



TOMBALL LITTLE LEAGUE RED BOOK RULES

UPDATED 2.1.16

GENERAL DECORUM AND RULES

III – THE TEAMS

No more than Thirteen (13) players are allowed per team, unless the Player Agent waives this restriction

IV – THE PLAYERS

All players must be age appropriate for their league

Failure to play each player his required 6 defensive outs and one time at bat (unless only 3 innings are played) will result in that player starting and playing the entire game in the next scheduled game. Disregard for this rule by a manager will result in probation for the first offense. A second offense will cause a hearing before the Board (or its Executive Committee) and result in at least one game suspension. Regulation IV (i)

V – SELECTION OF PLAYERS

(a) The selection of players for the various teams within a league shall be in Compliance with the Little League Draft Selection System as detailed in the Operating Manual. Exceptions can only be made with written approval from the District Administrator and only if approved at the local level by the Board of Directors and the Parent of the candidate.

(c) To aid leagues that are having a difficult time getting enough players for their regular season teams the following option is available.

A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for

a regular season game.

Guidelines;

1. The league's LEAGUE REP for each division will create and run the pool. The league's Division REP's will use the pool to assign players to teams that are short players on a rotating basis.
2. Managers and /or coaches will not have the right to randomly pick and choose players from the pool.
3. Players used from the pool will not be allowed to pitch and must play an outfield position.
4. Pool players that are called and show up at the game site must play at least six consecutive defensive outs and bat once.
5. Pool Players for district interleague games in the Senior or Big League Age Group may play any position assigned for game play. If a pitcher is used they must confirm player pitch count record for the week and not exceed limits in place by Little League Int. rules.

VI – PITCHERS

(a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)

(b) A pitcher once removed from the mound cannot return as a pitcher. Intermediate, Junior, Senior, and Big League Divisions only: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.

(c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age

17-18 105 pitches per day

13 -16 95 pitches per day

11 -12 85 pitches per day

9-10 75 pitches per day

Exception: Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. that batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

(d) Pitchers league age 14 and under must adhere to the following rest requirements:

If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.

If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

***** (Pitcher may finish the batter after reaching a ‘threshold’ with additional of days of rest being incurred)**

Pitchers league age 15-18 must adhere to the following rest requirements:

If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.

If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.

If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.

If a player pitches 31 -45 pitches in a day, one (1) calendar days of rest must be observed.

If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

(e) Each league must designate the scorekeeper or another game official as the official pitch count recorder.

(f) The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

(g) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

(h) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.

(j) A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League. (See Regulation V – Selection of Players)

(k) A player may not pitch in more than one game in a day. (Exception: In the Big League Division, a player may be used as a pitcher in up to two games in a day.)

NOTES :

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

2. Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitchers eligibility.

3. In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

Note: The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility.

XIV – FIELD DECORUM

(a) The actions of the players, managers, coaches, umpires and league officials must be above reproach. Any player, manager, coach, umpire or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity, is subject to disciplinary action by the Local League Board of Directors.

(c) Two adult base coaches are permitted or one adult and a player. Teams must have one adult on the bench at all times.

(d) A manager or coach shall not leave the bench or dugout except to confer with a player or an umpire and only after receiving permission from an umpire.

(e) The use of tobacco and alcoholic beverages in any form is prohibited on the playing field, benches or dugouts. (The use of tobacco and alcoholic beverages in any form is prohibited from the entire Little League Complex including the parking lots.)

1.00 – OBJECTIVES OF THE GAMES

1.08 NOTE 1: The on-deck batter position is not permitted in Tee-Ball, 7, 8, 9, Minor and Major Divisions.

1.09 NOTE 2: Only the first batter of each half inning will be permitted outside the dugout between half innings Tee-Ball, 7, 8, 9, Minor and Major Division.

1.10 - The bat must be a baseball bat which meets Little League specifications and standards as noted in this rule. It shall be a smooth, rounded stick and made of wood or of material and color tested and proved acceptable to Little League standards.

Little League (Majors) and below: it shall not be more than thirty-three (33) inches in length nor more than two and one-quarter ($2\frac{1}{4}$) inches in diameter. Non- wood bats shall be printed with a BPF (bat performance factor) of 1.15 or less; Junior League: it shall not be more than 34 inches in length; nor more than $2\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths ($\frac{15}{16}$) inches in diameter ($\frac{7}{8}$ inch for bats less than 30”) at its smallest part.

Senior/Big League: it shall not be more than 36 inches in length, nor more than $2\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths ($\frac{15}{16}$) inches

in diameter ($7/8$ inch for bats less than 30") at its smallest part. The bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 33-inch-long bat cannot weigh less than 30 ounces). All non-wood bats shall meet the BESR performance standard, and such bats shall be labeled with a permanent certification mark.

