



Rancho Peñasquitos Little
League Bylaws
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Official Rules

Rancho Penasquitos Little League (hereinafter referred to as “RPLL”) Bylaws are in addition to the Official Little League rules to reflect the playing rules, draft process, code of player and parent conduct, safety conditions, special field conditions, specific ground rules for various divisions, All-Star selection and other League day-to-day operational issues. This document will expire annually at the end of each fiscal year and must be renewed annually by the Executive Board. If there are changes to be made said changes will be by vote of the full Board of Directors. If a situation is not discussed herein, it shall be consistent with the Official Playing Rules and Regulations, as published by Little League Baseball, Inc., Williamsport, PA.

The local Little League Board of Directors must make a copy of the bylaws available to any member of the local Little League for review and inspection if requested.

Board of Directors, Volunteers and Constitution

The bylaws are to be distinguished from the local Little League Constitution. The Constitution, created as a separate document, spells out the duties and responsibilities of the officers of the board, definition of membership, election procedures, meeting requirements, such as quorum, etc.

League Meetings

- A. Meetings will be scheduled the 1st and 3rd Wednesday of the month, except during summer months. The president has the authority to cancel or change any meeting as he/she deems necessary. All changes will be posted and attendees notified.
- B. Meetings will be held at Canyonside Recreation Center, 12350 Black Mountain Road unless otherwise noted.

Volunteers and Background Checks

RPLL is required to have all board members, managers, coaches, other volunteers, individuals or contractors working for outside organizations who provide regular service to the League and/or who have repetitive access to or contact with players or teams annually, fill out the Little League Volunteer Application and provide a government-issued photo ID. Additionally, the League is required to conduct a background check on each of these individuals.

RPLL is required to sign an agreement on the charter application that it will comply with Regulations I(b) and I(c) 8 & 9. The League will also be required to sign a statement on its Tournament Team Eligibility Affidavit verifying that the process under the regulations has been completed and implemented. Failure to sign the agreement on the charter application will result in the League not being chartered, and failure to fulfill the requirements of the regulations will result in the League's status being referred to the Charter/Tournament committee for action to revoke the League's charter and all privileges.

All background checks must be completed BEFORE the individuals can assume their duties for the current year.

Programs

Junior League

The Junior League is open to Little League ages 13 - 14 years old.

The Junior League division may compete with other District 32 Junior Little Leagues. The games are played locally and will include a larger field at a distance of 60/90. The Junior

division allows lead offs, metal cleats, and Little League approved bats referenced at: <http://www.littleleague.org/learn/equipment/baseballbatinfo/batrules.htm>. RPLL may submit a tournament team (All Stars) from within this division and the team is eligible for the Little League International Junior Division Tournament.

All Little League age 13 year olds must attend assessments. All Little League age 14 year olds will attend assessments, if needed. All Little League age 14 year olds must be drafted to a Junior division team. Little League age 13 year olds not drafted to a Junior division team will be placed in the Intermediate draft.

Intermediate

The Intermediate division is open to Little League ages 11 – 13 year olds.

The Intermediate division is competitive and requires a high level of commitment. At this level, the focus is on helping the players continue to develop and perfect their fundamental and tactical baseball skills on a larger field (50/70). Lead off base stealing is allowed. An end of year playoff tournament will be held. RPLL submits tournament teams (All Stars) from this division and the teams are eligible for the Little League Intermediate Division World Series Tournament.

All registered players for this division must attend an assessment. All Little League age 13 year olds not already drafted to a Junior division team will be drafted to an Intermediate team. All Little League age 12 year olds will be drafted to an Intermediate team. Little League play age 11 year olds not drafted to an Intermediate team will be placed in the Minor A draft.

Minor A

Minor A is open to Little League ages 9-11.

Minor A players will face a faster pace of play than Minor B and the complexity of baseball fundamentals are expanded. An end of year playoff tournament will be held. RPLL submits tournament teams (All Stars) from this division and the teams are eligible for the Western Region Little League tournament.

All players must attend assessments to be eligible for the Minor A Draft. Players will be placed in the appropriate division based on assessments. All Little League age 11 year olds not drafted to an Intermediate team must be drafted in Minor A. Little League age 10 year olds and 9 years old player that are not drafted to Minor A team will be placed in the Minor B draft.

Minor B

Minor B is open to Little League ages 8-10.

Players in this division will face player pitching off of a pitcher's mound, called balls/strikes, game scoring and standings, and further development of baseball fundamentals. An end of year playoff tournament will be held.

All players must attend assessments to be eligible for the Minor B Draft. Players will be placed in the appropriate division based on assessments. Little League age 8 year olds that are not drafted to a Minor B team will be placed in the MAPS draft.

MAPS (Machine Aided Pitching)

MAPS division is primarily for Little League age 8 year olds and League age 7 year olds who have played a year in the Farm division.

There are NO assessments at the beginning of the season in the MAPS division. MAPS players will experience more traditional baseball playing conditions, including risk/reward base running and getting 3 outs or scoring 5 runs to end each half of an inning. A pitching machine will be utilized at this level set at 40 mph. Players will receive 5 hittable pitches before they strike out. There are no tees or walks in this division. A regulation "hard" Little League baseball will be used. A coach from each team will be responsible for running the pitching machine and umpiring the game. An end of the year tournament may be held. Players from this division are eligible for the district Little Stars tournament.

Farm

Farm division is for Little League age 7 year olds and for Little League age 6 year olds with a prior year of Little League Tee Ball who are ready to hit off a pitching machine.

There are NO assessments at the beginning of the season in the Farm division. The Farm division provides players with an introduction to the fundamentals of baseball. Farm players will primarily hit off of a pitching machine set at 38 mph (after 5 pitches a tee will be introduced). A coach from each team will be responsible for running the pitching machine and umpiring the game. Ten players can play in the field and no official score is kept. There are no tournament teams for the Farm division.

Tee Ball

Tee Ball is intended for players that are Little League ages 5-6. Tee Ball is an introduction to baseball and purely instructional; the players hit off of a tee. There are NO assessments at the beginning of the season in the Tee Ball division. There are no tournament teams for the Tee Ball division.

Challenger

The Challenger Division was established in 1989 as a separate division of Little League to enable boys and girls with physical and mental challenges, ages 5 - 18, or up to age 22 if still enrolled in high school, to enjoy the game of baseball along with the millions of other

children who participate in this sport worldwide. Teams are set up according to abilities, rather than age, and can include as many as 15 - 20 players. Challenger games can be played as tee ball games, coach pitch, player pitch, or a combination of the three. Only players with physical and mental challenges may be enrolled in this program. Historically, RPLL strives to use a “buddy system” which matches players from the Minor A division and higher with Challenger players during home games.

Waiver to Play a Lower Division Due to Safety Concerns

If, during player Assessments, it is noted by the evaluating managers that a certain player would potentially be a safety risk by playing in that player’s assigned division based on “League Age”, the managers should inform the Player Agent(s) immediately following Assessments. A majority of the managers in the particular division must agree that there is a substantial risk of injury for that player to be placed in their League assigned division. It is important that the collective manager concerns be based solely on player safety reasons. When this occurs, the player may be requested to attend a second Assessment so the Player Agent(s) and/or additional Board members can also evaluate the player. The Player Agent(s) will contact the family to discuss the circumstances and will explore options for a waiver from Little League International for that particular player to be placed into a lower division. If it is determined that a serious safety concern would exist by placing the player in the originally assigned draft, the Player Agent(s) and League President will request a waiver per Little League International rules so the player may play in a lower division.

Note: If the player is League age 13 or higher, he/she will not be permitted to play in a lower division per Little League International rules.

Player Fees, Refund Policy and Other Fees

Player Fees

Prices vary according to division and can be found on the registration page at www.rpll.org.

Refund Policy

There is a \$50 cancellation fee prior to the Spring draft. There is a \$20 cancellation fee prior to the Fall draft. After teams are formed, refunds will not be allowed without exception by the Executive Board.

Other Fees

Snack Bar Deposit – all families who have children playing in Minor B, Minor A, Intermediate, or Junior divisions will be required to pay a \$40 Snack Bar deposit at the time of registration. The \$40 Snack Bar deposit will be refunded upon volunteering for one snack

bar shift. Information on how to sign up for a snack bar shift is posted on www.rpll.org. RPLL will retain the \$40 snack bar deposit if a family wishes to opt out of volunteering for a snack bar shift during the season.

Player Selection

Eligibility

All players participating in the draft must be registered prior to the draft and reside or go to school within the League Charter designated boundaries (proof of residency or approved waiver is required).

RPLL Player Agents gather all information on player eligibility before the assessments. This helps ensure that no ineligible player is drafted or placed on a team.

Age Restrictions

A child's "League age" is determined by Little League International. Updated "League Age Chart" can be found on www.littleleague.org.

Draft Order

Draft order is determined by a blind draw on the night of the draft. The blind draw will be supervised by the League President or a Board Member appointed by the League President.

Drafting of players is conducted in a "snake" like formation. For example, in a division of 10 teams, the team that picks the 10th player then picks the 11th player. The second and all preceding even numbered rounds will be in reverse order of the first round. The odd numbered rounds will proceed in the order of the first round.

The first Junior League team will be designated as a RPLL National team.

All teams in the Intermediate down to Tee Ball divisions will be assigned league designation immediately after the draft. The league designation of each team (RPLL National or RPLL American) will alternate based on draft order. For example Team Draft Order 1 = NL, Team Draft Order 2 = AL, Team Draft Order 3 = NL, etc...

Options on Sons, Daughters and Siblings

An option is an agreement between a manager and the Player Agent covering a special condition. All options must be in writing (except #1 below) and be submitted to the Player Agent at least 48 hours prior to the draft. The options are as follows:

1. Brothers/Sisters in the Draft

When there are two or more siblings in the draft, and the first brother or sister is drafted by the manager, that manager automatically has an option to draft the other brother or sister in the next round(s). If the manager does not exercise the option, the subsequent sibling(s) is then available to be drafted by any team.

2. Sons/Daughters of Managers

If a manager has a son(s) or daughter(s) eligible for the draft, and wishes to draft him/her, the manager must submit the option in writing. If so stated, the parent/manager is required to exercise the option at or before the close of the specific draft round, depending on the League Age of the son(s) or daughter(s).

Note: Parent/manager option 2 takes priority over any other option.

Note: These provisions also apply to managers having eligible brothers or sisters in the draft.

Draft Rounds

If an option is submitted in writing for the son and/or daughter of a manager, such candidate must be drafted in or before the following round:

Protected Picks				
Draft Round	Little League Age			
	Minor B	Minor A	Intermediate	Junior
5th	8	9		
4th	9	10	11	13
3rd	10	11	12	14
2nd			13	

Tee Ball, FARM, MAPS, manager’s son(s) and/or daughter(s) are protected and placed in the final round(s) of the draft.

Special Considerations Which Apply

1. Shortly after assessments, the Managers assemble with the Player Agents to conduct the player draft in order to select players for their respective teams. For all divisions, selection starts from scratch each year. The complete set of draft rules is published and should be reviewed by each Manager prior to the draft.
2. The Draft Rules as outlined in the Little League Operating Manual under Plan “A” apply to all Divisions with the exception of the Intermediate and Juniors divisions as noted below:
 - a. *Players that do not attend assessments without prior notification to the Player Agents will not be eligible for the draft.*

- b. *Any 11-year-old players that miss assessments without prior notification will not be eligible for the Intermediate Division at the time of the draft unless an exception is granted by the Executive Board. If an exception is not granted the player will be placed in the pool for the Minor A draft.*
 - c. *Any 13-year-old players that miss assessments without prior notification will not be eligible for the Intermediate draft at the time of the draft unless an exception is granted by the Executive Board. If an exception is not granted the player will be placed in pool for the Junior League draft.*
3. After teams have been formed (post draft), any new registrants (late add) shall be placed on a team as follows:
- Little League age 14 and 13 will be placed in the Junior division.
 - Little League age 12s must be added to an Intermediate team.
 - Little League ages 8 to 11 will be placed in the least competitive division for their respective age, i.e. Little League age 11 will be placed on a Minor A team, Little League age 9 and 10 will be placed on a Minor B team, Little League age 8 will be placed on a MAPS team. However, no player shall be placed in a division that is lower than the division they played the previous spring season.
 - Little League ages 5 to 7 will be placed on a team based on the age restrictions as described in the respective divisions under Programs.

Note: In all divisions, a Late Add may be placed on a waitlist and will be first placed on a team in need of a replacement player. If no replacement player is needed, the Late Add will be placed on a team who would have drafted the next available player.

Trading

ALL TRADES MUST BE MADE THROUGH A PLAYER AGENT APPROVAL.

The following restrictions also apply:

- Trades must be made one draft round up or one draft round down.
- All trades must be player for player only (Example: Two players from Team A could not be traded for one player from Team B).
- Trades involving a player for draft choices are not permitted.
- Teams are assigned AL or NL just prior to concluding the draft. Once teams are assigned, their League designation, trades may only be made with other teams within the same League designation (i.e. RPLL American team may only trade with another RPLL American team), and all the trade rules above still apply. Trades can only be conducted by the player agents. Every effort should be made to complete all trades prior to closing out the draft for the division in which the trade is proposed.

