

OCEAN VIEW LITTLE LEAGUE

Local Rules



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The Little League Operating Manual and Little league Official Regulations and Playing Rules are the guiding documents for operations of Ocean View Little League (OVLL) and thus govern all practices. The Local Rules address Ocean View Little League specific administrative policies, changes to the Operating Manual and Little League Official Regulations and Playing Rules based on Little League approved waivers and/or more stringent requirements adopted by the Ocean View Little League Board of Directors (BOD).

I. GENERAL/MISC

A. League Board of Directors, Officers and Appointed Positions

The Ocean View Little League Board of Directors consists of the elected Board and the selected Officers. As per Little League rules, the number of managers and coaches on the board shall not exceed a minority of the total board members.

1. Ocean View Little League Board of Directors is elected annually.
 - a) President
 - b) Vice President
 - c) Secretary
 - d) Treasurer
 - e) Lead Player Agent
 - f) Safety Officer
 - g) Information Officer
 - h) Coaching Coordinator
 - i) Auxiliary Representative
 - j) Player Agent (Lower Divisions)
 - k) Fundraiser/Project Director
 - l) Past President, at the discretion of the current President (if appointed, such position shall be a non-voting position and such appointment may be revoked upon a majority vote of the Board)

B. Miscellaneous Issues

1. All standard rules published by L.L.B.B will apply (Green Book).
2. OVLL provides a smoke-free environment for our players. The use of tobacco in any form is prohibited anywhere on the OVLL complex except that smoking is permitted in the blacktop parking lot areas.
3. Alcohol use is not permitted anywhere on OVLL property. In addition, any league volunteer, player parent or spectator who displays behaviors suggestive of alcohol intoxication will be asked to leave OVLL grounds immediately.
4. Pets are not permitted on the OVLL complex except in the blacktop parking lot areas. Assistance animals are exempt from this rule.
5. Bicycle riding, skateboarding, roller-skating/blading and scooter riding is prohibited.
6. Players are not allowed to practice or warm up in the common areas surrounding each field and near the snack bar to avoid injury to spectators.

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II. REGULATIONS AND RULES – BASEBALL

A. Game Preliminaries

1. The PLEDGE OF ALLEGIANCE and the LITTLE LEAGUE PLEDGE are recited prior to every game, with both teams lined up on their respective foul lines. The manager or coach of the home team selects a player from the home team to stand directly in front of home plate and lead the group in the pledges.

2. Pre-Game Warm-Up

a) Fields are to be shared safely between the home team and visitor team for pre-game warm-up.

b) For the safety of players, coaches and field preparation volunteers, the infield grass and infield dirt are not to be used for pre-game warm-up.

c) The home team may use the left field grass area and the wing between the 3rd base foul line and the 3rd base dugout for warm-up; the visitor team may use the right field grass area and the wing between the 1st base foul line and the 1st base dugout for warm-up.

d) These rules are effective 60 minutes before scheduled game time or at the point that both teams are present, whichever occurs earlier.

e) The manager may be suspended from the game for violation of these rules.

B. Conduct

The use of profanity, intimidation tactics, remarks reflecting unfavorably upon any other person, taunting or baiting is prohibited. Any individual violating appropriate field decorum is subject to the following:

1. First offense, depending on the severity, results in a warning and/or ejection from the OVLL complex.

2. Second offense, depending on the severity, results in the offending party being ejected from the game and/or expulsion from the OVLL complex.

3. Third offense will result in expulsion from the league for the balance of the season. Re-admittance will require approval from the Board.

4. The authority for the enforcement of these sanctions lies with the primary (plate) umpire for the game and/or the Officer of the Day. Either of these individuals is authorized to call upon local law enforcement, if necessary, to assure compliance.

5. All occurrences will be reported to the BOD at the next regularly scheduled meeting.

C. Umpires

The Chief Umpire and/or Assistant Chief Umpire of the League are responsible for the selection and scheduling of all the umpire crews. The Umpire schedule for the Minor A & B divisions is generated by an appointed person and prepared after the draft. Umpires should arrive at the fields no less than twenty (20) minutes before their scheduled game assignment and check in with the Officer of the Day.

1. All umpire crews consist of at least two (2) umpires unless prior the start of the game, both managers agree that one (1) umpire is sufficient.

2. Umpires who show up for their assignments after a substitute umpire is assigned forfeit the assignment and will be forced to pay the \$50.00 penalty.

3. It is not an option to buy-out base umpire requirements. A team may only buy-out up to 50% of the League plate assignment requirements.

4. If a team fails to provide the required umpires for a game, the team failing to provide the required umpire will:

a) Be fined fifty dollars (\$50.00)

b) The team's manager will be suspended from further games until reimbursement is made to the League.

c) The BOD may suspend or remove a team's manager for multiple failures to provide a required umpire.

5. In the event of two (2) junior umpires being assigned to a game, the Home team must provide an Official Safety Umpire. The Safety umpire will reside in right field, at the outfield fence. The Safety umpire's sole responsibility is to oversee any safety issues, including darkness, weather and parent behavior. The Safety Umpire may not override the junior umpire decisions.

