



East Orange Little League: General League Rules Updated & Approved 01/25/2010

1	The official rules of playing shall be found in the current Little League Baseball and Softball Official Regulations and Playing Rules book. These rules are amended by the following local Ground Rules and By-Laws in accordance with Rule 3:13.
2	Due to park regulations no inning shall begin after 9:30 pm. This applies to all divisions. Park closes at 10pm. Any game still in progress at 9:45 must be immediately ended to permit the parking lot to clear by 10:00 PM.
3	<p>Game Time Limits:</p> <p>Spring Season:</p> <ul style="list-style-type: none"> • Majors and Above – no time limits other than park curfew ground rule and double-header ground rule. • Coach Pitch through Minors: No new inning shall begin 30 minutes prior to the next scheduled game. • T-ball: No new inning shall begin 15 minutes prior to next scheduled game. • Weekday Games: Sunday – Thursday evenings (Friday and Saturday are weekend nights) <ul style="list-style-type: none"> ○ Minors - no new inning after 1:45 ○ Rookies and below: no new inning after 1:30 • Weekday Doubleheader: The first game must complete a minimum of 4 innings, or 3.5 innings if the home team is ahead (Junior/Senior/Big League – 5 innings/4.5 innings). The first game will not start the 5th or 6th inning (Junior/Senior/Big League – 6th or 7th inning) after 1:45 unless the game is tied. The second game will not start a new inning beyond 9:30. <p>Fall Season:</p> <ul style="list-style-type: none"> • Coach Pitch through Seniors: No new inning shall begin 30 minutes prior to the next scheduled game. • T-ball: No new inning shall begin 15 minutes prior to next scheduled game. • Last scheduled game of the day: <ul style="list-style-type: none"> ○ Junior/Senior/Big League – no new inning after 2:30 ○ Minors and Majors - no new inning after 2:00 ○ Rookies and below - no new inning after 1:30 <p>Note: Max duration time limits are from the later of scheduled start or first pitch. Managers (and umpires) should note the start time if a game begins after the scheduled start time and agree on the no new inning cutoff time.</p>
4	APPROVED PRACTICE LOCATIONS: Orange County Schools and Parks; M-Pact and The Workshop; Waterford, Eastwood, Avalon, Wedgefield, and Stoneybrook Homeowners.
5	All players in the Majors and below are required to wear batting helmets with full-face guards throughout the season and post season play, including personal provided helmets. League issued helmets in all divisions are not to have the face guard removed.
6	<p>All games are scheduled and approved by the BOD. All schedule changes must be authorized by the Director of Baseball / Director of Softball. If a manager requests for a game to be rescheduled because of the potential for not having enough eligible players the manager will submit to the Director of Baseball / Director of Softball a list of players who will not be able to attend the game and the reason for their anticipated absence. Conflicts with other baseball programs will not be considered sufficient reason to reschedule a LL game.</p> <p>Note: Managers and/or coaches that knowingly provide false or misleading information to the league or a league official shall be subject to removal from their position by the BOD. A player may be expelled from the league if it is determined that they or their parents have knowingly provided false or misleading information to the league or a league official.</p>
7	Minor Divisions and below (Fall: all divisions): There shall be no forfeits, game cancellations, or make up games. Players can be picked up from the opposing team or a player in that division, No minimum # of players are required.
8	Team drinks are available for every player, coach, manager and umpire after each scheduled game, when the concession is open. Team drinks consist of a small soda.
9	Homerun will qualify a player for a free hot dog with his or her team drink. Limit one hot dog per game/per player.
10	Removed

