along with team name assignments, are selected during pre-season communications between the division commissioners and the division managers. Selection order may be determined by the manager's ability to promptly reply to the division commissioner on any pre-season related items. *[Note: example would be jersey size and number selection of the entire team.]*
- 1.1.5.3. Practices may not begin until expressly authorized by the division commissioner.
- 1.1.5.4. The use of the field for which each team is assigned is exclusive to that team, during the time slot that team signed up.
- 1.1.5.5. All practices must have adult supervision, and all safety rules must be adhered to.
- 1.1.5.6. Under no circumstance will a manager allow a team to practice on any unauthorized or unapproved premise. Failure to abide by this provision may result in disciplinary action by the Board.
- 1.1.5.7. A manager or coach looking to move, or otherwise change practice locations, no matter how temporary, must first receive approval from RVLL's Safety Coordinator.
- 1.1.5.8. No practices, or practice games, will be held at the RVLL facility with the exception of All Stars.
- 1.1.5.9. Pre-season practice games are allowed with other RVLL teams in the same division. Practice games with Little League sanctioned teams outside RVLL are allowed with the submission of a Special Games Permit. No practice games, of any kind, are allowed with non-Little League sanctioned or 'travel' teams.
- 1.1.5.10. Do not wear RVLL jerseys during practice games per Little League Baseball Rules.
- 1.1.5.11. When two teams share the same practice field, the more senior division has priority for field location during the season. When the same division practices together, the locations at the field shall switch each week.

- 1.1.5.12. Practices held at all Rincon Valley Union School District (RVUSD) elementary schools shall not begin before 5:30 PM, no exception. Managers will keep their players and equipment off of school grounds until the scheduled practice time. Failure to do so is a direct violation of our facility use permit and grounds for revocation.
- 1.1.5.13. Do not mow any grass area at any of the RVUSD practice field locations.
- 1.1.5.14. Do not contact RVUSD regarding mowing of the practice field locations.

#### 1.1.6. Batting Complex

- 1.1.6.1. RVLL maintains an on-site facility consisting of full-length batting cages, tee/toss stations and a throwing area. It is subject to the following rules and regulations:
  - 1.1.6.1.1. The complex is closed until the regular season begins.
  - 1.1.6.1.2. Batting cage hours of operation:
    - 4:30 p.m - 9:00 p.m on weeknights
    - 7:00 a.m - 9:00 p.m on Saturdays
    - 8:00 a.m - 7:00 p.m on Sundays
  - 1.1.6.1.3. Players may arrive and stretch early, but NO HITTING OF ANY KIND OUTSIDE OF THESE HOURS IS ALLOWED.
  - 1.1.6.1.4. Each division has their own dedicated batting cage noted with a sign on each cage. During game days, the teams that are playing next have rights to the cages.
  - 1.1.6.1.5. Additional weeknight time slots (for teams not playing that evening) will be released for signup, via Signup Genius or the equivalent. *[Note: if a conflict arises between a team who signed up for a practice slot and a team who has a*

*game within 1-hour of the conflict, the team with the game will take priority over the other.]*

- 1.1.6.1.6. Players, managers and coaches are to follow all posted rules displayed at the batting complex.
- 1.1.6.1.7. No parents or players shall pitch to other players in the cages. Only managers, coaches and assistant coaches are permitted to pitch and be inside the caged / netted area.

## 1.2. Offsite Batting Complex

- 1.2.1. RVLL utilizes an offsite batting complex which is leased from a third party. All applicable rules in this document apply in addition to the rules posted at the facility.

## 1.3. RVLL Facility

The RVLL Facility refers to the complex of 5 baseball diamonds, multiple batting cages, maintenance equipment and outbuildings including but not limited to snack-shack, equipment sheds and scorebooths.

The facility is located at: 1377 Baird Road; Santa Rosa, CA; 95409.

The hours of operation are:

### Facility

Monday through Friday:	4:00 p.m – 9:00 p.m
Saturday:	7:00 a.m – 9:00 p.m
Sunday:	8:00 a.m – 7:00 p.m

### Batting Cages

Monday through Friday:	4:30 p.m – 9:00 p.m
Saturday:	7:00 a.m – 9:00 p.m
Sunday:	8:00 a.m – 7:00 p.m

## 2. GAME PLAY

### 2.1. PLAYER REQUIREMENTS / FORFEITS / RESCHEDULING / RAINOUTS

#### 2.1.1. Minimum Player Requirements

- 2.1.1.1. Teams in all divisions are allowed to start and play a game with a minimum of 8 players and 1 manager or coach.
- 2.1.1.2. In the case a game is started with only 8 players, the 9th spot in the lineup will be an automatic out each time it comes up in the batting order, with the exception of non-competitive divisions (Tee Ball, Peanuts, and Rookie) where that spot may be skipped without penalty.
- 2.1.1.3. If the 9th player arrives after the start of the game, that player may enter the 9th spot of the batting order for the remainder of the game.
- 2.1.1.4. For a player injured during a game who represents the 9th player, refer to section 2.1.1.2., with the exception of Minors and Farms where the spot in the lineup may be skipped without penalty.
  - 2.1.1.4.1. An injured player is allowed to remain in the dugout, but may not come out of the dugout to act as a base coach, or otherwise be involved in any aspect of the game.

