



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. For the purposes of standings, a tie game shall be worth 1 point to each team.

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 of 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 trash cans 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 1: No more than three official league activities (2 games plus 1 practice or 3 games) shall take place in a given Monday through Sunday period during regular season play. Managers are prohibited from calling additional practices (if three league activities have already been set by the League Scheduler) in that Monday through Sunday period.

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, center field, and either right OR left field for 10 minutes, and at 20 minutes before game time, the home team gets the entire infield, center field, and either right OR left field for 10 minutes. The team that is not on the infield may utilize one open side of the outfield that the defensive team is not using. 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.**