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D. Managers and Coaches

1. Managers will, as determined by the BOD, be held responsible for the conduct of their teams' coaches, players, parents and spectators.
2. Managers are responsible for attending tryouts, player draft, field maintenance training, first aid training, and a player/coaches clinic to participate in OVLL.
3. Unsportsmanlike conduct, derogatory comments, argumentative or demeaning behavior by managers, coaches or spectators toward any player or umpire will result in disciplinary action. Action could include suspension of the game by the umpire and/or immediate ejection from the fields by the Officer of the Day. The Board of Directors will review all incidents with regard to additional sanctions or penalties.
4. Managers and coaches currently participating in the game are not allowed to enter the score booth area during game.
5. The Manager must return all equipment to the League's Equipment Manager immediately following the team's final game of the season.

E. Line-ups: Majors, Minor A, Minor B Divisions

1. Starting line-ups must be provided to the scorekeeper by managers before the start of the game by the respective manager and shall be distributed to each team.
2. All position changes and substitutions throughout the game are given to the scorekeeper before the change can be made.
3. If a player who is marked absent reports late, the scorekeeper is notified immediately.

F. Scorekeepers: Majors, Minor A, Minor B Divisions

1. The home team provides the primary scorekeeper and the visiting team provides the assistant scorekeeper.
2. The scorekeeper prepares an accurate record of attendance and playing status of each player in the Official Score Sheet. The assistant scorekeeper will keep the official Pitch Count Record Log.
3. The scorekeeper will have each manager sign the book at the end of a game. This signature means that the pitch count as well as the infield/outfield play time is correct.

G. Games Schedules: Majors, Minor A, Minor B Divisions

1. The BOD sets the date and time for all games, including, but not limited to suspended, make-up, playoff, and championship games.
2. Managers may not change the date or times set for games, or set a date or time to continue a suspended game. (All Divisions)
3. If a game cannot be played because of the inability of a team to place nine (9) players on the field before the game begins, the game is forfeited.
4. All games postponed or suspended due to rain will be made up or resumed on Sundays. No games will be played on Easter Sunday or the Sunday of Memorial Day weekend. Games must be made up in the order that they were postponed. Weeknight games will be played the following Sunday. Saturday games will be re-played 8 days later on the following Sunday (not the next day). Sunday games will be re-played the following Sunday. In the event there are too many postponed or suspended games in any week to be made up on the following Sunday, then the BOD will reschedule such games in the most efficient manner practical.

H. Players

1. If a player becomes injured (or ill) while a runner and cannot continue playing, the substitute runner shall be the last offensive player to be put out. A player cannot be removed for a pinch runner more than one time per game.
2. All missed innings for late-arriving players count toward minimum play.

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3. A manager who benches a player while a game is in progress must state the reason for such action on the roster given to the official scorekeeper. The player's name is noted on the Official Score Sheet for later review by the Division Commissioner. A manager who benches a player BEFORE the start of a game must notify the Division Commissioner prior to the start of the game and provide reason(s) for such action.
4. Non-participation in games and/or practices may be grounds for releasing a player from the League. The Division Commissioner and/or player agent is responsible for investigating all such matters and presenting a report to the Board for action.
5. **Managers must notify the Division Commissioner of any player who does not play in two (2) consecutive games. Notification must be made within twenty-four (24) hours following the second missed game,** even if it is anticipated that the player will play in the next game.
6. Players shall not wear body paint (excluding anti-sun glare products) or objectionable markings including slogans, words, etc. on the body, uniform or equipment.
7. Audible distraction of the batter by any defensive player after the pitcher has begun his/her pitching motion may be considered interference.
8. Teams in the Majors, Minor A and Minor B divisions that are aware before a game that they will be short players may contact the division commissioner to add a player or players from the player pool. Player pools are determined by the division commissioner. Pool players will wear their own regular season team uniform. Pool players must bat last in the batting order (or after all regular team players if there is more than one pool player). Pool players may only play outfield positions. They may not play the position of pitcher, catcher or any infield position.

I. Pitchers

1. Per regulation VI, section (d) of the official Little League Rules and Regulations, OVLL shall adhere to the Green Book pitching regulations. However, if a pitcher throws 66+ pitches in a game, he/she is not eligible to pitch in the first game his/her team has scheduled immediately following the completion of the minimum number of days of rest as per the Little League rules. For example, if an 11 year old throws 75 pitches in a game on Saturday and his team has games scheduled on the following Tuesday, Friday and Sunday, (a) he would not be eligible to pitch in the Tuesday game because he is required to observe 4 calendar days (Sunday – Wednesday) of rest per Little League rules and (b) he would not be eligible to pitch the Friday game because it is the immediately following game after the completion of the required days of rest. The player would be eligible to pitch in the Sunday game. If the pitcher reaches 65 pitches while facing a batter, the pitcher may continue to pitch without being subject to this "plus one game rule" until the batter reaches base, the batter is retired or the third out is made to complete the half-inning.
2. Managers must sign the Official Score Sheet in ink after each game. By signing, each manager acknowledges agreement with the number of pitches credited to his/her team's pitcher(s) and those of the opponent's, as recorded on the Official Score Sheet and the Pitch Count Record Log.
3. In the event of a question on the eligibility of a pitcher, the Official Pitch Count Record Log is the controlling document.
4. Pitchers who exceed their pitching eligibility in any given game lose eligibility for the remainder of the game and do not pitch in their next eligible two games.
5. Any Manager who violates any pitching regulation (including rest rules and pitch counts) will be suspended for the next game on schedule.
6. In the Minor A Division, 11 year-olds may pitch a maximum of 75 pitches. If the pitcher reaches 75 pitches while facing a batter, the pitcher may continue to pitch until that batter reaches base, that batter is put out, or the third out is made to complete the half-inning. This rule applies to all regular season and OVLL Tournament games.