#### 2.1.2. Forfeited Games

Failure to place at least 8-players on the field by the scheduled game time will result in the home plate umpire calling the game, meaning no game will be played. In this situation the following will occur:

- 2.1.2.1.1. Both managers will contact the division commissioner within 24 hours of the scheduled game time.
- 2.1.2.1.2. The manager of the team unable to field the minimum number of players will provide the division commissioner

with any pertinent information as to why the situation arose.

- 2.1.2.1.3. The division commissioner will present the case to the Board for review and consideration. If circumstances are found that all players involved were unable to play because of some unavoidable event or circumstance (i.e. school/religious function, family emergency, etc), then the Board retains the right to reschedule the game. The League Scheduler will reschedule the game to a date and time acceptable to the Board. The division commissioner will then give both teams no less than a 72-hour notice from the rescheduled game time.

### 2.1.3. Rainouts

- 2.1.3.1. Unless notified by the division commissioner, hotline, or website, teams must assume games will be played as scheduled. The playability of the fields is determined and updated by the Fields and Facilities Board Member.

- 2.1.3.2. If the game cannot be played, it will be rescheduled at the first available opportunity in the order of postponement.

- 2.1.3.2.1. Special Note: should play be interrupted by something man-made (i.e. sprinklers, mechanical failure, other) the game should be stopped and then be replayed starting from before the last pitch once the issue has been resolved. If the situation cannot be readily resolved and the game unable to be resumed within an acceptable period of time, the game should be suspended and completed at a later date.

### 2.1.4. Rescheduled Games

- 2.1.4.1. The League Scheduler, in rescheduling games due to rainout or other, shall not create a game schedule where any team is required to play more than 4 games in a 7-day period.

- 2.1.4.2. Failing to field the minimum number of 8 players for a rescheduled game shall not be deemed a forfeit, but rather referred to the Board for review.
- 2.1.4.3. Games will follow the same time limit rules that were in effect for when the game was originally scheduled.
- 2.1.4.4. Pitching rules will follow the eligibility rules for the week and time the game is actually played, per Little League rules, not when the game was scheduled to be played.

## **2.2. UMPIRE AND GAME COORDINATOR**

- 2.2.1. Before a game can begin in the Middle Divisions, it is a requirement that both a home plate and a field umpire be in attendance.
- 2.2.2. If both umpires are youth (less than 18 years of age) umpires, then a Game Coordinator (GC) must be present before the game can be played.
- 2.2.3. If only one umpire is present, the GC will serve as the second umpire.
- 2.2.4. If an assigned umpire does not show up for the game and there is no GC in attendance to fill in, the managers shall agree upon an adult umpire(s) for the game. If no umpire(s) can be found or agreed upon, the managers of both teams shall each either assign a rostered coach to fill in or share the umpire duties for the game.
- 2.2.5. Failure of an umpire to show up for the game will never be grounds for canceling, rescheduling, or replaying the game.
- 2.2.6. Failure of a GC to show up for their scheduled duties will result in the manager responsible for providing the GC being issued a 1 game suspension, which will be applied to that manager's next scheduled game. In addition to the suspension, the Board will take this infraction into consideration for future managerial or coaching roles.
- 2.2.7. If a GC fails to cover their assigned duty the Home Team manager is to notify the division commissioner and umpire in chief (UIC).
- 2.2.8. GC schedules will be assigned by the UIC throughout the season. If the manager is unable to serve as the GC, it will be the manager's

responsibility to assign a qualified adult GC for their assigned shift that is prepared to serve as an umpire if needed.

2.2.9. Each manager/coach shall remain in their associated dugout at all times, including during the questioning of a call. The exceptions are standing in the coaches' box, as defined by the chalked line, relieving a pitcher, or tending to an injured player. Any manager/coach who walks out on the field, excluding the situations above, is subject to a potential 1 game suspension.

2.2.10. Roles of umpires and GCs defined below:

2.2.10.1. Umpires are in charge as soon as they step on the field and until stepping off the field.

2.2.10.2. RVLL expects managers to show a positive and respectful attitude toward all umpires and GCs at all times. Managers need to set the example for players and parents as to how all umpires should be treated. Per Little League Rule 9.01(g) umpires will suspend play until unruly spectators are removed.

2.2.10.3. Managers are to not speak directly with youth umpires under any condition.

2.2.10.4. If the manager disagrees with, or has questions around, a call made by the youth umpire, the manager must speak with the on field GC, who will then relay any questions or concerns around that call to the youth umpire.