11	Each player is issued a hat and shirt. Baseball: parents provide solid gray pants (no piping or pin stripes), socks, belts and athletic supporter with cup (male players) and mitt, Softball: parents provide solid black pants (no piping or pin stripes), socks and mitt. The entire team must be uniformed the same. Note: It is the policy of the league to provide the ALL Star teams with their complete uniforms. (SB – excluding sliders).
12	Rookies and above: Official EOLL scorebook must be kept by the home team for each game.
13	All divisions play by Little League rules with the addition of local playing rules for those divisions.
14	Inter-league will be considered when a division cannot field 4 teams within the league. All inter-league play will follow District 24 inter-league rules.
15	League standings will be kept for Majors and above during the Spring Season. The season will be split into two halves, with first half champion playing the second half champion in a best of two out of three tournament at the end of the season to determine the Top team for each division. Divisions split by American / National will keep separate standings and have separate Top Teams. The first and second half champions will be determined based on overall records in that half. If two or more teams are tied for first place at the end of either half with identical records, the winner will be determined by the tie breaker procedures.
16	Any 9 year old player not wanting to be considered for the major division must mark the box on the player's survey form. Players opting out of the major draft are not eligible for mid-season call up. Should a major team need to fill an empty roster spot, the manager will inform the player agent the name and team of the minor player selected from the list of draft eligible players in minors for mid season call up. Refusal of a player to be drafted up will result in that player's ineligibility to be called up to any Major League team that season. In addition, the declining player will be placed on the Minor League team that ultimately loses a player in the call up process. Multiple declines will result in multiple minor players sequentially shifting teams.
17	All local little league volunteers must complete a volunteer application and complete/pass screening process.
18	Draft procedures: Winner of the local top team tournament receives the last pick of the draft. All remaining picks will be awarded in reverse order of regular season finish using the entire season records. In the event of a tie the tiebreaker system will be used. American and National will alternate picks in the draft with the American having first pick in odd numbered years and the National having first pick in the even numbered years.
19	Both teams are responsible for field preparation prior to the game. Each team is responsible to clean out the dugout area, and parents are responsible for removing all trash from under their bleachers after each game.
20	Each team is responsible for their assigned concession stand duty. The manager is responsible for scheduling his team for filling the slots. Each team is required to have 3 volunteers for the entire shift. Due to insurance regulations, no one under the age of 13 may work in the concession stand, only one volunteer may be under 18, and no one under 18 may work the cash register. Any manager who doesn't follow this will be addressed by the BOD for disciplinary action and will be rescheduled for another concession time.

21	<p>Tie Breaker Procedures</p> <ul style="list-style-type: none"> At the end of the first or second half of the regular season, if two or more teams in the same division finish with identical won loss records, the following steps will be taken until a half season champion is determined. Only games from the half season in question will be used for these tie breaker procedures. For draft order, games from the entire season records will be used. <p><u>Two Teams</u></p> <ol style="list-style-type: none"> Head-to-head (best won-lost-tied percentage in games between the tied teams). Best won-lost-tied percentage in games played within the division (American/National). Second half of the season only: If one of the teams remaining after applying the first two tie breakers is the first half champion, that team will be eliminated from second half champion consideration. <p><u>Three or More Teams</u></p> <ol style="list-style-type: none"> Head-to-head (best won-lost-tied percentage in games among the tied teams). Best won-lost-tied percentage in games played within the division (American/National). Second half of the season only: If one of the teams remaining after applying the first two tie breakers is the first half champion, that team will be eliminated from second half champion consideration. <p>(Note: If two teams remain tied after a third or other teams are eliminated during any step, tie breaker reverts to step 1 of the two-team format).</p> <p>Any ties that still exist will be broken by single elimination playoff game(s) to determine the half season champion. If more than two teams remain, the teams will be seeded by the Runs Against Average (Runs allowed divided by defensive innings) of the head to head games among the tied teams.</p> <p>For draft order purposes, any ties that still exist will be resolved by drawing names out of a hat.</p>
22	The use of noisemakers is not permitted in the stands or dugouts. This includes, but is not limited to horns, drums, bells, boom boxes , and whistles.
23	All Star Voting: 9/10 (Mj), 10/11 (Mj), 11/12 (Mj), 13/14 (Jr), 15/16 (Sr) All players must be eligible based on Little League rules. All Star teams will be selected by an appropriate selection process determined by the Board of Directors on an annual basis.
24	<p>Manager Selection for All Star and Tournament Teams:</p> <p>Pursuant to Board approval, the Top team manager will have first selection of teams in their division. The manager has 24 hours upon winning to make their decision and select their coaches. The remaining managers positions will be based on regular season finish in their division, as well as BOD approval.</p>
25	Juniors and above: All on deck batters will position themselves behind the batter against the fence in foul territory near the dugout. With a right handed batter up they will be on the 3rd base side and with a left handed batter up they will be on the 1st base side. Players will NOT cross over while the batter is in the box and the battery is assembled.
26	<p>Players in Minor, Major (un-drafted), Junior, and Senior division must attend tryouts. Players not able to attend at least one of the tryouts, or who register after tryouts, must petition the BOD in writing and be approved to be eligible to participate. Tryouts shall consist of activities necessary to evaluate players based on the level of play.</p> <p>Any player in the Minor division who does not attend tryouts and is approved by the BOD will be randomly placed on a team after the selection process is complete.</p>
27	The home team is responsible for the plate umpire and the visiting team the base umpire. Umpires may umpire in the same division and games that their child plays in.
28	Teams may elect to put player last names on the back of the jerseys. No first names or nicknames.
29	In accordance with Regulation VI, EOLL will follow pitching rule Option 2 for baseball pitcher rest requirements.
30	<p>For liability and insurance reasons:</p> <ol style="list-style-type: none"> Any LL player participating in a LL practice must have one of their Little League managers or coaches present. Example: LL Team A is holding practice and a player from LL Team B wants to join them. The LL Team B player may only do so if a LL Team B manager or coach is present. No non-LL players may participate in a LL team practice.