J. Player Injury

1. Managers must immediately notify the Safety Officer (Officer of the Day or Division Commissioner if Safety Officer is not available) of any injury to a player, in game or in practice, requiring professional attention.

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2. The manager must submit an Accident Report to the Safety Officer within twenty-four (24) hours of the player injury.
3. The Safety Officer must notify the Division Commissioner if it is anticipated that the player will miss any games as a result of the injury.
4. The injured player is considered inactive until the Division Commissioner receives a doctor or parent release for the player to return to active play.

K. Field Preparation and Clean-up

1. Preparation of the field is the responsibility of **both teams** and must be completed before the scheduled start of the game.
2. General post game cleanup, policing of playing field and spectator areas, and putting equipment and material away is the responsibility of **both teams** under the direction of the team managers.
3. **Both teams** of the last game each day are responsible for dumping into the large trash dumpster all of the trash, including the contents of all the trash receptacles, surrounding the field.

L. Officer of the Day

The Officer of the Day represents the Board of Directors, and acting in this capacity, presides over all field activities other than games in progress, which are presided over by the Umpire on the field.

M. Practices

1. The Division Commissioners inform the managers of school sites for practices
2. Practices on OVLL fields require approval of the Division's Commissioner.
3. Practices and games may not exceed a combined total of four (4) per week (Sunday through Saturday). (All-Star teams excluded). A practice shall not exceed two and one-half (2-1/2) hours (Tournament and All-Star teams excluded). Violation of these limits will result in the suspension of the manager from the team's next game. Continued violations can result in more severe penalties at the discretion of the board.

N. Mercy Rule

1. The Ten Run Rule, also known as the Mercy Rule, will not be enforced in any division.

O. Disputed Actions

Any issues or conflicts arising during a game that do not invoke the provisions of a standing rule are resolved by the following steps:

1. The managers of the teams involved make every effort to arrive at a mutually satisfactory resolution.
2. If the managers are unable to resolve the issue, they address the problem to the Officer of the Day.
3. If involving the Officer of the Day fails to achieve a resolution, the issue and the parties involved are referred to the President of the League.
4. If the issue still cannot be resolved then it will be presented to the BOD for resolution. The board's resolution is final.

P. Selection of Players

1. The OVLL Draft and Pull-Up Policy and Local Rules will govern the selection and movement of players before and during the season.
2. A manager's child(ren) will be pre slotted into the draft based on their League Age. The default order for this slotting is as follows.

Intermediate, Junior & Senior: manager's children will be slotted starting in the third round, with any additional children slotted in subsequent rounds.

Majors: 12 year olds will be slotted in the third round, 11 year olds will be slotted in the fourth round, 10 year olds will be slotted in the fifth round.

Minor A: 11 year olds will be slotted in the second round, 10 year olds will be slotted in the third round, 9 year olds will be slotted in the fourth round.

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Minor B: 10 year olds will be slotted in the second round, 9 year olds will be slotted in the third round, 8 year olds will be slotted in the fourth round.

In the instance that a Manager has multiple children playing that are of the same age (i.e. twins, triplets, etc.) the slotting will commence with the specific round listed above for their age, and the additional children will be slotted in the rounds immediately following.

3. Any team losing a player from its roster must notify the Division Commissioner within 72 hours. The Division Commissioner will work with the Lead Player Agent to replace the lost player with a wait list candidate. Wait list players are pulled in the order their application was received.
4. The new player shall be automatically selected in order from the Division's waiting list.
5. If an eligible player is not available on the Waiting List, the manager may "pull up" a player from the next lower division's eligible Player Pool list, as determined in the draft and subject to Local Rules. Before April 1st, managers must select a player from the Player Pool list until this pool is exhausted. Managers must notify ONLY the Division Commissioner of his replacement selection. The Division Commissioner will notify the parent(s) of the selected player. Under no circumstances shall a manager contact a parent, manager or coach of a selected player or a player under consideration for selection. Violation will result in a one game suspension of the manager and/or coach at the discretion of the Board of Directors. If a selection is not made within seventy-two (72) hours the Division Commissioner may choose a player subject to board approval.
6. The replacement of lost players terminates and shall not be allowed when 14 days or fewer are remaining in the regular season.
7. Thirteen year olds play in the Intermediate (50/70) Division. Thirteen year old players who wish to play in the Junior or Senior Division as an alternative must notify the Lead Player Agent.
8. Twelve year olds are required to play in the Major Division. Players who wish to remain in Minor A must get approval from the President, Lead Player Agent, and get approval from the District. The Lead Player Agent will submit waiver V(a) to the District on behalf of the player. If this waiver is not approved, the player will be required to play in the Major Division.
9. Eleven year olds are required to play in the Major or Minor A Division unless approval is given by the President and the Lead Player Agent.
10. Ten year olds are required to play in the Major, Minor A or Minor B Division unless approval is given by the President and the Lead Player Agent. Before the draft, parents or guardians may request their child not play in the Major Division.
This request will be in effect all season.
11. Nine year olds are required to play in the Minor A, Minor B or Minor C Division
12. Eight year olds are required to play in the Minor B or Minor C Division
13. Seven year olds are required to play in the Minor C or Farm Division.
14. Six year olds are required to play in the Farm or Tee-Ball Division
15. Five year olds are required to play in the Tee-Ball Division.
16. Four year olds are required to play in the 4 year old Tee-Ball Division.
17. In the event of a child with special needs the Board of Directors can authorize play in an appropriate Division.
18. Parents have the option of requesting that their son or daughter not play for up to two particular managers (a maximum of 2 managers identified per child) during the regular Spring Season and post season (District 62 TOC and All Star Tournaments). Parents must request a "Manager 'Do Not Play With' Request" form from the President or Lead Player Agent. This form must be filled out and returned to the President or Lead Player Agent. The forms will be accepted from the first registration date to within 24 hours of the draft. Submission of the form does NOT guarantee the request. A committee of no more than four board members, as determined by the board, will meet and vote on the request. You will be notified prior to the draft if your request has been denied.