2.2.10.5. The GC will be stationed on the field for the entire game and is the only person with whom a manager may talk to about a call made on the field.

2.2.10.6. The GC is only to convey the question from the manager to the youth umpire, and then to let the inquiring manager know what the youth umpire's decision is.

2.2.10.7. The GC is not to influence the call in question.

2.2.10.8. If a manager or coach fails to utilize the GC as outlined above, the GC has the authority to remove the manager or coach from the game per Little League Rule 9.03(d).

- 2.2.11. RVLL will schedule a home plate and base umpire for all Majors, 50/70, Juniors, and Seniors division games.
- 2.2.12. RVLL will schedule a home plate and base umpire for all Farms and Minors division games played on Saturday and Sundays.
- 2.2.13. Any umpire calling a game from behind home plate is required to wear facial coverings and other protective baseball equipment at all times.
- 2.2.14. All constructive feedback regarding the performance of any umpire may be directed to the RVLL Umpire in Chief (UIC).

### **2.3. FIELD PREPARATION**

- 2.3.1. The field of play is required to be in playable condition before a game can begin.
- 2.3.2. Field preparation is the responsibility of the home team. In case of back-to-back games the field prep crew of both home teams will be utilized.
- 2.3.3. Each team shall have several volunteers to help with field preparation throughout the season.
- 2.3.4. Each team shall designate one person to be the “Field-Prep” lead and be the point of contact for the team.
- 2.3.5. Field preparation should begin no later than 45 minutes before the scheduled game time and should be prepared before infield warm-ups begin.
- 2.3.6. If the home team fails to prepare the field of play, the visiting team will prepare the field. At the completion of the game, the visiting team manager or coach should notify the division commissioner, who will then notify the Board for further review. *[Note: weekend games may not allow for the full time in which to properly prepare the field. Make the field playable as quickly as possible to ensure the game starts by the scheduled start time.]*
- 2.3.7. Field Preparation Minimum Requirements:

2.3.7.1. Before the game:

- Pull tarps and place them outside the field of play
- Water all infield dirt areas except for the pitcher's mound
- Rake level and compact the batter's box
- Drag infield and rake baselines
- String and chalk foul lines and batter's boxes
- Put all the equipment back into the appropriate shed

2.3.7.2. After the last scheduled game:

- Water all infield dirt areas except for the pitcher's mound
- Rake level and compact the batter's box
- Drag infield and rake baselines
- Put all the equipment back into the appropriate shed
- Place appropriate tarps on pitcher's mound and batter's box

2.3.8. Always water the dirt infield areas thoroughly before raking or dragging to minimize dust pollution.

2.3.9. Minors division and above, players may assist with their own field's preparation, so long as they are being supervised by an adult volunteer, manager or coach.

## 2.4. SCOREKEEPING

2.4.1. In all competitive divisions, two scorekeepers are required to be present before the game is allowed to begin.

- 2.4.2. The home team will be responsible for designating a score keeper who will score the game using the “official” / paper-scorebook, while sitting in the scorebooth.
- 2.4.3. The visiting team will be responsible for designating a score keeper who will score the game electronically using the iScore app, or similar. The visiting team is also responsible for providing a person to run the scoreboard (including pitch count). *[Note: an iPad, or similar electronic device, will be provided by RVLL and placed in each division’s scorebooth before the first game of the day. Ensure the device is plugged in and charging after each use.]*
- 2.4.4. Teams are allowed to have more than one scorekeeper throughout the season; however, each team shall designate one person as the team’s “official scorekeeper” who shall be the point person for their team.

## **2.5. GAME BALLS**

- 2.5.1. Non-competitive divisions (Tee Ball and Peanuts) use a safety ‘softie’ ball. These balls will be made available to the managers and found at the field, or in the equipment shed.
- 2.5.2. Competitive divisions (Farms and up): a minimum of 4 game balls, which must be in “good condition,” are to be on the field of play prior to the start of the game. RVLL will supply game balls to the home plate umpire, who will bring the balls to the game. *[Note: After that last game of the day, return all remaining game balls to the umpire shack. These balls are repurposed for future RVLL activities.]*
- 2.5.3. Balls used in Farms, Minors, Majors and 50/70 divisions, must be marked with the “Little League” logo.  
  
Balls used in the Juniors and Seniors divisions, must be marked with the “Seniors Little League” logo.  
  