Fall Season Additions

The following rules override the specific division rules for the Fall Season.

F-1	Each team will bat the entire roster in all divisions as permitted under Rule 4.04.
F-2	Removed
F-3	5 Run Rule in all divisions (Exception: T-Ball and Coach Pitch.) No continuous play.
F-4	<p>Free Substitution Rule:</p> <p>This rule alters rule 3.03 that allows only starters to re-enter. The intent of this rule is to allow players to participate defensively more than 2 innings (6 defensive outs or two defensive half innings).</p> <p>Any player that has not played two defensive innings during a game must start the next game to satisfy the prior and current game minimum defensive play requirements before a substitute may enter for that player. A player meeting the minimum two innings on defense requirement is considered to have met the minimum no matter which two defensive innings have been played.</p>
F-5	Removed
F-6	Removed



E.O.L.L.: Local Division Ground Rules

LOCAL BASEBALL RULES: [ROOKIES](#) [COACH PITCH](#) [T-BALL](#)

LOCAL SOFTBALL RULES: [ROOKIES](#)

Note: All divisions when playing interleague games, the District 24 Interleague Ground Rules will apply.

ROOKIE BB & SB DIVISION PLAYING RULES

1	Stealing or Lead Off is not permitted.
2	Two (2) Adult coaches will be allowed on the field for the offense. They will be stationed in the coaching boxes during player pitch. One may be stationed on the mound during coach pitch. Adult coaches may not touch players or the ball during a play.
3	Teams will bat the entire roster, and field 10 players on defense with 4 outfielders.
4	A half inning shall be complete when three (3) outs occur or immediately when five (5) runs have been scored. Exception: All runs will be scored on an over the fence homerun.
5	Baseball: All Pitchers (players, coaches/mangers) will pitch from the forty (40) foot rubber. Softball: All Pitchers (players, coaches/mangers) will pitch from the thirty five (35) foot
6	The player and coach will alternate pitching every other inning. The player will pitch innings 1,3,5 and the coach will pitch innings 2,4,6. When the coach pitches, the batter is out after six (6) pitches or three (3) swinging strikes (no walks on coach pitches). If the last pitch is hit foul, the batter will be given an additional, last pitch. When the coach pitches, bunts shall be played as foul balls.
7	The ball shall be dead when, in the judgment of the Umpire, a player (not necessarily the Pitcher) has control of the ball inside of the circle or within the dirt circle of the pitchers mound.
8	<p>Only one (1) base advance is possible on an overthrow. One (1) overthrow per play. The runner is at risk to be put out if advancing on an overthrow.</p> <p>Definition: An overthrow shall be defined as a thrown ball that is not caught and travels into foul territory or is not recovered by the intended fielder.</p> <p>Example: Batter hits ball and runs to first base, center fielder fields the ball and throws to the shortstop, the shortstop misses the ball, the runner can now advance at <u>his or her own risk</u> to second base. The third baseman retrieves the ball and throws to second base and the second baseman misses the ball; if the runner advances beyond second base, the runner must return to second base. <u>The runner is always at risk of being put out when not touching a base and the ball is live.</u></p>