Secrecy

Drafting of players and discussions during the League draft event shall remain *confidential* and the player's draft position in which they were drafted *shall never* be revealed.

Team Rosters

Team rosters must be submitted to Little League International annually. Failure to do so could result in ineligible players in the League during the regular season and tournament (Regulation IV g). A player, manager or coach who is injured must be on roster at Headquarters to be covered by Little League insurance.

Exception: A local League Board of Directors may approve a number of “volunteer helpers” or “assistant coaches” to assist in practices (they are also covered by Little League accident insurance, if approved by the Executive Board and if noted on a separate list submitted to Headquarters).

Rosters should be submitted through the “Little League Data Center” on www.littleleague.org. This web site will provide a downloadable spreadsheet as well as accepting formats from Licensed Products and our sponsor, Active.com.

This is a secure and easy way to provide the required data on players, managers and coaches, and insures that Little League Baseball, Incorporated receives the data that is required. Further information is available by using your ID Number and Password and logging onto the Little League Data Center.

Selection of Managers and Coaches

Applications for managers and coaches are available through the registration process. The manager selection for team assignment occurs after player sign ups. The “Leadership Evaluation Program for Local Leagues,” published in the Official Regulations and Playing Rules for Little League Baseball will be used as a guideline to evaluate manager/coach candidates. Manager and coach evaluations from the previous year(s) will be used to assist in the evaluation. The President shall make the final manager selections, subject to Executive Board approval. All managers and coaches assigned to a team will be submitted for a background check. Any person convicted of a crime of moral turpitude **SHALL NOT BE ALLOWED** to manage or coach a team for RPLL.

Exception: Coaches shall not be identified until after teams are formed. There are no manager/coaching partnerships prior to the draft and there are no coaches’ options available in the draft.

Note: No person can manage, coach or umpire without the President appointing and the Executive Board approving that appointment. A president and/or board of directors **SHOULD NOT** give a reason to a person if he or she is not reappointed or re-approved as a manager, coach or umpire for the coming season. No manager, coach or umpire has tenure, regardless of the years of service.

The league should send managers, coaches and umpires to clinics, to an Emergency Management Training Course, First Aid classes, etc., and take advantage of the Little League Education Program for Managers and Coaches. Appointments of managers, coaches and umpires must only be made after the background check is complete.

Local Rules and Regulations

All Divisions

The Little League International Safety and Conduct Rules apply at all times while on the field. All Managers and Coaches are responsible for reading and understanding Little League and RPLL Local Rules, and RPLL Bylaws.

EVERY MANAGER is responsible for downloading and carrying the RPLL Local Rules for All Divisions and the RPLL Local Rules for their respective Division of Play.

Each manager is responsible for his/her duties for each game. If a manager is unable to meet his/her commitment, it is the manager's responsibility to arrange for a replacement prior to the game.

Umpires

All Umpires will wear protective equipment. No Umpire will work a game in which a member of his/her family is a participant, Manager, Coach or player unless agreed upon by both Managers. The Chief Umpire will attend all protest meetings to interpret the rules. The only basis for a protest will be an interpretation of a rule. Judgment calls by an Umpire CANNOT be protested by players, managers, coaches or parents.

Scorekeeping

The Official Scorebook is FINAL. The home team's Official Scorekeeper will place player and pitching eligibility in the Official Scorebook prior to each game. Managers must sign the Official Scorebook after the game to verify score, substitutions, and pitching. Scorebooks shall not be modified after the books are signed by both Managers (attesting to the accuracy- especially of pitching records). Corrections may be made only by the Official Scorekeeper for that game at the end of that game, with both Managers acknowledgement.

NOTE 1: Any and all interleague games played with teams outside of RPLL, DO NOT COUNT in the RPLL standings.

NOTE 2: All pitch count rules APPLY to all games played, including interleague games

with teams outside of RPLL.

Rosters

All teams must carry a full roster designated by the Player Agents. Should any team at any level lose any players) on the roster during the current season through illness, injury, change of address or other justifiable reasons (may be subject to RPLL board approval), the team Manager must notify their Player's Agent WITHIN 24 HOURS of the loss of a player. "Loss of a player" shall be defined as a player missing three consecutive games. If the Manager does not contact the Player's Agent within that time frame, that Manager is subject to disciplinary action by the Board of Directors. Prior to the start of the season, the Player Agent has two (2) weeks to replace a lost player. Once the season starts, the lost player must be replaced within two (2) games from the date the player left the team. Any person from a team that has lost a player is strictly prohibited from contacting a potential replacement player or that player's parents. Disciplinary action for doing so will include loss of the contacted player and a (minimum) one (1) game suspension for the offending team Manager. Any replacements within four (4) or less games remaining in the season must have the approval of the Board of Directors.

Replacement players will be obtained through the Player's Agent only. The Player Agent will determine the eligibility of replacement players using Little League rules and RPLL Local Guidelines. In the event there are no eligible players available, the Manager may request a waiver to remain at the current number of players until such time as a player(s) becomes available. The request for a waiver must be approved by the RPLL Board of Directors and the District 32 Administrator and Regional levels.

For the Junior, Intermediate and Minor Divisions, a team that has lost a player through illness, injury, change of address or other justifiable reasons which may be subject to RPLL board approval (the playing ability of the child shall not be considered as a justifiable reason for replacement) must follow these guidelines:

- a. For the Junior Division, if there are no available players on the waitlist, a 13-year-old playing in the Intermediate Division may be asked to move on to the Junior team that needs a replacement player.
- b. For the Intermediate Division, if there are no available players on the waitlist, an 11-year-old playing in the Minor A Division may be asked to move on to the Intermediate team that needs a replacement player.
- c. For the Minor A Division, if there are no available players on the waitlist, a 10 year old playing in the Minor B Division may be asked to move on to the Minor A team that needs a replacement player. If no 10 year olds playing in the Minor B Division wish to move to the Minor A team, a 9-year-old playing in the Minor B Division may be asked to move on to the Minor A team.

NOTE 1: Any eligible replacement player for a Junior, Intermediate or Minor Division team

may decline to be moved to another team. Any player doing so shall be rendered ineligible for placement on another team for the remainder season.

Lineups

All lineups will be furnished to the opposing Manager, Official Scorekeeper and Umpire at least ten (10) minutes prior to the scheduled start time for the game. The lineup will consist of all players on the roster and indicate starters (if applicable) by batting order, shirt number, last name, and playing position. Any remaining players must show status (i.e. sub, absent, injured, discipline). Pitching substitutions must be made only when time is “out” and when clearly announced to the Official Scorekeeper, Umpire and opposing Manager.

Regulation Games

Regulation games adhere to Little League Rule Book Sections 4.10 & 4.11. The time limits are as stated in the individual division Local Rules. The start time begins when the Umpire says, “Play Ball” and is so noted in the Official Scorebook.

Tie Games

In the event of a tie score at the time limit for the Minor A and Minor B Divisions, one additional inning will be played to attempt to break the tie. If the score remains tied after the one extra inning, then the game will end in a tie. Post season tournament games in all divisions cannot end in a tie and will be continued until a winner is determined.

Minimum Play Regulations

All players must play in every game unless they are absent, injured or suspended for a disciplinary action. Should a player arrive late, the Manager may discipline the player per Local League Rule II. Minimum playing time is determined by Little League Regulation IV (I) or the RPLL Local Rules at each level of play where they apply.

If a player does not play the minimum required in a game, that player shall start the next scheduled game and fulfill the minimum play requirements for the current game and the minimum play requirement for the previous game (whatever was remaining before being removed).

If a Manager is found to be in violation of the minimum play requirements:

- a. First offense: The Manager will receive a written warning.
- b. Second offense: The Manager will be suspended for the next scheduled game.
- c. Third offense: The Manager will be suspended for remainder of the season.

NOTE 1: If the violation is determined to have been intentional, further disciplinary action may be taken by the Executive Board of Directors.

NOTE 2: If the violation occurs in a game shortened by curfew, darkness, or based on Little League rule 4.10 (e) – “10 run mercy rule”, no penalty will be

invoked.

For Tee Ball, Farm, Maps, Minors and Intermediate divisions, all present members of the entire roster will be included in the batting order at all times. There are no limits to the number of substitutions a Manager may make in an inning and no restrictions on minimum playing time before a player may be substituted as long as each player received their minimum playing time for each game. Juniors will play a “traditional” nine player line up and make substitutions accordingly.

IF a player becomes injured or leaves the game, their lineup spot will be skipped over for the duration of that game without constituting an out. IF the player arrives late to a game and the Manager chooses to enter him/her in the lineup, they will be added to the END of the current lineup.

Food, Drink & Trash

Food or gum or any kind (including sunflower seeds) are NOT allowed inside the fences at any time by players, managers, coaches or umpires. Water and sports drinks in non-glass containers are acceptable and encouraged. All teams are responsible for their own trash clean up and placing trash in trashcans before they leave the field.

Scheduling

The League’s designated Scheduler(s) are responsible for assigning fields for practices and games, and creating playing schedules for the entire season, including postseason play.

Note: No more than three official league activities (2 games plus 1 practice or 3 games) shall take place in a span of seven consecutive days. Managers are prohibited from calling additional practices (if three league activities have already been set by the League Scheduler) in those seven consecutive days.

Tee Ball, Farm, MAPS and Minor B games will NOT be rescheduled.

Procedure for Junior League, Intermediate and Minor A divisions: The manager has a maximum of 2 weeks from the date of receiving the schedule to notify the scheduler of any games that the team will need rescheduled due to a lack of players. The scheduler will do his/her best job to reschedule the game. Once the schedule has been finalized and the season has begun, any games that cannot be played due to a lack of players will result in a forfeit by the team who could not field enough players to play the game unless the President and League Scheduler have determined that there is a valid reschedule request based on previously unknown circumstances.

When a Juniors, Intermediate or Minor A team finds that they cannot field a team for a scheduled game; the following steps must be followed:

- Contact the league President NO LESS than 72 hours prior to the scheduled game.
- Contact the opposing Manager NO LESS than 72 hours prior to the scheduled game.
- The Manager must give the name of each player and the reason each player will not be available to play. Once it has been established that the team will be not be able to field nine (9) players, the league President will reschedule the game (in coordination with the League Scheduler) for the NEXT AVAILABLE time without consideration of pitching, etc.
- If the team that requested to reschedule the original game cannot field a full team for the new date and time, that team will automatically forfeit the game.
If the opposing team cannot field a full team for the newly scheduled date and time, the Manager MUST notify the League President within 24 hours of the President's notification of the rescheduled game and another date and time will be set.
- If either team cannot field a full team for the second rescheduled date and time, the team that cannot field a full team will forfeit the game.

If a game cannot be played because of the inability of either team to place nine (9) players on the field or at least one (1) adult in the dugout, there will be a 10 minute grace period from scheduled start time to get nine (9) players or at least one (1) adult in the dugout. If a team is unable to do so, this shall not be grounds for automatic forfeiture and will be referred to the Executive Board of Directors for decision to reschedule or declare a forfeit based on the notification procedure outlined above.

Rain-Outs and Suspended Games

1. Authority to start and continue games shall be in accordance with Little League rules 3.10 & 4.01(d). Both managers shall agree on the fitness of the field of play before the game can start. This shall be done at the field at game time unless the League President cancels the games ahead of time. If they cannot agree on the fitness of the field, the President or a duly designated representative shall make the determination (this representative is the plate umpire for the game if no other representative is available). As soon as the home team's batting order is handed to the plate umpire, the umpires are in charge of the playing field and have the sole authority to determine when a game shall be called, halted, resumed or suspended.
2. Rain-out make up games and suspended game continuations are to be scheduled by the league President in coordination with the league scheduler. The principle of "next available date" (with the exception of Sunday) irrespective of pitching eligibility or field location is to be followed. If a team is unable to play a rescheduled or continued game the Manager must inform the League President within 24 hours of the President's notification of the rescheduled game and another date and time will be set. If either team cannot field a full team for the second rescheduled date and time, the team that cannot field a full team will forfeit the game. Any continued game resumes exactly where it left off.

3. Managers are forbidden to hold practices or games on fields or batting cages that have been closed for weather, repairs, or fields not assigned to that team by the League Scheduler.