Balls hit out of the field of play should be collected and reused.
- 2.5.4. It is customary at RVLL that the home team manager give a treat-token to the person returning a game ball that ended out of the field of play. Managers are encouraged to pick up several treat-tokens before each game from the snack shack by letting the person behind the counter know

they're being used for "foul ball" purposes. [*Note: managers will not have to pay for these treat-tokens and are provided by the League at no cost.*]

## **2.6. WARMUPS**

- 2.6.1. Starting 30 minutes before game time, each team may complete warmup on the field for a maximum of 10 minutes (with the visiting team going first), provided there is enough time prior to the scheduled game's start time. If there is less than 30 minutes to game time remaining when the field becomes ready, then the two teams shall split available infield time equally.
- 2.6.2. Warmups must be completed no later than 10 minutes before game time.
- 2.6.3. During each team's infield practice time, the other team must be in their dugout. [*Note: an exception is made for pitchers warming up in the bullpen area. A helmeted safety player or authorized coach must accompany the pitcher and catcher in the bullpen area.*]

## **2.7. OFFICIAL START TIME AND GAME LENGTH**

- 2.7.1. Starting the Game
  - 2.7.1.1. All efforts shall be made to start all games on time to the published schedule. Field preparation and team infield practice will only be done when time allows.
  - 2.7.1.2. An allowance of 10 minutes will be made only in cases where the home plate umpire is late.
  - 2.7.1.3. Before each game, there shall be a meeting at home plate between the umpires, coaches, a designated player representative from both teams, and the game coordinator (if youth umpires). The conclusion of this meeting will be defined as the start of the game.
  - 2.7.1.4. The official game start time shall be recorded at the conclusion of the home plate meeting in order to determine game time limits by division as specified herein. A timer may be employed to clearly indicate how much time has elapsed since game start.

2.7.1.5. The adult umpire (or game coordinator if youth umpires are employed) will assume responsibility for establishing the official start time.

2.7.2. Ending the Game: The table below indicates game time limits (hour/minute) for when teams are not allowed to continue play. A new inning begins immediately after the third out of the home half of the previous inning is recorded.

<b><u>Division</u></b>	<b><u>No new inning after</u></b>	<b><u>Do not exceed (stop game mid-inning)</u></b>
T-Ball	1:00	1:15
Peanuts	1:15	1:30
Rookie	1:15	1:30
Farms	1:45	Not applicable
Minors	2:00	
Majors	No Time Limit	
50/70 and above	See interleague rules	

2.7.3. Tie Games:

2.7.3.1. Majors division: if the game is tied when called for darkness, the game shall be continued at a later date. [*Note: managers shall*

*notify the League Scheduler to schedule the continuation of the game.]*

- 2.7.3.2. Minors division: if the game is tied after reaching the game time limit, no new innings will start and the game is a tie. If weather or darkness prevent play to continue when the game is tied but the game time limit has not been reached, it will be continued at a later date to be scheduled. [*Note: managers shall notify the League Scheduler to schedule the continuation of the game.]*
- 2.7.3.3. Farms division: if the game is tied after reaching the game time limit, or called for darkness, the game will end in a tie.
- 2.7.4. Regulation Games: RVLL follows Little League Rule 4.10c to determine what constitutes a regulation game.

## **2.8. GROUND RULES**

- 2.8.1. Ground rules applying to all fields at RVLL facility:
  - 2.8.1.1. A batted ball which clears the fence or strikes the top of the fence and continues over the fence is considered a home run with the noted exceptions and clarifications by field below.
  - 2.8.1.2. A ball that hits the top of a dugout is out of play.
  - 2.8.1.3. The out of play area adjacent to the dugout is established by a line connecting the corner pole of the dugout to the nearest fence, generally at the extent of the gate in the fence. If there is no gate, a flag or equivalent will mark the location on the fence.
    - 2.8.1.3.1. A ball that enters this area at any time is out of play.
    - 2.8.1.3.2. Additionally, Managers are required to remain in this area.
  - 2.8.1.4. Any field equipment (for example a rolled field tarp) is required to be placed in foul ground. If an in-play ball strikes the equipment, the ball remains in-play. If the ball becomes lodged in the equipment, the fielders shall be instructed to raise their hands indicating dead ball.

2.8.2. Majors field rules:

2.8.2.1. A batted ball that hits any part of the scoreboard is considered in play.

2.8.2.2. A batted ball that strikes a flag or flagpole on or around the scoreboard is considered a home run.

2.8.3. Farms, Minors and Multipurpose field rules:

2.8.3.1. A batted ball which strikes a tree in fair territory is considered a home run.

2.8.3.2. A batted ball that hits the scoreboard is considered a home run.

## 2.9. GENERAL RULES

2.9.1. Bats

RVLL follows Little League Rule 1.10 in determining if a bat is allowed to be played in a given division. Managers and or coaches must inspect their players' bat(s) prior to any sanctioned League activity to ensure they meet all specified criteria as outlined in Rule 1.10.

2.9.2. Player Safety

2.9.2.1. On deck batters are prohibited in Majors and all divisions below.

2.9.2.2. Players must be in the dugout, or behind the dugout fence, at all times unless playing a defensive position, hitting, baserunning, waiting on deck (upper divisions only) or warming up in the bullpen.