Q. Selection of All-Star Teams & Players

1. Six All Star teams shall be chosen to represent Ocean View Little League: Junior, Intermediate (50/70), 11-12 year old, 10-11 year old, 9-10 year old, and 8-9 year old..

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2. The Junior All Star team will consist of a minimum of twelve (12) players to be chosen by a majority vote of the managers of the Junior Division.
3. The Intermediate (50/70) All Star team will consist of a minimum of twelve (12) players to be chosen by a majority vote of the managers of the Intermediate (50/70) Division.

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4. The 11-12 year old All Star team will consist of a minimum of twelve (12) players to be chosen by the players and managers of the Majors Division. Five (5) players shall be voted on and selected by the Majors players. All Majors players will be provided a ballot and will each cast six (6) votes. Players cannot vote for any player on their own team. The five (5) players receiving the most votes shall automatically make the All Star team. The remaining players will be chosen by a majority vote of the Majors Division managers.
5. The 10-11 year old All Star team will consist of a minimum of twelve (12) players chosen by a majority vote of the Majors Division managers.
6. The 9-10 year old All Star team will consist of a minimum of thirteen (13) players chosen by a majority vote of the Minor A Division managers. If 75% or more of the Majors Division managers recommend a 10year old player from Majors, the Board of Directors may place the player on the 9-10 year old All Star eligibility list or may place the player directly on the team.
7. The 8-9 year old All Star team will consist of a minimum of twelve (12) players chosen by a majority vote of the Minor A Division managers.
8. If a team loses a player after the selection of the All Star teams, the team's manager, with the approval of the Board of Directors, will select the replacement player. Replacement players will not be taken from other All Star teams.
9. Each All Star manager will be selected by a majority vote of the Board of Directors.
10. All Star coaches for each team will be selected by the manager and will require approval by a majority vote of the Board of Directors.

R. OVLL Tournament & Tournament of Champions Team Selection (Majors, Minor A & Minor B)

1. Teams participating in the District's Tournament of Champions (TOC) will be determined by a double elimination OVLL Tournament. The first and second place teams from the OVLL Tournament from each division shall participate in Tournament of Champions. The teams shall be seeded (1st or 2nd) based on their finish in the OVLL Tournament, regardless of their season record.
2. The regular season standings shall determine seeding for the OVLL Tournament. Seeding for the OVLL Tournament will be based on the won/loss record of teams during the regular season. That is, the team with the best record will be seeded first, the team with the second best record will be seeded second, and so on.
3. Tournament schedules will be determined before the midpoint of the regular season.
4. If two teams tie for a seed position, a tie breaker shall be used to determine the seed in the OVLL Tournament. The tie breaker order will be as follows:
 - a) Head to Head record between the tied teams
 - b) Least runs allowed Head to Head between the tied teams
 - c) Least runs allowed, total, for the entire portion of the season that counts toward seeding
 - d) Coin flip
5. If three or more teams tied for a seed position a tie breaker shall be used to determine the seed in the OVLL Tournament. Once a team breaks from the tie – the tie breaker **resets** to (a) below for the remaining teams. The multi team tie breaker order will be as follows:
 - a) Head to Head record between the tied teams
 - b) Least runs allowed Head to Head between the tied teams
 - c) Least runs allowed, total, for the entire portion of the season that counts toward seeding
 - d) Draw Straws
6. Pitching eligibility: Except for the 75-pitch limit for 11-year olds playing in Minor A as described in Section II(I)(6) above, the Little League 'Green Book' pitch-count and rest-day rules will exclusively govern the OVLL Tournament and be used to determine eligibility coming into the Tournament. Any regular season local-rule modifications to the pitch-count or rest-day rules – such as "plus a game" or additional rest days -- will **not** apply. A pitcher will be eligible to pitch in the first game of the tournament so long as all Green Book pitcher eligibility requirements have been met.