Game Day Rules:

1. **Field Preparation.** Proper preparation of the field requires repairing any damage to the field such as batter's boxes and pitching mounds and putting out all necessary equipment, such as the bases. The home team is responsible for these duties, and persons doing field prep must arrive at the field in sufficient time in order to complete field prep before the teams need to take the infield for warm-ups. The home team is responsible for putting all equipment back in the shed prior to the start of the game. The visiting team will be responsible for putting away all equipment upon completion of the game and watering the fields.
2. **Home and Visitor Dugouts.** Home team shall occupy the 1st base dugout and the visiting team shall occupy the 3rd base dugout.
3. **Infield and Outfield Warm-ups.** Both teams have access to the outfield for pregame warm ups until 10 minutes prior to game time. Time permitting, at 30 minutes before game time, the visiting team gets the entire infield for 10 minutes, and at 20 minutes before game time, the home team gets the entire infield for 10 minutes. Infield warm-up should end 10 minutes before game time. If there is inadequate time for each team to have 10 minutes infield/outfield time, the teams should equally divide the available time. However, if the visiting team is simply late getting on the field, they are not to extend into the home team's infield/outfield time.
4. **Warming Up Players and Pitchers.** Any player warming up a pitcher must follow Little League International rules. If the catcher warming up the pitcher squats into a normal catcher position, he/she must have a catcher's mask on and appropriate safety equipment. At no time shall a manager, coach, or any adult warm up a pitcher. At no point shall an adult play catch with a player on game day.
5. **The Little League Pledge.** For every game, the home team will provide one player to recite the Pledge of Allegiance and the visiting team will provide one player to recite the Little League Pledge.
6. **Questions During Play.** When there is a question about a rule during a game, the Manager should:
 - a. Confer with the home plate umpire
 - b. Check the RPLL Local Rules for their respective Division of Play
 - c. Check the RPLL Local Rules for All Divisions
 - d. Check the Official Little League Rule Book.

- e. The home plate umpire has the final say in any ruling.
- f. In the event of a protest managers must follow Little League International Rules for protesting as listed in the Official Little League Regulations, Playing Rules and Policies in the green book.

Do not necessarily hold up the play of the game if you do not understand the rules. If it is found that you continue to do so, you may be subject to disciplinary action by the Executive Board of Directors.

- 7. **Keeping the Game Moving Along.** All reasonable efforts must be made to move the game along quickly. Managers must be organized enough to get their team on and off the field promptly (teams should run on and off the field). Teams should either have their catcher ready to go as soon as the 3rd out occurs or have another player (wearing a catcher's mask and glove) warm up the pitcher. Excessive team conferences between innings are not permitted as they slow the game down. A short conference when the team comes in from defense generally will not slow the game down as long as the first batter is ready to hit.
- 8. **Any batter who throws a bat will be warned one (1) time (roster-keeper must note).** After the first warning, a second offense may result in ejection. If the umpire determines that a player throws a bat (or any other equipment) in an unsportsmanlike manner, this may be cause for the player's immediate ejection. For MAPS, Farm and Tee Ball divisions the field umpire will issue a warning for the first offense and all subsequent offenses will be called out.
- 9. **Bat Standard.** All bats must meet USA Baseball Bat Standards and be in conformance with Little League International current bat rules.
- 10. **Roster keeping and Game Balls.** The home team will provide the official roster-keeper and the game balls.
- 11. **A manager or coach may not tell his players to run into, or in any way harm, the members of the opposing team.**

Junior League

All rules in the "Official Playing Rules" sections of the **Little League Rule Book** apply to the Junior League with the following exceptions:

1. **Batting Order.** The Junior League batting order decision is voted on at the district meeting with all Juniors managers at the beginning of each season. Unless otherwise noted at the District Juniors Manager meeting, RPLL local rules state that this division does not have a continuous batting order. A maximum of 9 players may be placed in the batting order and substitute players must be substituted into starting players batting spots.
2. **Minimum Play.** If a player does not play the minimum required number of outs in a game, that player shall start the next scheduled game and fulfill the minimum play requirements for the previous game and the minimum play requirement for the current game before being permanently removed from the game.
3. **Games** will be restricted to 7 innings with a minimum of 5 innings to be a complete game. In the event of a tie after 7 innings, teams will continue extra innings.
4. **Post season games will be played using Little League International Rules..**

Intermediate Division

All rules in the “Official Playing Rules” sections of the **Little League Rule Book** apply to the Intermediate Division with the following exceptions:

1. **Batting Order. All present members of the entire roster will be included in the batting order at all times.** All players must play nine (9) defensive outs with no consecutive innings on the bench, no exceptions!
2. **Minimum Play.** If a player does not play the minimum required number of outs in a game, that player shall start the next scheduled game and fulfill the minimum play requirements for the previous game and the minimum play requirement for the current game before being permanently removed from the game.
3. **The Intermediate Division allows:** players to wear metal cleats, leading off, base stealing and balks.
4. **Defensive Play.** Each player must play at least every other inning (9 defensive outs in a complete game).
5. **Official Games.** A regulation game will consist of 7 innings. There will be a minimum of five (5) innings for an official game (4 ½ innings if the home team is ahead). Intermediate Division teams play until completion (including Saturday and tied games), unless called due to weather, darkness or time limit restrictions on fields. Teams will continue extra innings but no new inning shall start after 2 hours and 30 minutes from official start time. In this case, the game can end in a tie. A “Mercy Rule” will be in force

the entire season. If a team is ahead by ten (10) or more runs after five (5) innings (or 4 ½ innings if the home team is still ahead after the visiting team has batted in the top of the 4th inning), the game shall be complete.

6. **Championships.** This division shall keep official standings and shall have the opportunity to send a representative team(s) to the District 32 Tournament of Champions (“TOC”). The RPLL Year End Championship Tournament will determine which team(s) from this division represents RPLL in the TOC. The Regular Season Division Standings shall be used to determine the tournament seeding. The method for determining the seeding will be determined prior to the start of the season and every manager will be notified of those methods.

Should there be a tie, we will use the head to head record of the tied teams to determine the Conference Champion(s). Should that fail to produce the winner, we will use their Inter-Division records to determine the Conference Champion(s). Should that fail to produce the winner, the team with the least number of runs allowed defensively during regular season play will determine the Conference Champion (s).

7. **Post season games will be played using Little League International Rules.** This includes RPLL playoffs.

Minor A Division

All rules in the “Official Playing Rules” sections of the **Little League Rule Book** apply to the Minor A Division with the following exceptions:

1. **All present members of the entire roster will be included in the batting order at all times.** All players must play nine (9) defensive outs and at least one (1) inning in an infield position, no exceptions! Furthermore, each player **MUST** play at least every other defensive inning; no player can sit out two consecutive defensive innings.

If a player does not play the minimum required number of outs in a game, that player shall start the next scheduled game and fulfill the minimum play requirements for the previous game and the minimum play requirement for the current game before being permanently removed from the game.

Infield positions include pitcher, catcher, first base, second base, third base and shortstop. There is no limit on the number of substitutions a manager may make in an inning and no restrictions on minimum playing time before a player may be substituted.

2. **A game will consist of six (6) innings or two (2) hours, whichever comes first.** There will be a minimum of four (4) innings for an official game (3½ innings if the home team is

ahead). No NEW inning can start after two (2) hours from the official game start time. Games ended as a result of the time limit shall constitute a complete game regardless of the number of innings played. At least nine (9) players must be present on each team before a game may be legally started.

3. **In the event of a tie score at the time limit, one (1) additional inning will be played in an attempt to break the tie.** If the score remains tied, the game will end in a tie.
4. **Two (2) adult coaches, or one (1) adult and one (1) player may be used as the base coaches, at the Manager's discretion.** If a player is used as a base coach, they must wear a batting helmet while in the coach's box. The base coaches of the offensive team are allowed on the field and must remain within the confines of the coach's box at all times during the inning while the game is in play. Managers and coaches of the defensive team are not allowed on the field during the game unless an official timeout has been granted by an umpire.
5. **At least one (1) adult must be present in the dugout at all times.** Any adult in the dugout must have an RPLL Volunteer Application filed with the League and a background check performed.
6. **The offensive team will be allowed to score a maximum of five (5) runs per inning, or three (3) outs, whichever comes first.** The five (5) run limit rule applies to the entire season and applies to every inning played.
7. **A "Mercy Rule" will be in force for the entire season.** If a team is ahead by 11 or more runs after 4 innings (3½ innings if the home team still leads after the visiting team has batted in the top of the 4th inning) or 6 or more runs after 5 innings (4 ½ innings if the home team still leads after the visiting team has batted in the top of the 5th inning), the game shall be called complete. If the home team completes the run rule during the bottom half of the inning, the game is considered complete without the last out recorded. Games can continue until time limit as long as both Managers agree to continue play and the umpire(s) consent to continue umpiring. The umpire(s) shall be relieved of any liability once the game has been officially declared complete and game continues for the good/sake of the RPLL players.
8. **Championships.** This division shall keep official standings and shall have the opportunity to send a representative team(s) to the District 32 Tournament of Champions ("TOC"). The RPLL Year End Championship Tournament will determine which team(s) from this division represents RPLL in the TOC. The Regular Season Division Standings shall be used to determine the tournament seeding. The method for determining the seeding will be determined prior to the start of the season and every manager will be notified of those methods.

Should there be a tie, we will use the head to head record of the tied teams to determine the

Conference Champion(s). Should that fail to produce the winner, we will use their Inter-Division records to determine the Conference Champion(s). Should that fail to produce the winner, the team with the least number of runs allowed defensively during regular season play will determine the Conference Champion (s).

9. **District 32 post season tournament games and All Star games for this division will be played using Little League International Rules or District 32 rules .**

Minor B Division

All rules in the “Official Playing Rules” Sections of the **Little League Rule Book** apply to the Minor B Division with the following exceptions:

1. **The field will have a home run line 180 - 200 feet from home plate. Field locations which have a temporary or permanent fence may be at a distance of approximately 200 feet.** Any batted ball that bounces or rolls over the home run line, will be ruled a “Ground Rule Double.” Any batted ball that goes over the line before touching the ground is a home run. All outfielders must maintain beyond the outfield hash line prior to any pitched ball. The hash line will be an arc from foul line to foul line measured at a distance of 85 feet from the back center of the pitching rubber.
2. **All members of the entire roster who are present will be included in the batting order at all times.** All players must play at least every other inning in the field until each player has played at least three (3) innings and each player has played at least one (1) inning in an infield position, no exceptions. Infield positions include pitcher, catcher, first base, second base, third base and shortstop. *If a player does not play the minimum required number of outs in a game, that player shall start the next scheduled game and fulfill the minimum play requirements for the previous game and the minimum play for the current game before being permanently removed from the game.* There is no limit on the number of substitutions a manager may make in an inning and no restrictions on minimum playing time before a player may be substituted.
3. **A game will consist of six (6) innings or one hour and forty-five (1:45) minutes, whichever comes first.** There will be a minimum of four (4) innings for an official game (3 ½ innings if the home team is ahead). No new inning can start after one hour and forty-five (1:45) minutes from the official game start time. Games ended as a result of the time limit shall constitute a complete game regardless of the number of innings played. At least nine (9) players must be present on each team before a game may be legally started.
4. **In the event of a tie score at the time limit, one (1) additional inning will be played in an attempt to break the tie.** If the score remains tied, the game will end in a tie.

5. **Bunting is not allowed.**
6. **Runners may not advance on passed balls, wild pitches or throws back to the pitcher.**
There will be no base stealing under any circumstances. When the defensive team makes an overthrow that goes out of play, the ball is considered dead and the runners advance one (1) base. (RULING: At the moment a thrown ball passes out of play, each runner advances one (1) base past the last base he/she has legally touched). If ball remains in play on the overthrow, the runner may advance at his own risk, but no more than one (1) base from the start of the original play.
7. **Only three (3) adults are allowed in the dugout at any time once a game has started.**
Two (2) adult Coaches, or one (1) adult and one (1) player may be used as the base coaches, at the manager's discretion. If a player is used as a base coach, they must wear a batting helmet while in the coach's box. The base coaches of the offensive team are allowed on the field and must remain within the confines of the coach's box at all times during the inning while the game is in play. Managers and coaches of the defensive team are not allowed on the field during the game unless an official time out has been granted by the home plate umpire. At least one (1) adult must be present in the dugout at all times. Any adult in the dugout must have an RPLL Volunteer Application filed with the League and a background check performed.
8. **The offensive team will be allowed to score a maximum of five (5) runs per inning, or three (3) outs, whichever comes first.** The five (5) run limit rule applies to the entire season and applies to every inning played. A "Mercy Rule" will be in force for the entire season. If a team is ahead by eleven (11) or more runs after 5 innings (4½ innings if the home team still leads after the visiting team has batted in the top of the fifth (5th) inning), the game shall be called complete.
9. **There will be no standings kept for the first three (3) games.** Beginning with the fourth (4th) game, standings will be kept. The "Mercy Rule" shall not be enforced in the first three (3) games.
10. **Standings will be kept beginning with the fourth (4th) game of the season.** Beginning with the fourth (4th) game, a "Mercy Rule" will be in force for the rest of the season. If a team is ahead by eleven (11) or more runs after 5 innings (4½ innings if the home team still leads after the visiting team has batted in the top of the fifth (5th) inning), the game shall be called complete. Teams will be seeded in a divisional tournament to determine the Minor B Division Champions. The method of seeding will be determined prior to the start of the season. Any tournament played is for fun and "bragging rights" only.