In all divisions, wood bats may be taped or fitted with a sleeve for a distance not exceeding sixteen (16) inches (18 inches for Junior/Senior/Big League baseball) from the small end. A non-wood bat must have a grip of cork, tape or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited. An illegal bat must be removed.

NOTE 1: Junior/Senior/Big League: The $2\frac{3}{4}$ inch in diameter bat is **not allowed in any division**.

NOTE 2: The traditional batting donut is not permissible

NOTE 3: The bat may carry the mark "Little League Tee Ball."

NOTE 4: Non-wood bats may develop dents from time to time. Bats that cannot pass through the approved Little League bat ring for the appropriate division must be removed from play. The $2\frac{1}{4}$ inch bat ring must be used for bats in the Tee Ball, Minor League and Little League Baseball divisions. The $2\frac{5}{8}$ inch bat ring must be used for bats in the Junior, Senior and Big League divisions of baseball.

1.11 (a) (1) All players on a team shall wear numbered uniforms identical in color, trim and style

(2) Any part of the pitchers undershirt or T-shirt exposed to view shall be of a uniform solid color, not white or gray.

(h) Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats are permissible. (Junior/Senior/ Big League: shoes with metal spikes or cleats are permitted.)

(j) Players must not wear watches, rings, pins, jewelry or other metallic items, except that alert medical personnel to a specific condition.

1.17 All catchers must wear a mask, "dangling" type throat protector and catchers helmet during infield/outfield practice, pitcher warm-up and games. NOTE: Skull caps are not permitted.

3.00 – GAME PRELIMIMARIES

3.09 Managers or coaches must not warm up a pitcher at home plate or in the bullpen or elsewhere at any time.

3.15 Only managers, coaches, players, ground crews and umpires shall occupy the confines of the playing field and dugouts prior to and during the game.

3.17 Bat-boys/girls are not allowed in Little League.

4.00 – STARTING AND ENDING THE GAME

4.04 A player may enter and/or re-enter defensively in the game anytime provided he/she meets the requirements of mandatory play.

4.07 When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his or her next physically played game and may not be in attendance at the game site from which they are suspended.

4.16 NOTE: A game may not be started with less than nine (9) players on each team.

LOCAL addendum: TLL may start & conclude with 8 –Player’s Pool option to fill 9th spot.

4.17 NOTE: A game may not be continued with less than nine (9) players on each team.

Any team unable to field nine (9) players within 10 minutes after the scheduled starting time could possibly forfeit the game, subject to board review.

LOCAL addendum: TLL may start & conclude with 8 –Player’s Pool option to fill 9th spot.

7.00 – THE RUNNER

7.08 (a) 3 A runner is out when they do not legally slide, give up or get out of the way of the fielder making a play.

9.00 – THE UMPIRE

9.01 (c) Each umpire has the authority to rule on any point not specifically covered in these rules.

(d) Each umpire has the authority to disqualify any player, coach, manager or substitute for objecting to the decisions or for unsportsmanlike conduct or language and eject such disqualified person from the playing field.

The league representative must be notified 48 hours in advance of school or church function conflicts with the schedule.

Managers must notify the league representative immediately of any player problem, including withdrawal from the team. The leagues Executive Committee will be responsible for contacting the parents (and/or child) of every player withdrawing from our league to determine the reason for the withdrawal.

Managers/coaches should use discretion when disciplining players who frequently miss practice. The League Representative, Player Agent and parent should be notified before benching players for this problem.

All participants must adhere to the three-activity (two-activity for T-Ball) rule, i.e.; players may participate in up to, but no more than three team activities (two team activities for T-Ball), such as games or practices in any given week.

The League will furnish two Official Game Umpires except in 4 & 5yo T-ball, where the coaches umpire.

**The Home Team shall:
Occupy the dugout on the first base line.
Furnish an official scorekeeper.
Chalk the field before each game.**

**The Visiting Team shall:
Occupy the dugout on the third base line.
Furnish an announcer.
Thoroughly water the infield after each game.**

The Home and Visiting Teams are both responsible to make sure that all equipment is properly put away and secured as well as securing the press boxes placing tarps back on the field and turning of scoreboard and field lights.

Any protest must be made in writing and must be received by a league representative within 24 hours of occurrence for consideration. A \$25.00 check must accompany the written protest. Notice of intent to protest must be given to the umpire before the game is over by the team manager. Managers are reminded that judgment calls are not "protestable". Disallowance of protest will be cause to forfeit the \$25.00 deposit.