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7. All OVLL Tournament games will be played a regulation six (6) innings. In Minor A and Minor B the "last inning" is automatically the 6th inning (and any extra innings), with the ability to score more than 5 runs and bat through the order, as defined for the regular season. Umpires, managers and league management will encourage efficient changes between innings and make every effort to get the games completed without delay.
8. If an OVLL Tournament game runs long and intrudes on the start or warmup time for the following scheduled game, no more than 30 minutes, as measured from the last out of the prior game, will be given between the games for field preparation and team warmup.
- 9 No new inning may begin within ten (10) minutes of the official sunset time posted in the snack bar or official scorebook – start time and enforcement of sunset time is managed by the home plate umpire.
10. All other OVLL Local Rules apply in the OVLL Tournament
11. The home team for each OVLL Tournament Game will be determined by a coin toss. The winner of the coin toss can choose "home" or "visitor". The coin toss shall be completed no later than 45 minutes BEFORE the start time of the game. The coin toss shall be conducted and supervised only by an Officer of the Day or a BOD member. ONLY managers can represent the team during the coin toss. In the event that a manager is not present for the coin toss (no later than 45 minutes before the start of the game), the coin toss shall be nullified and the manager present shall have the right to choose.
12. Unless approved by the League President, Player Agent and Division Commissioner, all teams in the OVLL Tournament must use a full roster for tournament games. Absent player spots must be filled by a pool player. A "full roster" means the number of players that were on the roster of the relevant team at the beginning of the season.

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III. JUNIOR DIVISION

- A.** No new inning will begin after two (2) hours and thirty (30) minutes of play or fifteen (15) minutes prior to the start of the next scheduled game or official sunset time. If a game is rained out, or called before it has become a regulation game, the Divisional Representative will schedule the game to be played or resumed at the first available open date. It might not be played or completed.
- B.** If a team does not have enough players to start a game, the Manager must utilize the Pool Player System. The Manager must contact the Player Agent to acquire a player from the Pool Player List and may not contact players and/or parents directly. The Player Agent will use a rotating list of players.
- C.** When Pool Players are used, the roster for the game cannot exceed ten players. Pool players will wear the uniform of their own team and must be identified on the line-up sheet and in the scorebook. Pool Players may not start the game unless the team cannot field nine (9) rostered players and they can bat anywhere in the line-up. Pool Players may not pitch.

IV. INTERMEDIATE (50/70) DIVISION

- A.** No new inning may begin within ten (10) minutes of the official sunset time posted in the snack bar or official scorebook – start time and enforcement of sunset time is managed by the home plate umpire.
- B.** If a team does not have enough players to start a game, the Manager must utilize the Pool Player System. The Manager must contact the Player Agent to acquire a player from the Pool Player List and may not contact players and/or parents directly. The Player Agent will use a rotating list of players.
- C.** When Pool Players are used, the roster for the game cannot exceed ten players. Pool players will wear the uniform of their own team and must be identified on the line-up sheet and in the scorebook. Pool Players may not start the game unless the team cannot field nine (9) rostered players and they can bat anywhere in the line-up. Pool Players may not pitch.
- D.** OVLL player pool policy is in effect immediately when a player is injured.

V. MAJORS DIVISION

- A.** Teams shall bat in a continuous batting order. The batting order may not change during a game.
- B.** Every player on a team plays a minimum of nine (9) defensive outs in a six (6) inning game, with free substitution. The signed scorebook is the official record of minimum play requirements. In an official complete game is shortened for any reason (such as weather), the LL minimum play rule IV(i) must be met. If any game exceeds six (6) innings, beginning with the seventh (7th) inning no player may sit out for more than three (3) consecutive outs unless such player becomes ill or is injured in the course of play such that the player is incapable of playing.
- C.** No new inning may begin within ten (10) minutes of the official sunset time posted in the snack bar or official scorebook – start time and enforcement of sunset time is managed by the home plate umpire.
- D.** Player Pool. Teams that are aware 4 hours or more in advance that they will be short players may add a player from the player pool determined by the Division Commissioner.
- E.** OVLL player pool policy is in effect immediately when a player is injured.

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- F. At the discretion of the Board, the season may consist of one or more preseason games (depending on the number of teams and games available in any given year) followed by a series of regular season games where each team plays every other team an equal number of times, also known as a round-robin. The regular season games will usually be a double round-robin depending on the number of teams in the Major division. All games will be played under identical rules, but only the round-robin games will count toward the season standings and tournament seeding. If the season's schedule happens to result in an exact number of round-robins without room for preseason games, then that season will be played without any preseason games, and all games will count toward the division standings.

VI. MINOR A DIVISION

- A. Teams shall bat in a continuous batting order. The batting order may not change during a game. The side shall be retired when three outs are recorded or when all players on the roster have batted one time in the half-inning. (See LL Rule 5.07)
- B. A pitcher who hits three (3) batters in any one (1) inning or four (4) batters total in one game shall be removed from that position.
- C. Every player on a team must play a minimum of twelve (12) defensive outs in a six (6) inning game. Any half inning that is not played due to a shortened game is counted toward the mandatory number of defensive outs. Any player not receiving the minimum play in any game shall start the next game and complete the minimum play requirements for BOTH games before being removed. The signed scorebook is the official record of minimum play requirements. In an official complete game shortened for any reason (such as weather), the LL minimum play rule in section IV(i) must be met. If any game exceeds six (6) innings, beginning with the seventh (7th) inning no player may sit out for more than three (3) consecutive outs unless such player becomes ill or is injured in the course of play such that the player is incapable of playing.
- D. A new inning starts the moment the third out is made completing the previous inning. The final inning and end of game are defined as follows:
 - Weekday evening games:** No new inning will begin after two (2) hours of playing time or within 10 minutes of the official sunset time, whichever is less. Any inning beginning within 15 minutes of the 2-hour time limit or sunset, whichever is less, shall automatically be deemed the last inning by the plate umpire. The official sunset time is posted in the snack bar or official scorebook. Start time and enforcement of sunset time is managed by the home plate umpire.
 - Weekend Games:** No new inning will begin after one hour and fifty minutes of playing time. Any inning beginning within 15 minutes of 2-hours is automatically defined as the last inning. Enforcement of the start time and last inning is managed by the home plate umpire.
- E. A maximum of five runs can be scored by a team in each half inning. The fifth run shall immediately complete the half inning. Additional runs beyond the fifth will be allowed ONLY in the event of an outside the-park home run or ground-rule double. The five run limit will NOT apply in the 6th, final, or extra inning. In the 6th, final, or extra inning, and in the event that three outs are not recorded, each team will be allowed to bat continuously through one full cycle of the batting order. In the final inning, each half inning will end when three outs are recorded or when each batter in the lineup has batted.
- F. The final inning will be the sixth inning or as determined by the umpire in the event of time factors or a tie.