MAPS Division

All rules in the “Official Playing Rules” Sections of the **Little League Rule Book** apply to the MAPS Division with the following exceptions:

1. **The game will consist of six (6) innings, or one hour and forty (1:40) minutes, whichever comes first.** No new inning will start after one hour and forty minutes (1:40) from the official game start time. A minimum of four (4) innings defines an official game. Games ended as a result of the time limit shall constitute a complete game regardless of the number of innings played. At least nine (9) players must be present on each team before the game may be legally started. All innings shall be played to completion.
2. **Five (5) run maximum per inning.** There shall be a five run maximum per inning, including the last inning. A half inning is concluded when a team gets 3 outs or the offense scores 5 runs. Runs should be tallied each inning, solely for the purpose of monitoring the 5 run per inning rule.
3. **All present members of the entire roster shall be included in the batting order at all times, maintaining the order entered in the official lineup.** An official batting order will be submitted to the roster/scorekeeper and opposing manager at least ten (10) minutes prior to game start time. At a minimum, this lineup must contain the player’s last name, first initial, their jersey number, their position in the batting order and their defensive position for the 1st inning.
4. **The defensive team may use 10 players.** There may be ten (10) defensive players, with the 10th player positioned as a fourth outfielder. The fourth outfielder, as well as the other three (3) outfielders, must remain in the outfield, beyond the outfield hash line, until the ball is hit. As part of field prep, there will be an arc from foul line to foul line measured at a distance of 70 feet from the back center of the pitching rubber (center of pitching circle if no rubber present).
5. **RPLL Minimum Play Standards for MAPS.** All players must play at least every other inning in the field. A player must play at least two (2) innings, and not more than four (4) innings at an infield position (at least one and no more than three in a shortened game), no exceptions. Infield positions include pitcher, catcher, first base, second base, third base and shortstop. **EXCEPTION:** A player may play more than four (4) innings in the infield **ONLY** after the entire roster has already played two (2) infield innings.
6. **No defensive players stationed within 40 feet of home plate.** No defensive player other than the catcher will be positioned within 40 feet of home plate prior to the ball being hit.

7. **There will be no infield fly rule.**
8. **Bunting is not allowed.**
9. **There will be no base stealing.** A runner is not allowed to leave his base until the ball is hit by a batter.
10. **Base Running Rules.** No runner may advance any more than one base on a batted ball that does not leave the infield dirt. The only exception to this rule is that the runner may attempt to advance one additional base on an overthrow. Runners who advance in violation of this rule shall be returned to their proper base, unless they are tagged out before arriving safely at the next base or returning safely to the prior base, in which case they shall be called out. On a ball hit in the infield, the play will be over and play will stop when any defensive player has the ball in his possession and is within the infield bases. On a ball hit to the outfield, the play will be over and play will stop when the ball is in the possession of ANY infielder within the infield bases. All runners will return to the last base touched if they have advanced once one of these conditions has been met. If the ball is hit to the outfield and rolls past the cones, it will be deemed a ground rule double.

NOTE: A player must have the baseball in hand inside the infield bases to stop play. A runner may continue to the next base if the runner is more than one-half the way down the baseline.

11. **A runner can ONLY advance 1 base on an overthrow.** Regardless if the ball remains in fair territory or goes foul, a runner can advance only 1 base (automatically awarded only if the ball goes out of play). If another overthrow is committed during the same play, runners cannot advance to an additional base. For example, if a batter puts the ball in play and runs to second on an overthrow, he cannot advance to third due to another overthrow.
12. **Two (2) runners may not occupy the same base, but, if while the ball is in play, two (2) runners are touching the same base, the following runner will be out if tagged.** The preceding runner is entitled to the base unless a force play is involved. The preceding runner is out when tagged or the next base is touched.
13. **A runner is out when:**
 - A. He/she runs more than three (3) feet away from a direct line between bases to avoid being tagged, unless his/her action is to avoid interference when a fielder is fielding the ball.
 - B. He/she intentionally interferes with a thrown ball, or hinders a fielder while attempting to make a play on a batted ball.
14. **If a ball is hit over an outfielder on a fly, the batter and all other runners may continue to run until the ball is returned to the infield.** Thus (as a reward and because it is a fun part of the game), a player who makes a great hit over an outfielder's head can

continue to run, at his own risk, until the ball is returned to the infield.

15. **The field will have a home run line 145 feet from home plate.** Any batted ball that bounces or rolls over the outfield boundary (usually marked by a fence or cones), will be ruled a “Ground Rule Double.” Any batted ball that goes over the line on the fly, before touching the ground, is a home run; even if it is first touched by a player. The pitcher's position will be a 10-foot diameter circle in the infield, halfway between first and third base and halfway between home plate and second base. The pitcher **MUST** keep one (1) foot inside the circle until the ball is hit.

16. **Adult Pitching Machine Operator.** Each offensive team will provide one adult (see NOTE below) to operate the pitching machine for their own team. The speed of the pitching machine shall be set at 40 MPH and may not be changed during the game. The operator may adjust the direction and height of the machine before the beginning of a half inning and as reasonably necessary to bring the machine back into alignment during a half inning. The pitching machine should not be adjusted to accommodate each player's strike zone. If players on the defensive team throw the ball to the pitching machine operator, the operator must catch the ball and play is then dead. The distance from the front of the rubber on the pitcher's mound to the furthest back point of home plate is 46 feet. Set the delivery point of the pitching machine directly over the front of the rubber. The defensive pitcher (player) must have at least one foot within the pitcher's circle until the ball is hit.

NOTE: *ADULTS* 18 years or older that have an RPLL Volunteer Application filed with the League, and have had a background check performed, are authorized to feed or operate the pitching machine. RPLL Volunteer Application can be found at www.rpll.org in the *Documents* section.

17. **The coach feeding the pitching machine is the umpire for that half-inning.** The decisions of the umpire are final. **NO** coach can dispute an umpire's judgment call. The manager may ask for clarification of a rule of baseball only. No formal protests will be allowed. If there is an unresolved problem, it should be taken up with the Chief Umpire of the League after the game.

18. **If the ball hits the pitching machine, the cord, or the operator, it immediately is called a dead ball, and all play stopped.** RPLL does not want any player to have any incentive to go after a ball under or near the pitching machine. If a batted ball strikes the pitching machine (or otherwise), runners return to their base and the pitch is replayed. If the ball striking the machine, cord or operator is last touched by a defensive player (i.e., it was thrown or deflected by a defensive player), the offensive team is likely the team prejudiced, and as a result, the batter and any runners will be awarded the base they were going to at the time the ball struck the machine or cord. If the ball thrown by a defensive player hits the adult operator, this is deemed returning the ball to the pitcher. Runners should not advance any further, except the batter may continue to 1st base, and if any

runners are forced to additional bases, they shall continue to the next base. If an adult pitching machine operator does not catch a ball thrown to him from the defensive team, the runners should not advance any further, except the batter may continue to 1st base, and, if any runners are forced to additional bases, they shall continue to the next base. If the pitching machine operator accidentally catches the ball or if the ball hits the pitching machine, the batter gets first base and all the runners will advance one base.

19. **No manager or coach shall touch any player while the ball is in play.** If an offensive manager or coach touches a player, the ball will be dead; the nearest base runner will be called out; and all other base runners will return to the last base legally touched. If a defensive manager or coach touches a base runner, all runners will be entitled to advance one base past the last base legally touched.
20. **Each batter receives up to five (5) pitches.** The opinions of either manager cannot affect the number of pitches per batter; each batter will receive up to 5 pitches only. If the fifth (5th) pitch is fouled off, the batter will continue until striking out or putting the ball in play. An inning will consist of five (5) runs, or three (3) outs, whichever comes first.
21. **All present members of the entire roster shall be included in the batting order at all times,** maintaining the order entered in the official lineup. An official batting order will be submitted to the roster-keeper and opposing manager at least ten (10) minutes prior to game start time.
22. **No walks or bunts.** There will be no base on balls, nor will the batter be awarded a base if hit by a pitch. There will be no called strikes, nor will a batter be called out solely for 3 missed swings. The batter must take a full swing. Bunting is not allowed.
23. **Catchers shall be properly equipped.** The catcher will wear a designated catcher's mask, shin guards, chest protector, catcher's mitt, and (if male) protective cup. The catcher will stand or squat inside the backstop area, but need not squat behind the plate. **NO SHORTS ARE ALLOWED FOR ANY PLAYERS** during games or practices.
24. **A maximum of four (4) adults are allowed in the dugout at one time once play has started.** There must be at least one adult in the dugout at all times. All on-field coaches must be adults and have an approved RPLL Volunteer Application. The RPLL Volunteer Application can be found at www.rpll.org in the *Documents* section.
25. **There will be two (2) defensive coaches allowed on the field** once the defensive half of the inning has started. Both defensive coaches must remain in the outfield at least thirty (30) feet behind the baseline at all times. Should a ball-in-play hit one of the defensive coaches, the ball is considered live and play will continue. A third defensive coach will be positioned in the "On Deck" area facing the batter in the batter's box. This coach must

not be behind home plate. All coaches understand there is no “On Deck” circle allowed per Little League Rules. The coach from the offensive team in the pitcher’s circle, feeding the pitching machine (or an adult pitcher), must keep both feet within the ten (10) foot pitching circle. If a player is injured, a manager or coach may request “time” in order to attend to the injured player. “Time” is not granted until the umpire grants it.

FARM Division

All rules in the “Official Playing Rules” Sections of the **Little League Rule Book** apply to the FARM Division with the following exceptions:

1. **The game will consist of six (6) innings, or one hour and thirty (1:30) minutes, whichever comes first.** No new inning will start after one hour and thirty minutes (1:30) from the official game start time. A minimum of four (4) innings defines an official game. Games ended as a result of the time limit shall constitute a complete game regardless of the number of innings played. At least nine (9) players must be present on each team before the game may be legally started. All innings shall be played to completion.
2. **The offensive team will bat until there are 3 outs or all players have had an at-bat, whichever comes first.**
3. **All present members of the entire roster shall be included in the batting order at all times, maintaining the order entered in the official lineup.** An official batting order will be submitted to the roster/scorekeeper and opposing manager at least ten (10) minutes prior to game start time. At a minimum, this lineup must contain the player’s last name, first initial, their jersey number, their position in the batting order, and their defensive position for the 1st inning.
4. **The defensive team may use 10 players.** There may be 10, with the 10th player positioned in the outfield only. The fourth outfielder, as well as the other three (3) outfielders, must remain in the outfield, beyond the outfield hash line, until the ball is hit. (RULING: Drop flag and let play conclude. Then, offended manager may choose to take the result of the play or batter is awarded first base and all other runners advance, if forced). As part of field prep, there will be an arc from foul line to foul line measured at a distance of 70 feet from the back center of the pitching rubber (center of pitching circle if no rubber present).
5. **RPLL Minimum Play Standards for FARM.** All players must play at least every other inning in the field. A player must play at least two (2) innings, and not more than four (4) innings at an infield position (at least one and no more than three in a shortened game), no exceptions. Infield positions include pitcher, catcher, first base,

second base, third base, and shortstop. **EXCEPTION:** A player may play more than four (4) innings in the infield **ONLY** after the entire roster has already played two (2) infield innings.

6. **There will be no base stealing.** A runner is not allowed to leave his base until the ball is hit by a batter.
7. **There will be no infield fly rule.**
8. **The field will have a home run line 145 feet from home plate.** Any batted ball that bounces or rolls over the outfield boundary (usually marked by cones), will be ruled a Ground Rule Double. Any batted ball that goes over the line on the fly, before touching the ground, is a home run; even if it is first touched by a defensive player. The pitcher's position will be a 10-foot diameter circle in the infield, halfway between first and third base, and halfway between home plate and second base. The pitcher **MUST** keep one (1) foot inside the circle until the ball is hit.
9. **When is Play Dead?** The play becomes dead when the ball is returned to the infield area and the defensive team is not trying to make a play. Runners are allowed to proceed, at their own risk, to the base they were heading to, if they are approximately half-way. Managers and coaches are reminded this is an instructional division and managers and coaches should not encourage their runners to stretch their hit into an extra base simply because the throw back to the infield was errant, or the ball was missed. If the ball is hit to the outfield and rolls past the cones, it will be deemed a Ground Rule Double.
10. **Runners may not advance on overthrows.** When the defensive team makes an overthrow that goes out of play, the ball is considered dead and runners must return to the last base legally touched. An overthrow past the outfield cones, but in fair territory, is considered out of play.
11. **Adult Pitching Machine Operator.** Each offensive team will provide one adult to operate the pitching machine for their own team. The speed of the pitching machine shall be set at **38 MPH** and may not be changed during the game. The operator may adjust the direction and height of the machine before the beginning of a half inning and as reasonably necessary to bring the machine back into alignment during a half inning. The pitching machine should not be adjusted to accommodate each player's strike zone. The distance from the front of the rubber on the pitcher's mound to the furthest back point of home plate is 46 feet. Set the delivery point of the pitching machine directly over the front of the rubber. The defensive pitcher (player) must have at least one foot within the pitcher's circle until the ball is hit.

