

1. Overview	4
2. 2025 Changes	5
2.1. Updates to Specific Changes	5
3. Definitions	6
4. Divisions by League Age	7
4.1. Local League Rules	7
4.2. Playing Up	7
4.3. Playing Down	8
4.4. 12-Year-Old Default Placement	8
5. Evaluations and Team Formation	8
5.1. Evaluations	8
5.2. Team Formation	8
6. Late Registration and Refunds	9
6.1. Last Day of Registration	9
6.2. Late Registration	9
6.3. Refunds	10
7. Injuries	10
7.1. Reporting Injuries	10
7.2. Concussion Protocol	10
8. Player Release/Placement	11
8.1. Release Process	11
9. Fingerprinting and Volunteer Forms	12
10. Codes of Conduct	12
10.1. Parent Code of Conduct	12
10.2. Manager and Coach Code of Conduct	13
10.3. Player Code of Conduct	13
10.4. Submission and Storage	13
11. Disciplinary Action	13
11.1. Game Ejections and Other Conduct Issues	13
11.2. Potential Disciplinary Actions	14

11.3.	Right to Appeal	15
12.	Board Member on Duty	15
12.1.	BMOD Responsibilities	15
12.2.	Shift Schedule	15
12.3.	Shift Changes	15
12.4.	Other Duties	15
12.5.	Lightning Monitor	15
13.	Manager Requirements and Responsibilities	16
13.1.	Training and Clinics	16
13.2.	Field Prep	16
13.3.	Scorekeeping	17
13.4.	Umpires	17
13.5.	Game Coordinators	17
13.6.	Umpiring and Scorekeeping Fall Ball	18
13.7.	Field Maintenance	18
14.	Interleague Play	18
15.	Suspended and Rescheduled Games and Forfeits	19
15.1.	Games Not Played	19
15.2.	Inability to Field a Team	19
15.3.	Weather	19
15.3.1.	Rain	19
15.3.2.	Excessive Heat	20
15.3.3.	Air Quality	20
15.3.4.	Canceled Practices and Fall Ball Games	20
16.	Division Championships	20
16.1.	Minor AA and Below	21
16.2.	Minor AAA	21
16.3.	Majors	21
16.4.	Juniors	21
16.5.	Division Championship Games (Minor AAA, Major, Junior)	21
16.6.	Tie Breakers	22
16.7.	Tournament of Champions (TOC) Selection	22
17.	All-Stars	22
17.1.	Commitment	22

17.2.	Manager Selection	22
17.2.1.	9/10 & 11-Year Olds	23
17.2.2.	Major and Junior Divisions	23
17.3.	Players	23
17.3.1.	9/10-Year Old All-Star Team	23
17.3.2.	11-Year Old All-Star Team	23
17.3.3.	Major All-Star Team	23
17.3.4.	Junior All-Star Team	24
17.3.4.1.	Eligible 15-Year Olds Playing in Junior Division	24
17.4.	Selection of a Replacement Player	24
18.	Use of Funds Policy	24
18.1.	Use of League Funds	24
18.2.	Specific Board Member Budgets	25
18.3.	Reimbursement of Expenses	25
Appendix A:	Codes of Conduct	26
	Parent Code of Conduct	26
	Manager and Coach Code of Conduct	27
	Player Code of Conduct	28
Appendix B:	Local Rules	30
	Tee Ball	30
	Minor A	30
	Minor AA	30
	Minor AAA	31
	Major and Junior	32
	Rules by League Adoption	32
	Minor Divisions	32
	Major Division	33
	Junior Division	33

1. Overview

This document contains the local policies for Rocklin Little League (RLL). These local policies define how RLL plans to operate, including details not covered by the Little League International (LLI) Rules and Regulations.

These local policies:

- Shall not conflict with the Rules, Regulations, Policies or Principles of LLI without express written permission from the Charter Committee of LLI.
- Shall be approved by the League Board of Directors and sent to the District Administrator at least one month before the first game of the regular season and prior to manager selection and evaluations.
- Upon approval, be distributed to all positions that are required to implement or uphold the policies or directives, including but not limited to Managers, Coaches, Umpires, Player Agent(s), and members of the Board of Directors.
- Made available to any member of RLL via the RLL website.
- Are not considered part of the Constitution or By-Laws.
- After initial adoption, may only be amended during the regular or fall season with a 75% majority vote of the whole of the Board of Directors.