2.9.2.2.1. A pitcher and catcher warming up in the bullpen shall be protected by an authorized coach or another player wearing a mitt and batting helmet.

2.9.2.3. In all non competitive divisions, managers, coaches, or other adult volunteers, may be on the field of play in accordance with the division specific rules and regulations.

2.9.3. Courtesy Runner

2.9.3.1. A courtesy runner is permitted for the catcher and/or pitcher of record when there are 2 outs in an inning, provided the team has batted through the full lineup at least one time.

2.9.3.2. A courtesy runner must be reported to the plate umpire.

2.9.3.3. In divisions where a continuous batting order is used (Farms, Minors and Majors), the courtesy runner must be the player in the batting order who made the last out.

2.9.4. Warmup pitch limits are 8 pitches or 1 minute, whichever comes first.

2.9.5. Run Limits/Mercy Rule:

Mercy run rules do not apply to Majors, Minors and Farms divisions, however maximum runs allowed per inning (by division) are established in section 2.11. District 35 interleague rules govern Upper Divisions.

**2.10. BATTING ORDERS, LINEUPS, SUBSTITUTIONS AND MINIMUM PLAY**

2.10.1. Tee Ball, Peanuts, Rookie, Farms and Minors Divisions utilize a continuous batting order, meaning every rostered player present at the start of the game will hit in continuous order. Once the batting order has been set, it will be followed the entire game.

2.10.2. For Tee Ball, Peanuts, Rookie, Farms and Minors Divisions defensive substitutions are free. Any player may enter and exit the playing field as often as desired, with the exception that a player may not leave the pitcher and return to the pitcher position in the same game. Further, any player entering the pitching position must be eligible to do so per Little League Regulation VI.

2.10.3. For the Majors Division

2.10.3.1. For the regular season only, Majors Division will utilize a continuous batting order, meaning every rostered player present

will hit in continuous order. Once the batting order has been set, it will be followed the entire game.

2.10.3.2. For the regular season only, in the Majors Division, substitutions are free. Any player may enter and exit the playing field as often as desired, with the exception that a player may not leave the pitcher position and return to the pitcher position in the same game. Further, any player entering the pitching position must be eligible to do so per Little League Regulation VI.

2.10.3.2.1. For the postseason tournament (playoffs) Majors Division will utilize a 9 player lineup, following the entry/re-entry rules stated in Little League Rule 3.03.

2.10.4. Tee Ball, Peanuts, and Rookie Divisions may utilize a 10 player defense with a 4 outfielder alignment. All other Divisions play a 9 player defensive alignment.

2.10.5. Minimum Play

2.10.5.1. Majors Division: Each player will play a minimum of 2 full and complete innings of defense.

2.10.5.2. Minors Division: Each player must play a minimum 3 full and complete innings of defense.

2.10.5.3. Farms, Peanuts, and Rookie Divisions:

2.10.5.3.1. No player may sit on the bench for more than 1 consecutive inning.

2.10.5.3.2. Each player must play at least 1 inning (3 defensive outs ) in a non-outfield position by the completion of the 3rd inning and (or) if the game goes a full 6-innings the minimum increases to 2 innings (6 defensive outs ) in a non-outfield position per player.

2.10.5.4. Any player not achieving the minimum play in any division must play the next regularly scheduled game without substitution. The only exception to this rule is when a game does not have a bottom half of the last inning due to the fact that the home team is leading after the top half of the last inning. Managers not meeting minimum play are subject to review by the Grievance Committee.

## 2.11. DIVISION SPECIFIC RULES

2.11.1. The following sections establish local rules which either augment or supersede the rules established by Little League.

2.11.2. Team events are defined as games, practices, and conditioning. This does not include team parties. Throwing events are baseball workouts which involve throwing. These may be applied on a player specific basis (for example, a player throws a bullpen session at batting cage practice).

2.11.2.1. Maximum number of team events in a 7 day period by division:

- T-Ball: 2
- Peanuts and Rookie: 3
- Farms and Minors: 4
  - Throwing events: 3
- Majors, 50/70, Juniors, and Seniors: 5
  - Throwing events: 4

2.11.2.2. Any manager who exceeds the maximum number of team events in the specified period of time may be subject to Board review.

2.11.3. Tee Ball

- Minors rules in the Little League Rule Book shall apply
- Each team will bat once through its batting order before taking the field for defense, regardless of the number of outs recorded.
- On defense, all players shall take the field.
- There will be no catcher position and no pitcher position on the field of play.
- Coaches are encouraged to take the field and help both teams.

- The games are non-competitive; score is not kept, and the point of the game is to instruct and have fun.
- Only one player may hold a bat at any one time.
- There will be a 60-minute time limit for all tee-ball games.
- Only the offensive coach may place the ball on the tee.
- Base paths are 50 feet.
- Runners may advance only one base on each batted ball.