NOTE: *ADULTS* 18 years or older that have an RPLL Volunteer Application filed with the League, and have had a background check performed, are authorized to feed or

operate the pitching machine. RPLL Volunteer Application can be found at www.rpll.org in the *Documents* section.

12. **The Coach feeding the pitching machine is the umpire for that half-inning.** The decisions of the umpire are final. NO coach can dispute an umpire's judgment call. The manager may ask for clarification of a rule of baseball only. No formal protests will be allowed. If there is an unresolved problem, it should be taken up with the Chief Umpire of the League after the game.
13. **If the ball hits the pitching machine, the cord, or the operator, it immediately is called a dead ball, and all play stopped.** RPLL does not want any player to have any incentive to go after a ball under or near the pitching machine. If a batted ball strikes the machine (or otherwise), runners return to their base and the pitch is replayed. If the ball striking the machine, cord or operator is last touched by a defensive player (i.e., it was thrown or deflected by a defensive player), the offensive team is likely the team prejudiced, and as a result, the batter and any runners will be awarded the base they were going to at the time the ball struck the machine or cord. If the ball thrown by a defensive player hits the adult operator, this is deemed returning the ball to the pitcher. Runners should not advance any further, except the batter may continue to 1st base, and if any runners are forced to additional bases, they shall continue to the next base. If an adult pitching machine operator does not catch a ball thrown to him from the defensive team, the runners should not advance any further, except the batter may continue to 1st base, and, if any runners are forced to additional bases, they shall continue to the next base. If the pitching machine operator accidentally catches the ball, the batter gets a strike.
14. **No Manager or Coach shall touch any player while the ball is in play.** If an offensive Manager or Coach touches a player, the ball will be dead; the nearest base runner will be called out; and all other base runners will return to the last base legally touched. If a defensive Manager or Coach touches a base runner, all runners will be entitled to advance one base past the last base legally touched.
15. **Each batter receives up to five (5) pitches.** The opinions of either manager cannot affect the number of pitches per batter; each batter will receive up to 5 pitches only. After 5 pitches, if the child has not put the ball into play, a batting tee will be used, and the batter will be permitted to swing until he or she puts the ball into play past the 12-foot arc in front of the plate. If the ball does not travel past the 12-foot arc, it is considered a foul ball. There are no strikeouts in this division.
16. **All present members of the entire roster shall be included in the batting order at all times, maintaining the order entered in the official lineup.** An official batting order will be submitted to the roster-keeper and opposing manager at least ten (10) minutes prior to game start time.

17. **No walks or bunts.** There will be no base-on-balls, nor will the batter be awarded a base if hit by a pitch. There will be no called strikes, nor will a batter be called out solely for 3 missed swings. The batter must take a full swing. Bunting is not allowed.
18. **Catchers shall be properly equipped.** The catcher will wear a designated catcher's mask, shin guards, chest protector, catcher's mitt, and (if male) protective cup. The catcher will stand or squat inside the backstop area, but need not squat behind the plate. **NO SHORTS ARE ALLOWED FOR ANY PLAYERS** during games or practices.
19. **A maximum of four (4) adults are allowed in the dugout at one time once play has started.** There must be at least one adult in the dugout at all times. All on-field Coaches must be adults and have an approved RPLL Volunteer Application. The RPLL Volunteer Application can be found at www.rpll.org in the *Documents* section.
20. **There will be two (2) defensive Coaches allowed on the field** once the defensive half of the inning has started. Both defensive Coaches must remain in the outfield at least 15 feet behind the baseline, at all times. Should a ball-in-play hit one of the defensive Coaches, the ball is considered live and play will continue. A third defensive coach will be positioned in the "On Deck" area facing the batter in the batter's box. This coach must not be behind home plate. The coach from the offensive team in the pitcher's circle, feeding the pitching machine (or an adult pitcher), must keep both feet within the ten (10) foot pitching circle. If a player is injured, a manager or coach may request "time" in order to attend to the injured player. "Time" is not granted until the umpire grants it.
21. **Two (2) runners may not occupy the same base, but, if while the ball is in play, two (2) runners are touching the same base, the following runner will be out, if tagged.** The preceding runner is entitled to the base unless a force play is involved. The preceding runner is out when tagged or the next base is touched.
22. **A runner is out when:**
 - a. He/she runs more than three (3) feet away from a direct line between bases to avoid being tagged, unless his/her action is to avoid interference when a fielder is fielding the ball.
 - b. He/she intentionally interferes with a thrown ball, or hinders a fielder while attempting to make a play on a batted ball.
23. **RIF Safety Balls Must Be Used.** A medium firmness RIF (Reduced Injury Factor) baseball will be used in all games when using a pitching machine.
24. **Chalk Lines for Games.** In addition to the customary lines for Little League Baseball, the following lines will be drawn:

- a. A hash mark will be placed intersecting the 3rd base line, halfway between 3rd and home.
- b. A 10-foot circle will be drawn around the pitcher/pitching machine location.
- c. An outfield arc line will be drawn 30 feet beyond the bases and baselines.
- d. A 12-foot arc extending out from home plate, from the 3rd base line to the 1st base line.

Tee Ball Division

All rules in the “Official Playing Rules” Sections of the **Little League Rule Book** apply to the T-Ball Division with the following exceptions:

1. **The game will consist of six (6) innings, or one hour and fifteen minutes (1:15), whichever occurs first.** No new inning will start after one (1) hour and fifteen (15) minutes from the start of the game. There is NO minimum number of innings necessary to define an official game. Games ended as a result of the time limit shall constitute a complete game, regardless of the number of innings played. At least nine (9) players must be present on each team before the game may be legally started. All innings shall be played to completion
2. **Tee Ball Bats.** Players will hit using an approved tee and approved bats of 24 to 26 inches with a rubber or tape grip on the handle. All Tee ball bats must meet USA Baseball Bat Standards and feature the USA Baseball mark and test which reads “Only for use with approved tee balls.” Tee ball bats produced and/or purchased prior to the implementation of the new USA Baseball Bat Standards can be certified using and Approved Tee Ball Sticker which can be provided by Rancho Penasquitos Little League.
3. **All present members of the entire roster shall be included in the batting order at all times, maintaining the order entered in the official lineup.** An official batting order will be submitted to the roster-keeper and opposing manager at least ten (10) minutes prior to game start time.
4. **The roster-keeper shall inform the managers that a player has batted out of order.** There shall be no penalty imposed for batting out of order. That player shall resume their normal batting position in the roster the next time they are at-bat.
5. **The defensive team may use 10 players.** There may be ten (10) defensive players, with the 10th player positioned as a fourth outfielder. The fourth outfielder, as well as the other three (3) outfielders, must remain in the outfield, beyond the outfield hash line, until the ball is hit. As part of field prep, there will be an arc hash line from foul line to foul line measured at a distance of 50 feet from the back center of the pitching rubber.

6. **All players must play at least three (3) of the first four (4) innings.** A player must play at least two (2) of those innings, and not more than four (4) innings, in an infield position (at least one and no more than three in a shortened game), no exceptions. Infield positions include pitcher, catcher, first base, second base, third base, and shortstop.

EXCEPTION: A player may play more than four (4) innings in the infield ONLY after the entire roster has already played two (2) infield innings.

7. **There will be no base stealing.** A runner is not allowed to leave his base until the ball is hit by a batter.
8. **There will be no infield fly rule.**
9. **A batter has the option of trying for a double on a ball hit into the outfield.** If the batter attempts a double, he does risk being thrown out at second.
10. **The field will have a home run line 125 feet from home plate, 50 foot base paths, foul line markings, and a 15-foot arc in front of home plate.** Any batted ball that bounces or rolls over the outfield boundary (usually marked by cones), will be ruled a “Ground Rule Double.” Any batted ball that goes over the line on the fly, before touching the ground, is a home run; even if it is first touched by a player. The pitcher’s position will be a 10-foot diameter circle in the infield, halfway between first and third base, and halfway between home plate and second base. The pitcher must keep both feet completely inside the circle until the ball is hit.
11. **When batting off the tee, the ball is foul if it fails to go past the 15-foot arc in front of home plate into fair territory.** No bunting is permitted. (RULING: Ball is dead, no play). No strikeouts.
12. **Runners may not advance on overthrows.** When the defensive team makes an overthrow that goes out of play, the ball is considered dead and runners must return to the last base legally touched. An overthrow past the outfield cones, but in fair territory, is considered out of play.
13. **No manager or coach shall touch any player while the ball is in play.** If an offensive Manager or Coach touches a player, the ball will be dead; the nearest base runner will be called out; and all other base runners will return to the last base legally touched. If a defensive Manager or Coach touches a base runner, all runners will be entitled to advance one base past the last base legally touched.
14. **A maximum of four (4) adults are allowed in the dugout at one time once play has started.** There must be at least one adult in the dugout at all times. Any adult in the dugout

must have an RPLL approved Volunteer Application filed with the League and a background check performed. The RPLL Volunteer Application can be found at www.rpll.org in the *Documents* section.

15. **A Manager or Coach from the team at bat will accompany the batter to home plate to adjust the tee; place the ball on the tee; and position the batter prior to each swing, if needed.** The team at bat will also have a first (1st) and third (3rd) base Coach. Managers or Coaches must stay at least three (3) feet behind the foul line when the ball is in play.
16. **The Manager or Coach who is positioning the player at the tee must remove the tee and the bat after the ball is hit for safety purposes.** A base runner cannot score while the tee is on home plate (no run is scored, no out is recorded, the runner goes to the dugout).
17. **There will be two (2) defensive Coaches allowed on the field.** Both defensive Coaches must remain in the outfield at least 15 feet behind the baseline at all times. Should a ball-in-play hit one of the defensive Coaches, the ball is considered live and play will continue.
18. **The offensive first (1st) and third (3rd) base Coaches will umpire their respective bases.** The two (2) defensive Coaches will umpire second base and the home run line. The Coach managing the tee will umpire home plate and fair or foul plays.
19. **Once a ball thrown from the field passes the 15-foot arc on its way to home plate, the ball will be dead, unless there is a play at the plate.** In the case of no play at the plate, all runners will return to the last base touched. **EXCEPTION:** If the last base touched is occupied by a following runner when the ball passes the 15- foot arc, the runner will be allowed to advance to the next base.
20. **The catcher will wear a designated catcher's mask, shin guards, chest protector, and (if male) protective cup.** A catcher's mitt is optional. **NO SHORTS ARE ALLOWED FOR ANY PLAYERS** during games or practices.
21. **Two (2) runners may not occupy the same base, but, if while the ball is in play, two (2) runners are touching the same base, the following runner will be out, if tagged.** The preceding runner is entitled to the base unless a force play is involved. The preceding runner is out when tagged or the next base is touched.
22. **A runner is out when:**
 - (A) He/she runs more than three (3) feet away from a direct line between bases to avoid being tagged, unless his/her action is to avoid interference when a fielder is fielding the ball.
 - (B) He/she intentionally interferes with a thrown ball, or hinders a fielder while attempting to make a play on a batted ball.

23. **RIF Safety Balls Must Be Used.** A medium firmness RIF (Reduced Injury Factor) baseball will be used in all games.

24. **Chalk Lines for Games.** In addition to the customary lines for Little League Baseball, the following lines will be drawn:

- a. A hash mark will be placed intersecting the 3rd base line, halfway between 3rd and home.
- b. A 10-foot circle will be drawn around the pitcher/pitching machine location.
- c. An outfield arc line will be drawn 125 feet from home plate.
- d. A hash line arc will be drawn from foul line to foul line, 50 feet from the back center of the pitching rubber.
- e. A 12-foot arc extending out from home plate, from the 3rd base line to the 1st base line.

Pitching Eligibility and Rests

To protect the arms of young players, and in keeping with Little League regulations regarding baseball, RPLL implements a Pitch Count program (Baseball Official Regulations and Playing Rules, Regulation VI). Rather than limit pitching eligibility by number of innings pitched, the Pitch Count program defines the amount of rest needed based on the number of actual pitches thrown. This not only helps protect players from overuse injuries, it further highlights the need for throwing accuracy at all levels of baseball.

Regulation VI – Pitching

- A. Any player on a regular season team may pitch. **Exception:** The catcher is prohibited from pitching if he/she caught in any part of (4) four or more innings per calendar day. This prohibits a player who has played the position of catcher in any part of four innings in a game from being used as a pitcher at any time on that calendar day. This applies to all baseball divisions, and will apply to the International Tournament, as well.
- B. 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:

Little League ages 13 – 14	95 pitches per day (a 15-year-old may not pitch in the Juniors Division)
Little League ages 11 – 12	85 pitches per day
Little League ages 9 – 10	75 pitches per day
Little League ages 7 – 8	50 pitches per day

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 occur:

1. That batter reaches base
2. That batter is put out
3. The third out is made to complete the half-inning

Note: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

C. 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.

Note: While rule C stipulates that a pitcher may continue to pitch to the current batter when hitting their pitch count limit, this doesn't impact the rest requirements. Ex. An 8-year-old pitcher hits pitch number 50 when facing a batter. The pitcher may finish that batter taking him to above 50 pitches. That pitcher now must rest three (3) calendar days, not the two (2) days indicated by their 50-pitch max pitch count.