2. 2025 Changes

Changes made throughout document that are not called out individually here:

- Spelling and grammar.
- Formatting.
- Wording changes that do not alter the meaning of a passage.

Updates to Specific Sections

4. Divisions by League Age:

- Added text: "Placement into Divisions is determined by the evaluations and may change from the registration. Players who have played a minimum of one year in a prior division are eligible to play in the next division and will not be moved down."
- Removed references to "non-competitive" and "competitive" divisions
- Removed all references to "Intermediate" and "Senior" divisions
- Added text to Minor A stating that "5 and 6-year-olds may only play in Minor A if they have played at least one year in Tee Ball. 5-year-olds may only play in Minor A if their parent makes a specific request for permission for them to do so and the Board approves such a request."

5.2 Roster Sizes for Majors Division:

- Updated rule on team formation: If 4 teams or less the maximum team size is 12 players, if 5 or more teams the minimum team size is 11 players with a max of 12 players.

Appendix B: Local Rules

- Updated rules for Minor A:
 - Maximum pitch(s): 4 hittable coach pitches and coach option for a Tee
 - Maximum inning is 3 defensive outs or bat through order
- Updated rules for Minor AA:
 - Player may pitch from 40 feet, unless league age 10 at which time pitching distance is 46 feet
 - Runners at first and second can steal a base when a passed ball hits the backstop, if the ball does not hit the backstop the player must return to prior base.
- Updated rules for Minor AAA:
 - Removed requirement that all players must play one inning in the field
- Updated rules for Majors:
 - Time limit on weekdays with double headers only- no new inning after 2 hours, time limit 2 hours 15 minutes
- Updated rules for Juniors:
 - Time Limit, no new inning after 2 hours and 15 minutes, drop time 2 hours 30 minutes. If home team does not get their at bat the score reverts to previous inning

3. Definitions

Regular season: The regular season is defined as opening day through closing day for Tee Ball, Minor A divisions, and Minor AA divisions, and the conclusion of the playoffs for Minor AAA, Major, and Junior divisions. Top of the Rock (TOTR) and Tournament of Champions (TOC) are considered Special Games and are not part of the Regular Season.

Fall ball: The Fall Ball season shall be an instructional league held from September to November. Unless otherwise stated in these policies or in an inter-league agreement, all regular season rules and policies will apply in the Fall Ball season.

Minor league: The Minor League consists of the Minor A, Minor AA, and Minor AAA Divisions.

Challenger division: The Challenger Division consists of players from ages 4 years old to 22 years old who have physical or intellectual disabilities. Players over the age of 18 must still be attending school.

4. Divisions by league age

RLL has adopted the following age distributions. All age references below are to League Age as defined by Little League International.

League Age for all players may be determined using the official Little League Age Calculator at <https://www.littleleague.org/play-little-league/determine-league-age/>.

Note to all players/parents: Placement into Divisions is determined by the evaluations and may change from the registration. Players who have played a minimum of one year in a prior division are eligible to play in the next division and will not be moved down.

Tee Ball: Division for 4–6-year-olds.

Minor A: Division for 5–8-year-olds. 5 and 6-year-olds may only play in Minor A if they have played at least one year in Tee Ball. 5-year-olds may only play in Minor A if their parent makes a specific request for permission for them to do so and the Board approves such a request.

Minor AA: Division for 7–9-year-olds.

Minor AAA: Division for 8–11-year-olds.

Majors: Division for 10–12-year-olds.

Juniors: Division for 13–15-year-olds. 15-year-olds wishing to play in the Junior division must obtain a waiver from District 11.

Challenger: Division for 4–22. Players over the age of 18 may only play in Challenger if they are still attending school.

4.1. Local league rules

Per Little League guidelines, the Board may at its discretion adopt local rules, so long as those rules do not directly conflict with or countermand the rules set forth in the official Little League Rulebook or League Constitution.

The Board may, at any time, including after the start of either the Spring or the Fall season, alter the rules by a simple majority vote, which may be held at a regular or special Board meeting, or electronically.