For the second half of the season the coaches will pitch to kids. This shift is at the discretion of the division commissioner. Coaches will pitch from a set distance, using a bow net as backstop (no catcher). Each player gets three pitches from the Coach. If the player does not put the ball into play by the 3rd pitch, the ball will be placed on the tee.

#### 2.11.4. Peanuts

Teams are allowed 1 manager and up to 3 coaches on the field or in the dugout during games. At least 1 adult coach shall be with the players in the dugout at all times.

The batting team shall have 2 adult base coaches, who are to remain in the delineated coaching boxes, and 1 coach pitching. The defensive team Manager shall retrieve balls behind home plate. Additional coaching staff from the defensive team may be positioned on the field to instruct, provided no players are left without adult supervision in the dugout.

- Minors rules in the Little League Rule Book shall apply.
- There will be a limit of 10 players on the field, 6 infielders and 4 outfielders.
- The games are non-competitive; score is not kept, and the point of the game is to instruct and have fun.
- In the first inning of each game, each team will bat through their entire batting lineup, regardless of the number of outs made, and until ALL batters have hit.

- From the second inning on, each half-inning will have ended after three outs have been made, or a team has completed one time through their lineup. In those innings where outs are counted, the coach on the field closest to the play is the acting umpire.
- Peanuts is a “Coach pitch” division
  - Each batter will be allowed a maximum of 5 pitches pitched from the batting team’s coach.
  - If the batter is unsuccessful in putting the ball in play after the 5th pitch, a batting tee will be used to allow the batter 3 additional swings. If the batter is unable to put the ball in play after the 3rd attempted swing from the tee, the player will be ruled out.
- A batted ball that stops in the arc in front of home plate is considered a foul ball.
- A runner cannot advance on an overthrow.
- Two bases max advancement per batter, with the exception of the last batter of an inning.

#### 2.11.5. Rookies

Teams are allowed 1 manager and up to 3 coaches on the field or in the dugout during games.

- Minors rules in Little League Rule Book shall apply.
- There will be a limit of 10 players on the field, 6 infielders and 4 outfielders.
- The games are non-competitive and the point of the game is to instruct, have fun, and experience a more traditional game of baseball as compared to the Peanuts division.
- Each half inning will be completed after three outs have been made or the run limit is met, whichever comes first.
  - When “machine pitch” is employed, the run limit is 5 per inning.
  - When “player pitch” is employed, the run limit is 3 per inning.
- The coach running the machine will call the game.
- As the Rookies division doesn't have a designated field, games will primarily be played on the Farms, Minors, or Majors fields, but will ultimately be at the discretion of the League Scheduler
- Any runner (including the batter) may not advance more than two bases as the result of a batted ball. This includes overthrows.
- No stealing is allowed. Players that steal must return to the previous base.
- A runner may advance one base per overthrow.

The first 50% of scheduled games will be played as “Machine Pitch”. Every attempt will be made by the managers and commissioners to standardize the machine experience for the players. A set distance and machine adjustments will

be provided to the managers and game play will not deviate from this without approval from the division commissioner.

- Each batter will be allowed 3 swing and misses or 5 pitches from the machine. A batter that hits a foul ball on the last pitch is awarded another pitch until they put the ball in play or miss.
- If the player is unsuccessful in putting the ball in play in the prescribed amount, the player will be ruled out. If a player does not swing at the 5th or later pitch, it will be the coach's discretion on whether or not the at bat is considered a strikeout.
- A defensive player will be positioned adjacent to the pitching machine, but no closer to the plate than the pitching rubber. One foot must be in the pitching mound's dirt.
- A batted ball that strikes the pitching machine, ball bucket, coach or any other element of the automated pitching process will be considered a single. The batter will be awarded first base and runners will advance one base only if forced by the batter being awarded first base.

In the second 50% of scheduled games "Player Pitch" will be introduced. Note that the pitching machine will still be used to complete at bats which begin with a player pitching. The rules for the "Player Pitch" portion of the season are as follows.

- Pitch count and associated days of rest will follow Little League Rule Book.
- A pitcher may not throw more than 40 pitches or pitch more than 1 inning.
- Both home and away managers are responsible for keeping an accurate pitch count for both teams and subsequently logging pitch counts after the game. It is acceptable for the managers to delegate this responsibility to a coach, parent or other responsible adult.
- Pitchers will throw from the pitching mound area, either from the rubber or dirt area in front.
- Pitcher will throw 3 pitches to each batter and the machine will be used to complete the at bat, 5 more pitches.
- 3 swing and misses, or if the limit of pitches per batter is reached, will result in a strikeout.

#### 2.11.6. Farms

Teams are allowed 1 manager and up to 2 other coaches on the field or in the dugout during games.