- D. Each league must designate the scorekeeper or another game official as the official pitch count recorder.
- E. 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.
- F. 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). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with 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.

- G. 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.
- H. 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)
- I. A player may not pitch in more than one game 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 pitcher’s 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.

RPLL LOCAL RULE: ALL pitch count rules apply to all games played, including interleague games with teams outside of RPLL. However, interleague games do not count for RPLL standings.

RPLL LOCAL RULE: Any Violation of the established pitching eligibility and rest rules must be reported to the league President within 24 hours of the violation being discovered. Violation of these pitching rules will result in the manager being suspended for the next scheduled game - NO EXCEPTIONS. If a second violation occurs or it is determined by the league President that any of the violations were intentional, the manager and/or coaches may be subject to further disciplinary actions as determined by the Executive Board.

Safety

The purpose of the RPLL Safety Plan is to establish guidelines that will document and reduce accidents and provide an inspection and reporting mechanism to assess playing fields and equipment for safe operation and maintenance.

Additionally, our safety guidelines will educate managers, coaches, assistants, team safety parents and players in the value of proper first aid training and injury management. Players and parents will also be active in the League's safety training and prevention program.

With injury training and safety awareness, the League goal is to prevent injuries from occurring in the first place. With all of us working together, our players will be safer.

Medical Release Forms

Managers ARE REQUIRED to have a completed Medical Release Form and Medical Roster for each player on the roster before a player can participate in any team function, practice, or game. Managers must carry the completed Medical Release Forms and Medical Roster to every team function, practice, and game. Local hospital emergency rooms and Urgent Care facilities will not treat an injured player without a signed Medical Release Form.

Concussion Protocol

As of January 1, 2017 a new law went into effect in CA ([Cal Health and Safety Code - 124235](#)) which establishes protocols for local leagues to follow regarding concussions.

All RPLL Managers will:

1. Watch the following training video on concussions found at: [CDC's Heads Up program](#).
2. Ask Coaches for their team to also complete the training.
3. Print the California Concussion Awareness Form (found in the *Documents* section of www.rpll.org) and put it in your medical binder (with Medical Release Forms) after it has been signed by BOTH managers and coaches testifying that they have completed the concussion training program above.

4. Email a copy of the signed California Concussion Awareness Form to the Player Agents.
5. Have the parents of *each player* read and sign the Parent Concussion Information Sheet (found in the *Documents* section of www.rpll.org) and keep a copy of the parent signed form with your Medical Release Forms.

Team Safety Parent Duties and Responsibilities

1. Conduct safety training for players that includes safe travel to/from practice and games, addressing both walking and bicycle travel.
2. Attend training sessions sponsored by the League and pass on new safety information and policies to the team managers.
3. Check that managers or coaches have Medical Release and Medical Roster, as well as a First Aid kit, with them at all team functions.
4. Check all the team equipment on a daily, as used basis.
5. Observe team practices on a regular basis to ensure that the team is following accepted safety practices with a minimum of two adults present at all times, with at least one cellular phone. Report all incidents to the RPLL Safety Officer and RPLL President.
6. Monitor field and game conditions to ensure that Little League Safety Practices and Procedures are being followed.
7. Immediately bring all safety issues and/or concerns to the team manager's attention.
8. Complete and send a preliminary accident report on any incident to the RPLL Safety Officer. Within 24 hours of any reported incident, contact the RPLL President and/or RPLL Safety Officer by telephone to discuss the incident.
9. Immediately contact the player's parents about any player injuries. Ensure that parents are aware of Little League Insurance policies and procedures.
10. Mid-season equipment check will be performed by Team Safety Parent and verified by applicable Safety Officer.

RPLL Safety Goals: Education, Awareness, and Prevention

The primary goal of the RPLL Safety Code is to provide our Players, Managers, and Coaches with a physically and emotionally safe environment at every practice and every game throughout the season. The Safety Code is intended to introduce the members of RPLL to Little League International ASAP (A Safety Awareness Program) and to educate them on our specific guidelines for a safer season.

First, in an attempt to provide a safe environment all volunteers (Managers, Coaches, Board Members, Adult Umpires, etc.) will be subjected to a nationwide check of Sex Offender Registries. The RPLL Manager/Coach Confidential Application requires all applicants to grant permission to RPLL to conduct a nationwide check of Sex Offender Registries. The League Secretary will then perform the background check with the assistance of Choice Point. All volunteers, Managers, Coaches, Board Members and Adult Umpires will also provide a

government-issued photo identification card for ID verification. Secondly, at least one manager or coach from each team shall be required to attend a formal baseball fundamentals training. The dates for the training are provided on www.rpll.org.

Responsibility for safety procedures should be that of an adult member (Manager/Coach) of the League.

1. At least one manager and/or coach from each team shall attend first aid training classes provided for the prevention and treatment of sports-related injuries. First-aid kits are issued to each team manager and shall be available at all practices and games. In addition, first-aid kits with additional supplies are located at each concession stand or in the equipment box at the playing fields.
2. Managers must encourage players to bring drinking water to all practices and games, especially during hot weather. Players should be encouraged to drink before they are thirsty.
3. Make arrangements for emergency medical services if necessary.
4. All practices shall be attended by a minimum of two adults with at least one cellular phone available.
5. No games or practices should be held when weather or field conditions are unsafe, particularly when lighting is inadequate.
6. Only players, managers, coaches and umpires are permitted on the playing field during games and practice sessions.
7. The manager, coach, or safety parent must inspect practice and play areas prior to all activities for holes, damage, stones, glass or other foreign objects.
8. All team equipment shall be stored within the team dugout, or behind screens, and not within the area defined by the umpires as "in play."
9. Responsibility for keeping bats and loose equipment off the field of play should be that of the Safety Parent/Team Parent, player assigned this purpose, or the team's manager and coaches.
10. During warm-up drills, players should be spaced so that no one is endangered by wild throws or missed catches.
11. Pre-game warm-ups should be performed within the confines of the playing field and not within areas frequented by spectators, thus endangering players or spectators.
12. Establish procedures for retrieving foul balls batted out of the playing area.
13. All players should be alert and watching the batter on each pitch during practice and games.
14. The manager, coach or safety parent must inspect equipment prior to each and every practice for the condition of the equipment as well as for proper fit.
15. Bats must be Little League approved. All bats shall be checked prior to all practices and games to assure that the proper grip material is in place and that bats are not cracked or have flat spots.
16. Catcher shall wear catcher's helmet, mask, throat protector, long model chest protector and protective cups and supporter (males) during practices and games, and when warming up pitchers between innings and in the bullpen. Managers should encourage all male players to wear protective cups and supporters for practices and games.

17. Head-first sliding is prohibited (Minor A and below), except when a runner is returning to a base.
18. During sliding practice, bases shall not be strapped down.
19. "Horse play" is not permitted on the playing field or in the dugout at any time.
20. Parents of players who wear glasses should be encouraged to provide safety glasses.
21. On-deck batters (Intermediate and below) are not permitted.
22. No playing in parking lots at any time.
23. No throwing rocks, climbing fences, or wandering out in the canyons.
24. Players and spectators should be alert at all times for foul balls and errant throws.
25. Players in the dugout must maintain an orderly manner at all times.
26. After each game, both teams must clean up trash in dugout and around field.
27. Players are NEVER to be left alone at the fields after a practice or a game.
28. Adults providing transportation to players must abide by all traffic laws, and no players are ever to be transported in the back of a truck.
29. All Little League and Local Rules are to be enforced and adhered to at all time.
30. No profanity, please.
31. Players must not wear necklaces, bracelets, watches, rings, pins or metallic items during games or practices.
32. Managers, coaches, or any non-playing member, may not warm up pitchers before or during a game.

Emergency Safety Procedures

Managers must have the original Medical Release forms and Medical Roster with the team at all times.

President:	Mark Scelfo: 858-361-2251 (cell)
Safety Officer:	Steven Podstreleny: 858-353-2066 (cell)
RPLL Hotline:	rpll.hotline@gmail.com
Police, Fire, Ambulance	Dial 911
SDPD Northeastern Division:	858-538-8000 (non-emergency)

13396 Salmon River Road

Field Locations

Canyonside Park:	12350 Black Mountain Road
Sunset Hills Elementary School:	9291 Oviedo Street
Twins Trails Park:	8940 Twin Trails Drive
Black Mountain Ranch Park:	14700 Carmel Valley Road
Rolling Hills Park:	15255 Peñasquitos Drive

Accident Reporting Procedure

What to report: An incident that causes any player, manager, coach, umpire, or volunteer to receive medical treatment and/or first aid must be reported to the Safety Officer. This

includes passive treatments such as the evaluation and diagnosis of the extent of the injury or periods of rest.

When to report: All such incidents described above must be reported to the Safety Officer within 48 hours of the incident.

How to make a report: Complete the Preliminary Accident Report Form in its entirety and submit it to the Safety Officer within 48 hours of the incident. A phone call with regard to the incident is recommended.

Who makes the report: The Team Safety Parent is responsible for assisting the manager in this area. It is up to the two of them to determine who will complete the paperwork and forward it to the League Safety Officer, but we recommend that the Safety Parent take this responsibility.

What happens to the completed form:

1. Form is sent to the League Safety Officer within 48 hours of the accident. The safety officer must also notify the Player Agents.
2. The injured party or the parent will be contacted to: verify the information on the form is complete and correct; obtain any additional information; check on the status of the injured party; and determine if other medical treatment was received (e.g., ER, doctor, or dentist visit) and advise of the RPLL's insurance coverage and the provisions for submitting any claims.
3. A copy of the Preliminary Accident Report Form will be sent to Williamsport and AIG Insurance.

More Major Injuries: If injuries are more severe, the Safety Officer will periodically call the injured party to check on the status of injuries, see if other assistance is necessary, e.g., submission of insurance forms, and follow-up until the incident is considered closed (i.e., no further claims are expected and/or the individual is participating again in the League).

In Case of a Medical Emergency

1. Give first aid and immediately have someone call 911 if an ambulance is necessary (i.e. severe injury, neck or head injury, not breathing- always remember to err on the side of caution). If an ambulance has been summoned, have one adult remain with the injured player while another adult goes to the main entrance to the practice or game field to escort the emergency vehicle to the scene of the accident.
2. Notify parents immediately if they are not at the scene.
3. Briefly interview any witnesses (including parents, team officials, or players) that may have observed all or part of the accident/injury/incident.
4. Notify applicable RPLL Safety Officer and/or RPLL President by phone within 24 hours.
5. Complete the RPLL Incident Report Form and hand deliver within 24 hours to the applicable League Safety Officer or President.

6. Talk to anyone in the Rancho Peñasquitos Little League you feel may be helpful.

****When treating an Injury, remember PRICES:**

Protection

Rest

Ice

Compression

Elevation

Support

REMEMBER: Safety is everyone's job. Prevention is the key to keeping accidents to a minimum. Report all hazardous conditions to the Safety Officer IMMEDIATELY. Do not play on a field that is not safe or with unsafe playing equipment. Be sure your places are fully equipped at all times, especially catchers and batters. Check on your team's equipment often.

In the event of an incident:

Do...

1. Reassure and aid children who are injured or frightened.
2. Provide, or assist in obtaining, medical attention for those who require it.
3. Know your limitations.
4. Carry your first-aid kit to all games and practices and keep it stocked.
5. Have your players' Medical Releases with you at ALL times for games and practices, or any team function.
6. Make arrangements to have a cellular phone available when your game or practice is at a facility that does not have any public phones.
7. Assist those who require medical attention - and when administering aid, remember to...

LOOK: Look for signs of injury (Blood, black-and-blue, deformity of joint, etc.)

LISTEN: Listen to what the injured person describes regarding what happened and what hurts if, conscious. Before questioning, you may have to calm and soothe an excited child.

FEEL: Feel gently and carefully the injured area for signs of swelling or grating of broken bone.

Do Not...

1. Administer any medications
2. Provide any food or beverages (other than water) without parental consent
3. Hesitate to give aid when needed
4. Be afraid to ask for help if you're not sure of the proper procedures
5. Transport injured individuals except in extreme emergencies

6. Leave an unattended child at a practice or game
7. Hesitate to report any present or potential safety hazard to the Safety Officer immediately.