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- G. The season may consist of a number of preseason games (typically the first 4-6 games) followed by a series of regular season games where each team plays every other team an equal number of times, also known as a round-robin. The regular season games will usually be a single round-robin, but could possibly be a double round-robin depending on the number of teams in the Minor A division. All games will be played under identical rules, but only the round-robin games will count toward the season standings and tournament seeding. If the season's schedule happens to result in an exact number of round-robins without room for preseason games, then that season will be played without any preseason games, and all games will count toward the division standings.

VII. MINOR B DIVISION

- A. Teams shall bat in a continuous batting order. The batting order may not change during a game. The side will be retired when there have been three outs or when all players on the roster have batted one time in the half-inning. (See LL Rule 5.07)
- B. Minimum Play Rule – Every player on a team must play a minimum of twelve (12) defensive outs in a six (6) inning game, with at least two innings (6 outs) at an infield position. Any half inning that is not played due to a shortened game is counted toward the mandatory number of defensive outs. Regardless of how a game is shortened, including weather, the LL minimum play rule in section IV(i) must be met. Any player not receiving the minimum play in any game shall start the next game and complete the minimum game requirements for BOTH games before being removed. The signed scorebook is the official record of minimum play requirements. If any game exceeds six (6) innings, beginning with the seventh (7th) inning no player may sit out for more than three (3) consecutive outs unless such player becomes ill or is injured in the course of play such that the player is incapable of playing.
- C. Infield Fly Rule shall not be in force.
- D. Any pitcher who hits three (3) batters in one inning or four (4) batters in one game shall be removed from the position. Batters hit by a pitch must take their base. New pitchers are allowed no more than 8 warm up pitches, and returning pitchers are allowed no more than 5 warm up pitches.
- E. The BOD shall allot an equal number of games for each team as “practice games”. Practice games (typically the first 5-8 games) shall not count towards standings. During these “practice games”, stealing home on the catcher/pitcher exchange is prohibited. (Runners are allowed to score from third if the catcher or pitcher at any time initiates a throw to any other position on the field.) After practice games are completed, stealing home is allowed and all games count towards standings.
- F. A new inning starts the moment the third out is made completing the previous inning. The final inning and end of game are defined as follows:
 - Weekday evening games:** No new inning will begin after two (2) hours of playing time or within 10 minutes of the official sunset time, whichever is less. Any inning beginning within 15 minutes of the 2-hour time limit or sunset, whichever is less, shall automatically be deemed the last inning by the plate umpire. The official sunset time is posted in the snack bar or official scorebook. Start time and enforcement of sunset time is managed by the home plate umpire.
 - Weekend Games:** No new inning will begin after one hour and fifty minutes of playing time. Any inning beginning within 15 minutes of 2-hours is automatically defined as the last inning. Enforcement of the start time and last inning is managed by the home plate umpire.

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G. A maximum of five runs can be scored by a team in each half inning. The fifth run shall immediately complete the half inning. Additional runs beyond the fifth will be allowed ONLY in the event of an outside-the-park home run or ground-rule double. The five run rule shall not apply in the 6th, final, or extra inning. In the 6th, final, or extra inning, and in the event that three outs are not recorded, each team will be allowed to bat continuously through one full cycle of the batting order. In the final inning, each half inning will end when three outs are recorded or when each batter in the lineup has batted.

H. The final inning will be the sixth inning or as determined in accordance with rule F, by the umpire in the event of time factors or a tie.

VIII. MINOR C DIVISION

A. Teams shall bat in a continuous batting order. The batting order may not change during a game.

B. Either three (3) outs, one time through the batting order, or five (5) runs shall complete a half-inning.

C. Managers and coaches shall umpire and govern games.

D. No walks are allowed

E. Intentional bunting is prohibited

F. No Infield Fly Rule shall be declared.

G. No base stealing is allowed.

H. There are no protests, forfeits, official scoring or standings.

I. Managers are allowed a maximum of three (3) registered coaches.

J. No new inning will begin after 1 hour and 45 minutes of playing time. Exception: For games played on a weekend, the game will end at 1 hour and 45 minutes of playing time. An inning starts the moment the third out is made completing the preceding inning. No new inning may begin within 10 minutes of the official sunset time posted in the snack bar.

K. In a six inning game every player must play a minimum of twelve (12) defensive outs and a minimum of two (2) innings in an infield position. In a game shortened for any reason (including weather), the Little League minimum play rule must be met. No player may sit out a second inning until all players have sat out at least one inning..