The first four scheduled games will be defined as preseason. For preseason games umpires are utilized and a score is kept; however, the result of the game will not count towards the team's overall standings. Additionally, the first two preseason games will utilize a pitching machine. Every attempt will be made by the managers and commissioners to standardize the machine experience for the players. A set distance and machine adjustments will be provided to the managers and game play will not deviate from this without approval from the division commissioner.

- Each batter will be allowed 3 swing and misses or 5 pitches from the machine. A batter that hits a foul ball on the last pitch is awarded another pitch until they put the ball in play or miss.
- If the player is unsuccessful in putting the ball in play in the prescribed amount, the player will be ruled out. If a player does not swing at the 5th or later pitch, it will be the coach's discretion on whether or not the at bat is considered a strikeout.

- A defensive player will be positioned adjacent to the pitching machine, but no closer to the plate than the pitching rubber. One foot must be in the pitching mound's dirt.
- A batted ball that strikes the pitching machine, ball bucket, coach or any other element of the automated pitching process will be considered a single. The batter will be awarded first base and runners will advance one base only if forced by the batter being awarded first base.

A 3-run rule limit will be in effect for each inning of all regular season games. Once 3 runs have been scored, that half inning will be over, regardless of the number of outs made. If a player-batter was at bat when the 3rd run scored, that batter will be the leadoff batter the following inning. *[Note: the 3-run rule limit does not apply in the 6th inning of all postseason games.]*

When a walk is issued, the batter and base runners may only advance to the next base. The walked batter may not advance to second base until the next pitch is made and crosses the plane of home plate.

Each baserunner can only advance one base on a steal attempt, even if the defense makes an attempt to put them out. The runner(s) must wait until the next legal pitch before attempting to steal another base.

Runners on third base may only steal home if a pitched ball is not caught by the catcher. If the pitch is caught by the catcher, the runner must return to third base before the next pitch, regardless of any action taken by the defense. For example, if the pitch is caught, the runner may NOT steal home during errant throws back to the pitcher, nor may the runner steal home on an attempted pick off play by the catcher at third base, or any other base. If the catcher attempts to pick off a runner, and there's a runner at third base, that runner may NOT run home. If the runner on third base breaks for home on a pickoff and touches home plate, the runner will be called out.

#### 2.11.7. Minors

Teams are allowed 1 manager and up to 2 other coaches on the field or in the dugout during games.

A 5-run rule limit will be in effect for each of the first 5 innings of the game. Once 5 runs have been scored, that half inning will be over, regardless of the number of outs made. If a player-batter was at bat when the 5th run scored, that batter will be the leadoff batter the following inning. *[Note: The 5-run rule limit does not apply during the 6th inning of play.]*

A batter must have one foot in the batter's box at all times, per the rules specified in the Little League Rule Book.

#### 2.11.8. Majors Division

A batter must have one foot in the batter's box at all times, per the rules specified in the Little League Rule Book.

### 2.12. SCORE AND PITCH COUNT REPORTING

2.12.1. In all competitive divisions managers of both the home and visiting teams are required to report scores and pitch counts within 24 hours of the game's completion. A mechanism for reporting will be established by the Board and communicated to managers through division commissioners. Failure to report pitch counts in a timely manner may result in a minimum one-game suspension.

2.12.1.1. RVLL follows the pitch count thresholds and required days rest as outlined in Little League Regulation VI.

2.12.1.2. Pitch counts may be further restricted on a temporary basis (for example, the first two weeks of the season) as directed by the League and communicated by the division commissioner.

2.12.1.3. It is the responsibility of the manager to be familiar with the required days rest, positional limitations and all facets of the pitch count section of Little League Regulation VI. Any violation of these rules may result in a minimum one-game suspension.

## 3. MISCELLANEOUS

### **3.1. MANAGERS AND COACHES CODE OF ETHICS**

- I will place the emotional and physical well-being of my players ahead of a personal desire to win.
- I will treat each player as an individual, remembering the large range of emotional and physical development for the same age group.
- I will provide a safe playing environment for my players.
- I promise to review and practice basic first aid principles needed to treat injuries of my players.
- I will organize practices that are fun and challenging for all my players.
- I will lead by example in demonstrating fair play and sportsmanship to all my players.
- I will be knowledgeable in the rules of Little League and the local rules of RVLL and I will teach these rules to my players.
- I will use coaching techniques appropriate for all of the skills I teach.
- I will remember that I am a youth sports coach and that the game is for the children and not the adults.

### **3.2. MANAGER SUPPORT: REQUIRED AND SUGGESTED VOLUNTEER ROLES**

- 3.2.1. Team Parent: a parent volunteer from your team who may act as the manager's primary contact person for the communication between your team and the other parents. You may choose to have them be responsible for notifying parents of practices, games and for getting commitments for RVLL related work days (field prep, field work days, etc.). They may also assist with notifying parents of any special information from the Board or manager. The team parent may also help schedule field and plate umpires, scorekeepers, game coordinators, and purchase treat tokens for the team if so desired. The name and contact information for a team parent shall be provided by each manager to their division commissioner and League Secretary 2 weeks prior to the first scheduled game.