Communicable Disease Procedures

While the risk of one athlete infecting another with HIV/AIDS during competition is close to nonexistent, there is a remote risk that other blood-borne infectious diseases, such as Hepatitis Types A or B, can be transmitted. Procedures for reducing the potential for transmission of infectious agents should include, but are not limited to, the following:

1. All bleeding must be stopped; the open wound covered, and if there is any excessive amount of blood on the uniform it should be changed before the athlete may resume participation.
2. Routine use of gloves or other precautions to prevent skin and mucous membrane exposure when contact with blood or other body fluids is expected. Each safety kit includes a minimum of one pair of latex gloves.
3. Immediately wash hands and other skin surfaces on contact with blood or other body fluids, and wash hands immediately after removing gloves.
4. Clean all blood-contaminated surfaces and equipment with a solution made from a proper dilution (1:100) of household bleach or other disinfectant before competition resumes.
5. Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.
6. Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags, or other ventilation devices should be available for use.
7. Athletic trainer/coaches with bleeding or oozing skin should refrain from all direct physical contact with players until condition resolves.
8. Contaminated towels should be disposed of, or disinfected, properly.
9. Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards and other articles containing body fluids.

Storage Shed Safety Procedures

The following applies to all of the storage sheds used by the Rancho Peñasquitos Little League and apply to anyone who has been issued a key by the RPLL to use those sheds.

1. All individuals with keys to the RPLL equipment sheds are aware of their responsibilities for the orderly and safe storage of all equipment in the sheds.
2. Prior to using any of the equipment stored in the sheds, the user shall locate and read the written operating procedures for that piece of equipment.
3. All chemicals stored in the storage sheds shall be properly marked and labeled as to its contents.

Concession Stand Safety Procedures

The following applies to all of the concession stands used by the Rancho Peñasquitos Little League and apply to those volunteering at the concession stands.

1. Caution shall be taken to avoid overloading electrical circuits.
2. Proper ventilation should be maintained at all times.
3. A fire extinguisher shall be located in plain view.
4. A well-equipped first-aid kit and a blanket for shock shall be maintained the concession stand.
5. All volunteers shall wash their hands prior to handling food. Waterless soap will be provided for this purpose.
6. All volunteers will avoid handling money and then handling food.
7. Utensils and gloves should be used whenever possible to handle food.

Little League Safety: Game Day Rules and Regulations

1. There is no on deck circle for Intermediate and below. ***Only the first batter of an inning may be out of the dugout with a helmet on and without a bat in their hand prior to his/her turn at bat.*** A batter is allowed to pick up a bat on the way to the plate when it is their turn to hit.
2. No batting donuts (batting sleeves are allowed).
3. Batting helmets and catchers' helmets cannot be painted, nor have any stickers applied. Factory multi-colored helmets are legal.
4. Metal cleats can only be worn by players in the Intermediate and Junior Divisions. Any player at the Minor A Division and under may not wear metal cleats. This also applies to managers and coaches for the Minor A Division and under.
5. All bats must meet Little League requirements; managers are responsible for knowing what the bat requirements for their respective division.
6. No adults (Managers, Coaches or Parents) can warm up pitchers or players on game days. In other words, no adult can play catch with any player at any Little League sanctioned field on game days.
7. Catchers must wear catcher's helmet with dangling throat guard during warm-ups and pregame drills if they are catching for a coach or player, as well as during the game.
8. A maximum of 3 adults are allowed in the dugout at one time and there must be at least one adult in the dugout at all times. Any adult in the dugout or on the field must have

an approved RPLL Volunteer Application.

Food, Drink & Trash

Food or gum or any kind (including sunflower seeds) are NOT allowed inside the fences at any time by players, managers, coaches or umpires. Water and sports drinks in non-glass containers are acceptable and encouraged. All teams are responsible for their own trash clean up and placing trash in trashcans before they leave the field.

Dugout Safety Regulations

Only three (3) adults are allowed in the dugout at any time once a game has started. At least one (1) adult must be present in the dugout at all times or a game cannot start. For T-Ball, FARM & MAPS, any extra coaches must wait outside the gate or behind the dugout when they are not needed on the field.

Managers can rotate coaches to ensure each coach gets bench time with the players. Any adult in the dugout must have an approved RPLL Volunteer Application. Any defensive coach (Minor B & up) MUST be within arm's length of the dugout at any time during an inning, unless a timeout has been granted by the umpire. For example: If you are "sitting on a bucket," you must be able to touch the pole at the edge of the dugout. Failure to do so may result in a warning and possible ejection by the umpire.

Uniforms and Equipment

Uniforms

No shorts or football pants may be worn during any practice or regular season game. All Divisions will wear full uniforms furnished by RPLL, no substitutions are allowed. This will be the authorized uniform and MUST be worn during ALL regular season games and team pictures.

Outer clothing must be worn underneath the uniform shirt and both must be tucked into pants. Teams within divisions MUST maintain uniformity. No one team can be outfitted differently than the rest in their division.

Managers and Coaches MUST NOT wear conventional baseball uniforms (per Little League Rule 1.11).

For safety reasons, jewelry/watches are not allowed to be worn by players at practices or during a game.

Players, Coaches, or Managers may NOT, at any time during any Little League/Team event (game or practice), wear attire (hat, jersey, sweatshirt, jacket, shirt, etc.) that has the logo of

another concurrent youth baseball organization (travel ball or otherwise). A warning will be issued at the first offense and further disciplinary action will be taken if it continues.

Tee Ball, Farm, MAPS, Minor B Divisions: RPLL provides the players with caps and jerseys as well as a voucher to obtain pants from a local vendor.

Minor A, Intermediate & Junior Divisions: RPLL provides caps and jerseys.

Equipment

RPLL supplies each team with several bats, batting helmets, and catcher's gear, including a catcher glove (standard for right hand). Players must provide their own glove and any other equipment they choose to use. All equipment must meet Little League standards or will not be allowed.

Players are responsible for providing their own cleats (soccer / football cleats are OK), belts, socks, and cups. Steel cleats are not allowed (except for the Intermediate and Junior divisions).

Bat Regulations

Parents should check updated bat regulations before buying new bats for the upcoming Season. Visit www.rpll.org or www.littleleague.org (Little League International) websites for the current updates on Bat Rules Changes.

League umpires are instructed to inspect player's equipment (helmet and bat) before beginning of play.

Disciplinary Procedures

Rancho Peñasquitos Little League welcomes all eligible participants (managers, coaches, players, and parents) to become a part of its baseball programs, but requires participants to acknowledge that appropriate behavior is an essential ingredient to the success of the program and the enjoyment of those involved. Accordingly, all those interested in participating in RPLL are required to review and abide by the League Code of Conduct for Managers and Coaches and Player and Parent Code of Conduct policies (outlined in this section), as a condition of eligibility.

Any individual who fails to abide by these requirements is subject to disciplinary action by RPLL, including suspension and termination of participation.

However, not all misconduct issues are equal, with some being more severe and needing immediate consequences and others less severe. Many factors and variables go into

determining the disciplinary action for misconduct. The League's Executive Board will review and assess the situation on a case by case basis; conduct a thorough investigation; and determine the consequences for the misconduct (if any). If a precedent has been set for a similar infraction, the consequences for the misconduct will be applied accordingly. Infractions for specific rule violations are outlined in the following section:

Disciplinary Action to Players by Managers

In the event that a Manager has attendance or discipline problems with a player, the following actions may be taken in this order:

1. Manager can suspend player for one (1) game, your Player Agent MUST be notified.
2. Manager notifies the Executive Board of Directors in writing within 24 hours. The Player Agent(s) shall meet with the Manager and one or both of the parents within three (3) days of this notice, or before the next game, for the purpose of resolving the problem. Further actions include suspension or removing the player from the team for the season. This action can only be taken by the Executive Board of Directors.

NOTE: All Star eligibility will be dependent on complete games played by a player.

Disciplinary Action to Players, Coaches or Managers by Umpires

Unsportsmanlike conduct by Managers, Coaches, or players will not be tolerated. Umpires will use their sole discretion in handling these situations, however, throwing equipment, display of temper, swearing, or fighting are automatic causes for ejection, with NO warning.

If a Manager, Coach or player is ejected from a game, a one (1) game suspension (minimum) is MANDATORY. If a Manager or Coach is ejected from a game, they MUST leave the premises immediately.

Disciplinary action is at the sole discretion of the League President and the Executive Board of Directors for violation of Little League International or RPLL Local Rules.

Disciplinary Action to Players, Managers and Coaches by RPLL

First Offense:

When the Executive Board of Directors receives a report of a first offense of the Codes of Conduct, a written warning will be provided to the offender that will indicate the consequences of future violations. Depending on the severity of the first offense, nothing precludes the Executive Board of Directors from suspension of an offender from all Rancho Penasquitos Little League activities for a period of time deemed appropriate by the Executive Board of Directors.

Second Offense:

The Executive Board of Directors may institute a wide range of penalties for repeat offenders, beginning with the second offense, as deemed appropriate by the Executive Board. Such penalties include, but are not limited to:

1. suspension from all Rancho Penasquitos Little League activities for a period of time deemed appropriate by the Executive Board of Directors.
2. severe violations can result in suspension from all Rancho Penasquitos Little League activities for the remainder of the current season or a permanent expulsion from all Rancho Penasquitos Little League activities. See Third Offense.

Third Offense:

The Executive Board of Directors may choose to apply any of the penalties prescribed for a second offense.

If the Executive Board of Directors believes a permanent expulsion from the Rancho Penasquitos Little League is appropriate, the Executive Board should provide notice to the player's guardian or the individual against whom the action is being taken and allow that person to address a meeting of the Executive Board on their own behalf. Written notice of the place and time of the meeting to address the Executive Board should be sent to the offender by certified U.S. Mail, if there is sufficient current information available to the Executive Board about the address of the individual. If the offender or their guardian chooses not to respond or attend the meeting provided, the Executive Board should take appropriate disciplinary action to safeguard the well-being of the players and persons who attend Little League activities.

Any parent, coach, player, or spectator who has been suspended from league activities may appeal the decision, in writing, to the Executive Board of Directors for a review of the suspension. The petition should be delivered to the League President. The Executive Board of Directors will meet as soon as reasonably possible to consider the petition. The aggrieved parties will be given the opportunity to present their appeal at a meeting.

RPLL Requirements for Coaches and Managers

1. You are responsible for the conduct of yourself as the Manager, your Coaches, your players and your parents. Failure to manage each of these responsibilities can result in disciplinary actions from your Local Little League Board of Directors.
2. The Little League Manager and Coach must be leaders. All must recognize that they hold a position of trust and responsibility in a program that deals with a sensitive and formative period of a child's development.
3. It is required that the Manager and Coach have understanding, patience and the capacity to work with children. The Manager and Coach should be able to inspire respect. Above all else, Managers and Coaches must realize that they are helping to shape the physical, mental and emotional development of young people.

4. The Little League Manager must be something more than just a teacher. Knowledge of the game is essential but it is not the only badge of a Little League Coach or Manager.
5. While an adult with training and background in the game is a desirable candidate for Manager or Coach, League screening committees should look for other important qualities. Screening of Managers, Coaches and others at the local league level who have contact with children is also important in attempting to discover those with a history of child abuse.
6. The heart of Little League is what happens between the adult Manager/Coach and player. It is the Manager, more than any other individual, who controls the situation in which the players may benefit. Improving the level of leadership in this vital area must be a continuing effort.
7. Children of Little League age are strongly influenced by adults whose ideals and aspirations are similar to their own. The Manager/Coach and player share a common interest in the game, a desire to excel, and determination to win. Children often idolize their Managers and Coaches, not because the adult is the most successful coach or mentor, but because the Manager and Coach are sources of inspiration.
8. Managers and Coaches must be adults who are sensitive to the mental and physical limitations of children of Little League age and who recognize that the game is a vehicle of training and enjoyment, not an end in itself. It has been stated many times that the program of Little League can only be as good as the quality of leadership in the managing and coaching personnel. New leagues particularly, should make a determined effort to enlist the best adults in the community to serve as Managers and Coaches.
9. Anyone interested in being a Little League Manager or Coach should contact their local league president in person, and be willing to undergo a screening process that may include a background check, as well as interviews of those with personal knowledge of your qualifications.
10. The best way to train and qualify Little League Managers and Coaches is through the Little League Education Program for Managers and Coaches. A wide variety of materials are available for players and adults, as well as clinics and seminars led by experienced experts. You can learn more about this program by going to the Little League website and clicking on "Education Programs."
11. However, as the chief administrator, the League President selects and appoints the Managers and Coaches. As such, no person becomes a Manager or Coach without the approval of the League President. All appointments are subject to final approval by the RPLL Board of Directors.

12. Only the RPLL Executive Board of Directors has the authority to remove or suspend a Manager or Coach. If a parent or anyone else is dissatisfied with a Manager or Coach, they must present the issue to the League President and Board of Directors. Because the League President and Board of Directors are closest to the situation, it would be a disservice if Little League Headquarters became involved in disputes or personality conflicts between Managers/Coaches and parents.