COACH PITCH DIVISION PLAYING RULES

1	A game is regulation after four complete innings.
2	Bunting, Sliding, Stealing, Lead Offs are not be permitted.
3	<u>Two (2) Adult coaches</u> will be allowed on the field for the offense. One is stationed on the mound to pitch, and the other Adult coach must stay in one of the coach's boxes at first or third base. Two (2) Adult coaches will be allowed on the field for the defense stationed either in the outfield or foul territory. Adult coaches may not touch players or the ball during a play, and should make every effort to avoid becoming physically involved in the play. (Two Adult coaches will be allowed on the field as long as <u>one adult coach</u> is in the dugout at all times. NO EXCEPTIONS)
4	Teams will field all players each inning. Players shall be stationed as the catcher, pitcher, first baseman, second baseman, third baseman, shortstop (all positioned on the infield grass near the base paths), second base "rover", shortstop "rover", left field, left center field, right center field, right field. Rovers are to be positioned in the clay, midway between bases. <u>Outfielders may be positioned no closer to home plate than the edge of the outfield grass.</u>
5	All players present are placed on each team's batting lineup. All players bat in order each inning. Reverse batting order alternating innings. For example, top to bottom in the first inning, bottom to top in the second inning. Substitutions are not permitted. An "at bat" will be completed at the end of the play caused by the last batter having batted for the offensive team.
6	Coach Pitchers will pitch from the forty (40) foot rubber. When the ball is hit, this coach must immediately move away from the play into foul territory.
7	The coach will pitch 5 pitches or 3 swings of the bat, whichever comes first, if no hit is made the batter will have three attempts to hit off the tee. If the ball is not put into play on this last attempt off the tee, the batter is out. The coach must move off the field of play once the ball is placed on the tee. When batting off of the tee the catcher moves to the back of the box. Note: This is only for the first half of the season (the first 5 games).
8	Only one (1) base advance is possible on an overthrow. One (1) overthrow per play. The runner is at risk to be put out if advancing on an overthrow. Definition: An overthrow shall be defined as a thrown ball that is not caught and travels into foul territory or is not recovered by the intended fielder. Example: Batter hits ball and runs to first base, center fielder fields the ball and throws to the shortstop, the shortstop misses the ball, the runner can now advance at <u>his or her own risk</u> to second base. The third baseman retrieves the ball and throws to second base and the second baseman misses the ball; if the runner advances beyond second base, the runner must return to second base. <u>The runner is always at risk of being put out when not touching a base and the ball is live.</u>

No umpires or 5 run Rule in this division

T-BALL DIVISION PLAYING RULES

1	Bunting, Sliding, Stealing, Lead Offs are not be permitted.
2	<u>Two (2) Adult coaches</u> will be allowed on the field for the offense. One is stationed at the plate to put the ball on the tee, and the other Adult coach must stay in one of the coach's boxes at first or third base. Two (2) Adult coaches will be allowed on the field for the defense stationed either in the outfield or foul territory. Adult coaches may not touch players or the ball during a play, and should make every effort to avoid becoming physically involved in the play. (Two Adult coaches will be allowed on the field as long as <u>one adult coach</u> is in the dugout at all times. NO EXCEPTIONS!)
3	Teams will field the entire roster. For safety, no more than <u>seven (7) players</u> should be positioned in/on the grass infield. Outfield players should be positioned on the outer edge of the clay, or in the grass outfield. Catchers are not used.
4	Teams will bat the entire roster. Reverse order alternating innings. For example, top to bottom then bottom to top of order.
5	A fair line will be established approximately five (5) feet from home plate. Any batted ball not reaching this line will be counted as a miss.
6	Batter shall use a batting tee situated at home plate. Batter shall be permitted five (5) attempts to hit a fair ball. If the last attempt passes the fair line and then goes foul the batter will be awarded another, last attempt.

7	The ball shall be dead when a player and the ball are inside the circle (or dirt area of pitcher mound) at the same time and the batter/runner has reached first base or been put out. Runners who have not reached more than midway between bases when the ball becomes dead must return to the last base touched.
8	<p>Only one (1) base advance is possible on an overthrow. One (1) overthrow per play.</p> <p>Definition: An overthrow shall be defined as a thrown ball that is not caught and travels into foul territory or is not recovered by the intended fielder.</p> <p>Example: Batter hits ball and runs to first base, center fielder fields the ball and throws to the shortstop, the shortstop misses the ball, the runner can now advance at <u>his or her own risk</u> to second base. The third baseman retrieves the ball and throws to second base and the second baseman misses the ball; if the runner advances beyond second base, the runner must return to second base.</p> <p style="text-align: center;">No umpires or 5 run Rule in this division</p>