- 3.2.2. Field Prep Lead: a parent volunteer willing to take responsibility for coordinating and executing all necessary field prep duties. This person should attend the field prep clinic held by RVLL prior to the start of the regular season, so they may properly instruct other parent volunteers on how to properly prepare a field of play.
- 3.2.3. Scorekeeper Lead: a parent volunteer who takes a lead role in coordinating scorekeeping responsibility for the season. They should be knowledgeable in how to properly score a game, or attend RVLL's scorekeeping clinic to become familiar with how to score a game. This person may then teach other parent volunteers and recruit others to help score throughout the season. This person should be familiar with scoring both in the official scorebook (paper version) and electronic iScore, or similar.
- 3.2.4. Umpire Lead: while RVLL does its best to provide umpires for most regularly scheduled games, there is no guarantee. Each team should be prepared to provide one or more parent volunteer umpires for any given game. A good way to be prepared is to identify a few parents who are willing to umpire and send them to the Umpire-Training Clinic prior to the start of the RVLL season.

### **3.3. EQUIPMENT**

Upon the request of the manager, select equipment may be issued at the beginning of the season. At the end of the regular season, it's the manager's responsibility to promptly return all equipment provided by RVLL. Managers may be held financially responsible for any equipment not returned. If equipment is not returned it will affect the consideration of your participation as a manager or coach the following year.

### **3.4. MEETINGS AND CLINICS**

A calendar of meetings and clinics will be published in January. By signing up to manage, the manager acknowledges their presence may be declared mandatory at these meetings. Some meetings will require the manager to send a defined volunteer, such as the team parent meeting. If the defined volunteer is unable to attend, the manager will attend in their absence.

### **3.5. ANNUAL SPORTSMANSHIP AWARD**

The Sportsmanship Award is based on Little League Traits of Good Sportsmanship. At the end of the regular season, each manager shall vote for one player on their team, and one player on another team, in their respective division, who they feel best represents those traits. The division commissioners will gather and tally the votes. The players who receive the most votes will win that year's award. The RVLL Board will present the award to the players at the end of the season during one of their closing Board meetings.

### **3.6. ADVANCED SKILLS DEVELOPMENT**

**Objective:** To provide all RVLL players the opportunity to further advance their baseball skills.

**Registration & Eligibility:** The ASD program is open to all players rostered in the RVLL Farms, Minors, Majors, 50/70 & Junior Divisions. The program is geared toward players that have a passion for baseball and have a desire to work hard on their skill to better their game.

There will be no fee for registration and everyone that registers will be able to participate throughout the duration of the program, which is open to all players in the respective divisions; however, space will be limited.

**Schedule:** The ASD program will run from January to mid-June. The program will be held once a week and will typically be held on Sundays, but may vary. Times will also vary for each age group. Players are expected to attend all sessions. This is not a "drop-in" program. This program requires a commitment from the player to attend the sessions.

**Organization:** The ASD Director will oversee the entire program. Each age group will have an Age Group Coordinator (AGC) that will be responsible for the curriculum and coach volunteers for that age group. The ASD Director will advise AGCs on their overall proposed curriculum and assist with implementation. Each AGC will be responsible to recruit enough coach volunteers for their age group and sub-age groups.

### **3.7. FALL BALL**

**Program:** The RVLL Fall Ball program is a noncompetitive fall baseball season. The goal of the program is to promote the game of baseball and allow kids to play with their friends in a noncompetitive environment.

**Registration:** Fall Ball registration begins May 1 and remains open until July 1. Divisions will be based off the Little League age chart for the following calendar year.

**Team Formation:** Once registration is complete, managers will be selected and teams will be formed by the Player Agent. Managers will be allowed to request up to 5 players to be considered for their team. After manager's requests, the Player Agent will assign players to teams based on friend requests then school groupings.

**Player Movement:** All player movement will go through the Player Agent only. There will be no swapping of players once teams have been formed and finalized.

**Practices / Clinics:** Once teams have been formed, practices, locations and time slots will begin on a date issued by the Fall Ball Commissioner. Fall Ball will have a maximum of 3 events per week. This can consist of any 3 of the following: Practice, Batting Cages and Clinic. Practices will be held at RVLL approved fields only, no exceptions.

**Season Rules:** Fall Ball season is played under the rules as determined by the league hosting the season. Little League Rules are in effect where not noted.

### **3.8. EMERGENCY CLAUSE**

The RVLL Board retains the right to adjust these rules accordingly in reaction to emergencies, natural disasters, and other unanticipated and challenging circumstances (for example, a global pandemic) that threaten the integrity of the league.