RPLL Coach/Manager Code of Conduct

1. I will follow the rules of the Player Code of Conduct and Parent Code of Conduct.
2. I will emphasize that “teamwork” is an important part of the game.
3. I will be jointly responsible, together with the game officials, for the conduct and the control of teams and spectators. Anyone who violates the code of conduct by becoming out of control or aggressive will be asked to leave the game and the field.
4. I will remember that my actions have an effect on the players and the spectators.
5. I will remove any player from the game when even slightly in doubt of his/her health, whether or not as a result of an injury.
6. I have read and understand the attached disciplinary measures.
7. If I physically abuse anyone, or threaten to physically abuse anyone, I will be immediately expelled from the Rancho Penasquitos Little League field by any coach, umpire or board member. I will not be allowed to return to the Rancho Penasquitos Little League field or participate in any Rancho Penasquitos Little League activity until the Executive Board of Directors approves my return.

RPLL Parent Code of Conduct

1. I will follow the rules of the Player Code of Conduct and Parent Code of Conduct.
2. I will emphasize that “teamwork” is an important part of the game.
3. I will be jointly responsible, together with the game officials, for the conduct and the control of teams and spectators. Anyone who violates the code of conduct by becoming out of control or aggressive will be asked to leave the game and the field.
4. I will remember that my actions have an effect on the players and the spectators.
5. I will remove any player from the game when even slightly in doubt of his/her health,

whether or not as a result of an injury.

6. I have read and understand the attached disciplinary measures.
7. If I physically abuse anyone, or threaten to physically abuse anyone, I will be immediately expelled from the Rancho Penasquitos Little League field by any coach, umpire or board member. I will not be allowed to return to the Rancho Penasquitos Little League field or participate in any Rancho Penasquitos Little League activity until the Executive Board of Directors approves my return.

RPLL Player Code of Conduct

1. I will learn the rules of the game and follow them.
2. I will always be respectful of my teammates, coaching staff, umpires and the property of Rancho Penasquitos Little League and field.
3. I will encourage my teammates and not criticize their mistakes or the mistakes of the players on the opposing team.
4. I will bring problems to the attention of my coach.
5. I will not use unsportsmanlike conduct. This means I will not become angry, make unfriendly remarks, hit or threaten someone else, or use any equipment to hit or threaten someone else.
6. I will not throw a bat, ball or equipment in anger.
7. I will not start a fight.
8. I will not use bad language.
9. I will not boo, taunt, or refuse to shake another player's hand after a game.
10. I will treat everyone with respect. It doesn't matter where they are from, what their race is, whether they are a boy or a girl, or whether they play well or not.
11. I understand I may be forced to leave the league if I do not follow any of these rules.
12. If I hit or hurt anyone, or threaten to hit or hurt anyone, I will be expelled immediately from the Rancho Penasquitos Little League field by any coach, umpire or board member. I will not be allowed to return to the Rancho Penasquitos Little League field or participate in any Rancho Penasquitos Little League activity until the Executive Board of Directors approves my return.

13. I agree to win without boasting, lose without making excuses, and to never give up.

Postseason Tournament

The Junior League (if applicable), Intermediate, and Minor A Divisions shall keep official standings and shall have the opportunity to send a representative team from each Conference to the District 32 Tournament of Champions (“TOC”). The RPLL Year End Tournament will determine which teams from these Divisions go to the TOC. The Regular Season Division Standings shall be used to determine the tournament seeding. Should there be a tie, the head-to-head record of the tied teams will be used to determine the Conference Champion(s). Should that fail to produce the winner, their Inter-Division records will be used to determine the Conference Champion(s). Should that fail to produce the winner, the least numbers of runs scored against during regular season play will determine the Conference Champion(s).

All-Stars

All-Star Manager Selection Process

Selection of the All-Star Team Managers is an important part of the All-Star process. It is important that the selection process be fair and transparent and that those Managers selected uphold the values of RPLL.

1. **Solicitation of Nominations.** In May, the President, will notify all current managers and coaches in the appropriate Divisions, of the opportunity to apply to manage an All-Star Team, and the process for nominating themselves. Manager candidates will submit via email to the RPLL President their name and the All-Star team(s) they would like to be considered for. Managers or coaches interested in managing an All-Star team may nominate themselves for the position of All-Star Manager.
2. **Eligibility to Manager an All-Star Team.** All-Star Managers must be able to make a full commitment to their All-Star Team. Besides holding frequent practices and attending games, Managers will be required to know and understand Little League International Official Rules pertaining to “Tournament Rules and Guidelines”. Mandatory District, Sectional, Sub-Divisional, Regional and higher meetings must also be attended. Managers will be expected to invest a significant amount of time and energy into making the All-Star experience positive one for all participants.
3. **Selection of All-Star Managers.** The President will evaluate All-Star Manager

candidates and select candidates who he or she believes will best represent RPLL and provide the best experience for an All-Star team. Criteria which will be considered, includes but is not limited to:

- the candidate's conduct and attitude shows clear support for Little League principals
- the candidate complies with RPLL Rules and Regulations, particularly safety rules
- the candidate has proven to be a dynamic leader and knowledgeable in the sport of baseball
- the candidate treats players and others fairly and with respect
- the candidate possesses organizational skills and professionalism on the field
- the candidate has received positive parent and player feedback during the present and past seasons
- the candidate has been personally observed by the President (and other RPLL Board Members) during the regular season
- the candidate is willing to commit the time needed to manage All-Stars

Announcement of All-Star Managers

The President will recommend his selected All-Star Manager choices to the Executive Board for approval. Once approved, All-Star Managers will be announced and posted on the League's website in accordance with the timeline set forth by Little League International. Selected All-Star Managers will be notified, but may not share or discuss their selection with any person other than the Executive Board before official announcements are made. Failure to maintain this confidentiality will result in removal from their position.

After the All-Star players have been selected, the All-Star Manager will choose two official assistant coaches. All Star coach choices will be approved by the RPLL President. All managers and coaches selected must have a current background check on file with RPLL.

Player Eligibility

It is important that the selection process for players be fair and transparent and that those players selected uphold the values of RPLL

1. **Player Eligibility.** In May and in accordance with Little League International time requirements, the RPLL Player Agents will schedule a time/date where interested players will need to register for consideration to be selected for an All-Star Team. This time/date will include the presence of a District Representative who is required to verify registration paperwork for all interested players. Required documents will include an RPLL All Star Contract (commitment letter), an original and copy of the player's proof of age (Birth Certificate) and acceptable proofs of residency; or school enrollment within RPLL's boundaries in accordance with the rules set forth by Little League International. At the Player Agent's discretion, a second time/date may be scheduled. No player will be eligible for selection to an All-Star team without registering in person during the required

date(s) and submitting the required paperwork. Any player that would like to be considered for an All-Star team is encouraged to register for consideration.

2. **Commitment Policy.** It is the policy of RPLL, that in order to be eligible for All-Stars, players must commit to the RPLL All-Star Team, both in terms of the time, and prioritizing the RPLL All-Star team first over other sports and activities. Nominees must be available for a significant, if not the entire amount of time required for All-Star practices and games. However, a player who is going to miss significant games (defined as more than one week of practices or games), or if they will effectuate an abandonment of their All-Star team during this period (i.e. prolonged vacation, summer camps, leaving to play on another team, etc.) will be factors to consider as to whether or not they will be deemed eligible for RPLL All-Stars. Thus, a player who knowingly will miss significant time during All-Star games and practice time, may be considered ineligible for placement on an RPLL All-Star team. Players will be required to detail the dates they are unavailable on their RPLL All-Star Contract (commitment letter). Any questions regarding All-Star nominee commitments should be addressed by parents to the Player Agent(s).

All spring season Managers should speak to their team's parents and players prior to All-Star registration to ensure parents and players understand the level of commitment required to participate in All Star games and practices. Guidance will be provided by the Division Coach Coordinator; however, it is not a Manager's responsibility to determine a player's availability.

Selection of All Star Players

Players are selected to an RPLL All Star team by a combination of player vote, Spring-season Manager vote and All-Star Manager selection. Players and managers should consider voting for candidates who throughout the regular season have exhibited talent/skill, a positive attitude, coachability, good sportsmanship, commitment (excellent attendance at games/practices), team leadership, have been good teammates and who represent RPLL and the PQ community in a positive manner.

1. **Player Vote.** Players in each division will vote for other players in their division who they feel meet the above criteria. A Player Agent(s) will facilitate this voting before or following a designated regular season game prior to the end of the season. This voting will take place by paper ballot and will only be attended by the players, Manager for the team and the Player Agent(s). Players shall not discuss All Star votes during the voting. Neither Managers nor Player Agent(s) shall give players any guidance on who to cast votes for. Each player shall be permitted to submit ten (10) votes for RPLL's National League and ten (10) votes for RPLL's American League in their division. If a player does not participate in the voting at their team's designated time, no makeup period will be provided. At the conclusion of the voting by all teams in a division, the Player Agent(s) will share the voting results of the top five (5) vote getters per division with the Executive Board and those players will be automatically selected to an All-Star team.

2. **Manager Vote.** The Managers for each division will be provided a ballot with all eligible players including those that have already been selected by the players. There will be no indication of which players were selected by the players. Managers will then submit their top 10 selections for their division to the Player Agent(s). The Player Agent(s) will share the voting results of the top five (5) vote getters per division with the Executive Board and those players will be automatically selected to the All-Star Team. At the conclusion of the Spring Season-Manager vote, each All-Star team will have 10 players on its roster.
3. **All-Star Manager Choice.** Upon conclusion of the Player and Spring Season-Manager vote, the selected and approved All-Star Managers for each All-Star team will select the remaining players for their roster from the remaining pool of eligible players. Lower division managers are encouraged to form 12 player rosters to ensure maximum playing time unless there will be known absences from games. The All-Star Managers will submit their choices to the Player Agent(s).

Note: Players will only be selected to one All-Star team (or one District Tournament team). If a player is eligible for more than one All-Star (or District Tournament team) prior to All Star selection, he/she will be asked to prioritize which team he/she would prefer to be added to.

Note: Players may not participate on an All-Star team that is representing a division lower than the player played in during the regular season. An example is that an 11-year old that plays in Intermediate cannot play on the Minor A 9-10-11 year old team.

Player Notification

Players chosen for an All-Star team will be notified on the first date permitted by Little League International rules. All Star selections are confidential and CANNOT be released prior to the approved date. Releasing All-Star selection information before the authorized date, is grounds for Little League International disqualifying all of the offending league's All-Star teams from postseason play. All players selected will have their names posted on www.rpll.org and will be notified by their All-Star Manager in accordance with the dates set forth by Little League International.

Potential All-Star Teams

Registration numbers vary from season to season. The number of players that self-nominate can vary from season to season as well. Because of this, the number of All-Star teams per season can vary.

RPLL typically attempts to field one All-Star team per league (National and American) per age group. Depending on the number of interested players in a particular age group, additional or fewer teams may be formed. RPLL typically creates All-Star or District Stars tournament teams for the following age groups:

- Juniors – League age 13-15 year olds
- Intermediate – League age 11-13 year olds
- Intermediate/Minor A (District Stars Tournament) – League age 11 year olds
- Minor A – League age 9-10-11 year olds
- Minor A – League age 8-9-10 year olds
- Minor A and Minor B (District Stars Tournament) - 8-9 year olds
- Little Stars (District Stars Tournament) – MAPS 7-8 year olds

Note: 10-year olds that play the regular season in Minor B are eligible for the Minor A 8-9-10 year old and 9-10-11 year old All Star Team. However, 9 and 10 year olds that played their season in Minor A will be considered first, making it unlikely that in most years, a 10-year-old that played in Minor B will be selected for the Minor A 8-9-10 year old or 9-10-11 year old All Star team.

9, 11 District Tournament Teams and Little Stars Tournament

District Tournament teams are different from Little League International All Stars in the fact that the team is created for one particular tournament and will not move on to the various regional or state levels that an All-Star team may progress to. No extra eligibility paperwork is required for these teams, however players on these teams are still considered “All-Stars” as only talented, committed players are chosen for these teams.

Players League age 9 years old, who have not been selected to an All-Star team, may be selected for the 9 District Tournament Team (aka “The Scripps Ranch Summer Classic”). Players will be voted on to the 9 District Tournament team by a vote of all current Minor B division managers conducted by the Executive Board. The top twelve (12) vote getters in each league will be placed on their respective league (American or National) 9 Tournament team.

Players League age 11, who have not been selected to an Intermediate or 9-10-11 All Star team, may be selected to the 11 District Tournament team. Selection to the 11 District Tournament team may be based on player vote and manager vote (if they applied for All-Stars) and Executive Board approval.

Players League age 7-8 may be selected to the District Little Stars tournament. Selection to the team is based on manager selection, tryouts and Executive Board approval.

These Bylaws for Rancho Peñasquitos Little League were approved by a vote of the Board of Directors on January 17, 2018 and are valid until October 1, 2018 unless changed by a vote of the Board of Directors.

Mark Scelfo, President
Rancho Peñasquitos Little League