L. No runner may advance after a fielder returns the ball to the defensive pitcher in the pitching area at the conclusion of a play, even if the pitcher misses the ball thrown by the fielder. NOTE: Returning the ball to the pitcher does not stop any play in progress.

M. If the runner is over halfway to the next base when the ball is declared dead he may advance to that base. If he is less than halfway, he must return to the previous base.

N. Each team is allowed nine (9) defensive players, using three (3) outfielders.

O. At a minimum, the first half of the season shall be "coach pitch". The BOD will determine the exact point of the season to transition from "coach pitch" to "player pitch" based on the progress of players in the division each season. Players may not pitch in a game during the "coach pitch" portion of the

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season.

P. During “Coach Pitch”, the following rules apply:

1. The batter will be allowed six (6) pitches to hit a playable ball. If the player fails to hit the sixth pitch, the player shall be deemed out. If the last pitch is fouled off, the batter is allowed another pitch. A foul ball will not count as the final pitch unless it is caught on the fly.
2. Any batted ball that directly and inadvertently hits the coach-pitcher will be declared a dead ball and the batter runner will advance to first base. All other runners will not advance unless forced to do so.
3. If the coach-pitcher hits the batter with a pitch, the batter is not awarded first base.

Q. During “Player Pitch”, the following rules apply:

1. The batter will be out after three (3) called or swinging strikes.
2. After four (4) pitched balls out of the strike zone; the offensive team’s coach pitcher shall throw the balance of the pitches not to exceed seven (7) total pitches per batter. If the seventh pitch is a foul ball the batter is allowed another pitch. A foul ball will not count as a final pitch.
3. If a batter fails to hit the seventh pitch, the batter is out.
4. If a player-pitcher hits a batter, the batter is awarded first base. If a pitcher hits three (3) batters in one inning, the pitcher must be removed from the pitching position.
5. The manager or coach of the offensive team shall umpire balls and strikes from behind the mound. Managers and coaches shall allow for an enlarged strike zone while umpiring balls and strikes. The strike zone shall be defined as the bottom of the batter’s knees to below the chin and a one-baseball width beyond both the inside and outside corner of the plate.
6. Players may pitch a maximum of one (1) inning or 40 pitches whichever occurs first. Little League rest rules shall be complied with. A scorekeeper will track the official pitch count..

IX. FARM DIVISION

- A.** Teams shall bat in a continuous batting order. The batting order may not change during a game.
- B.** Either three (3) outs, one time through the batting order, or five (5) runs shall complete a half inning.
- C.** Coach-pitch shall be employed for all Farm games. The official ball for a Farm game is the Little League approved baseball as provided by the League.
- D.** “Walks” are not allowed.
- E.** The batter will be allowed six (6) pitches. If the sixth pitch is not hit, the batter will use a “tee” to put the ball into play.
- F.** Each ball pitched while the batter is in the batter’s box counts as a pitched ball, notwithstanding whether the ball passes through the strike zone or does not pass through the strike zone. If the sixth ball is fouled off the batter gets another pitch. A foul ball will not count as the final pitch.
- G.** A batter hit by a pitch will not be awarded first base.
- H.** Base runners shall not leave their bases from the time the offensive pitcher has possession of the ball and until the ball has been delivered, and is either hit by the batter or is in the possession of the catcher.
- I.** No base stealing is allowed.
- J.** No runner advances after a fielder returns the ball to the defensive pitcher on the mound at the conclusion of a play, even if the pitcher misses the ball thrown by the fielder. NOTE: Returning the ball to the pitcher does not stop any play in progress.

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- K. A runner may advance only one (1) base upon an overthrow to any base.
- L. No Infield Fly Rule shall be declared.
- M. Managers are allowed a maximum of three (3) official registered coaches on the field during a game.
- N. There are no protests, forfeits, official scoring or official standings.
- O. In a five inning game every player on a team plays a minimum of twelve (12) defensive outs. In all games, the LL minimum play rule in section IV(i) must be met.
- P. Each team shall play ten (10) defensive players, using four (4) outfielders. All players must play at least two (2) innings in the infield per game. All four outfielders must be positioned in the outfield and may not be used to make what are normally infield plays.
- Q. Games will be five (5) innings or one hour and twenty minutes.

X. TEE-BALL DIVISION

In ALL cases other than the following, Little League Baseball and OVLL local rules apply.

A. Field Decorum

1. Managers and coaches may stand near batters and defensive players to offer advice, but not interfere with play.

B. Game Preliminaries

1. Managers and coaches may act as umpires. It is recommended that offensive coaches be stationed at first and third bases to advise base runners. Defensive coaches may be located in the same general area, but should remain several feet beyond the bases so as not to obstruct the runner's view of the base coaches.

C. Rules and Regulations

1. Placement of players to team rosters is the responsibility of the Tee-Ball Division Commissioner.
2. Each team should have a minimum of seven (7) eligible players ready to play at the scheduled starting time. Players who arrive late are immediately placed on the field their team is playing defense.
3. Each team plays all players on the field in conventional defensive positions. If desired, an additional infielder may be placed between first and second base.
4. Before the ball is hit, all infielders, except pitcher and catcher, are positioned no closer than two (2) feet in from the base lines running between first base and second base, and second base and third base. All other players are positioned in the outfield. Before a ball is hit, all outfielders must be at least five (5) feet behind the start of the outfield grass.
5. Defensive positions of players may change at any time during the game.
6. Every player present at a game bats in a continuous batting order. The batting order may not change during a game. Each player will bat every inning. Players who arrive late are added immediately to the bottom of the line-up and the opposing team manager is notified of the additional player.
7. All runners thrown out at a base, tagged out, or out on a fly ball will return to the dugout.
8. After the ball is batted fairly, the ball continues in play until the ball is returned to the pitcher's mound and is held there.
9. Base runners stay in contact with the base until the ball is hit. No lead-offs or stealing.
10. No Infield Fly Rule shall be declared.
11. Catchers are stationed at one corner of the backstop until the ball is hit. After the ball is hit, the catcher may assume a position at Home Plate.
12. A game should be 4 innings or one (1) hour whichever comes first.
13. Practices and games are not to exceed a combined total of three (3) per week (Sunday through Saturday). A practice should not exceed one and one-half (1-1/2) hours.

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14. There are no protests, forfeits, official scoring or official standings in Tee-Ball.
15. This is an introductory instructional league. Any manager or coach who keeps score and/or makes the game into a win-lose situation may be removed from his position by agreement of the T-ball Division Commissioner and the League President.
16. No manager, coach, adult or child shall pitch to a Tee-Ball player during a game in the first half of the season. This rule is specifically intended to prohibit "coach pitch", "kid pitch" and/or "machine pitch" at any time in the T-ball program. During the second half of the season a coach may pitch three underhand pitches to a batter. If after three pitches the ball is not put in play the batter shall use the tee to put the ball in play.
17. The following subsections describe the Tee-Ball playing rules:
 - a) The ball is hit off a batting tee.
 - b) When all defensive players are in proper position, the defensive manager indicates to the offensive coach that the team is ready. The offensive coach places the ball on the tee and says, "Play!"
 - c) It is the responsibility of the batting coach stationed near home plate to remove the batting tee and bat after each hit.
 - d) Batting coach stands back away from the batter until the ball is hit.
 - e) Foul balls are called the same as conventional baseball.
 - f) Coaches should use restraint in advancing base runners. A single for an infield hit and a double for an outfield hit are appropriate. Beyond that, bases should not be awarded by any defensive errors so prevalent in Tee-Ball.

XI. 4 YEAR OLD TEE-BALL DIVISION

In ALL cases other than the following, Little League Baseball and OVLL local rules apply.

A. Field Decorum

1. Managers and coaches may stand near batters and defensive players to offer advice, but not interfere with play.

B. Game Preliminaries

1. Managers and coaches may act as umpires. It is recommended that offensive coaches be stationed at first and third bases to advise base runners. Defensive coaches may be located in the same general area, but should remain several feet beyond the bases so as not to obstruct the runner's view of the base coaches.

C. Rules and Regulations

1. Placement of players to team rosters is the responsibility of the Tee-Ball Division Commissioner.
2. Each team should have a minimum of seven (7) eligible players ready to play at the scheduled starting time. Players who arrive late are immediately placed on the field if their team is playing defense.
3. Each team plays all players on the field in conventional defensive positions. If desired, an additional infielder may be placed between first and second base.
4. Before the ball is hit, all infielders, except pitcher and catcher, are positioned no closer than two (2) feet in from the base lines running between first base and second base, and second base and third base. All other players are positioned in the outfield. Before a ball is hit, all outfielders must be at least five (5) feet behind the start of the outfield grass.
5. Defensive positions of players may change at any time during the game.
6. Every player present at a game bats in a continuous batting order. The batting order may not change during a game. Each player will bat every inning. Players who arrive late are added immediately to the bottom of the line-up and the opposing team manager is notified of the additional player.
7. All runners thrown out at a base, tagged out, or out on a fly ball will return to the dugout.
8. After the ball is batted fairly, the ball continues in play until the ball is returned to the pitcher's mound and is held there.
9. Base runners stay in contact with the base until the ball is hit. No lead-offs or stealing.
10. No Infield Fly Rule shall be declared.
11. Catchers are stationed at one corner of the backstop until the ball is hit. After the ball is hit, the catcher may assume a position at Home Plate.

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12. A game should be 3 innings or 45 minutes whichever comes first.
13. Practices and games are not to exceed a combined total of three (3) per week (Sunday through Saturday).
A practice should not exceed one (1) hour.
14. There are no protests, forfeits, official scoring or official standings in Tee-Ball.
15. This is an introductory instructional league. Any manager or coach who keeps score and/or makes the game into a win-lose situation may be removed from his position by agreement of the T-ball Division Commissioner and the League President.
16. No manager, coach, adult or child shall pitch to a Tee-Ball player during a game. This rule is specifically intended to prohibit "coach pitch", "kid pitch" and/or "machine pitch" at any time in the T-ball program.
17. The following subsections describe the Tee-Ball playing rules:
 - a) The ball is hit off a batting tee.
 - b) When all defensive players are in proper position, the defensive manager indicates to the offensive coach that the team is ready. The offensive coach places the ball on the tee and says, "Play!"
 - c) It is the responsibility of the batting coach stationed near home plate to remove the batting tee and bat after each hit.
 - d) Batting coach stands back away from the batter until the ball is hit.
 - e) Foul balls are called the same as conventional baseball.
 - f) Coaches should use restraint in advancing base runners. A single for an infield hit and a double for an outfield hit are appropriate. Beyond that, bases should not be awarded by any defensive errors so prevalent in Tee-Ball.