The rules by league adoption and the special rules for each division or field are set forth in Appendix B. A summary of these rules will be produced and posted in each dugout on the fields on which those divisions are likely to play.

Note that at no point may an individual Board member, an umpire, a manager, or a coach change the rules, either these local rules or those of Little League International. Any rules adopted at a plate meeting, even if agreed to by both managers, shall be ignored.

4.2. Playing up

Unless otherwise specified, there will be no “playing up” in RLL.

4.3. Playing down

A player may “play down”—play in a division one age level below their league age—if there are safety concerns, and only if doing so does not violate LLI age requirements. The League President, Player Agents, Safety Officer and parents or guardians of the player must approve playing down. Players may only play in the division they were in the previous year with RLL.

4.4. 12-year-old default placement

Pursuant to Little League Rules, all 12-year-olds who attend and participate in evaluations for RLL shall be placed in the Major Division.

5. Evaluations and team formation

5.1. Evaluations

Minor AAA, Major, and Junior Divisions: All players registering for Minor AAA, Major, and Junior divisions are required to attend evaluations to be drafted into these divisions. Any player who does not attend at least one of the evaluations will be subject to a blind draft for their respective division. 12-year-olds who do not attend evaluations will only be eligible for Major Division. 10- and 11-year-olds who do not attend evaluations will be placed on either Majors or Minor AAA teams, at the discretion of the respective Player Agents. 9-year-olds who do not attend evaluations will be placed on Minor AA teams.

Challenger, Tee Ball, Minor A Divisions, Minor AA: There will be no tryouts for Challenger, Tee Ball, Minor A, and Minor AA teams.

5.2. Team Formation

Roster Sizes for all Divisions (excluding Majors) : RLL will always strive to keep teams at a maximum of 12 players. However, Player Agents in each division may create teams with more than 12 players if they deem it necessary.

Roster Sizes for Majors Division: If 4 teams or less the maximum team size is 12

players, if 5 or more teams the minimum team size is 11 players with a max of 12 players.

Challenger, Tee Ball, Minor A: Teams are formed by the Player Agent for each division. No less than 8, and no more than 13 will be placed on a team in Tee Ball and Minor A.

Minor AA Division: Managers for the teams will meet and collectively determine the number of Coach picks each team will have, up to a maximum of five players, including manager's and coach's family members. The remainder of the teams will be selected by draft, following the Plan B Draft Rules set forth by LLI. No less than 11 and no more than 13 players will be allowed to be placed on a team.

Minor AAA, Major, Junior Divisions: Players are drafted by the respective managers, using the Plan B Draft Rules set forth by LLI.

Minor AAA: No less than 11 and no more than 13 players shall be placed on a team.

Majors Division: Teams shall have a roster size of 12 players (if injury or other even causes a player to be removed from roster, see procedure below for player release & replacement).

Junior Division: No less than 11 and no more than 15 players shall be placed on a team.

At evaluations, each team will draw numbers for drafting positions. The draft will begin with the team drawing the 1st selection and continue until the last team has had one pick. The draft order will then reverse the next round and each subsequent round until all players are selected.

6. Late Registration and Refunds

6.1. Last day of registration

The last day of registration shall be the end of the second day of evaluations.

6.2. Late registration

Any application received after the last day of registration shall incur a \$20 late fee and be subject to the following policies:

Challenger, Tee Ball, and Minor A: The division's Player Agent will make every effort to place late registered players on a team. If 13 players already exist on every team for Tee Ball or Minor A, then a waitlist shall be created. Players will be placed on teams from the waitlist as openings occur on a first come, first served basis. The Player Agents for these divisions shall maintain the waitlists and are responsible for placing the players at their discretion.

Minor AA, Minor AAA, Major, and Junior Divisions: A player league age 9 or up who submits

a late registration shall be placed on a waitlist for the division appropriate to their level. The Player Agents for the minor divisions shall manage this list. Players will be moved off this waitlist and placed on a team if a manager has less than a full team, or if a team loses an existing player due to injury or that player moving up to a higher division team, as outlined in Section VII. Managers shall be required to take players from their division's waitlist prior to bringing an eligible player up from a lower division. Players will be placed on the team with the least number of players. If two or more teams have the same number of players, players shall be placed on teams according to draft order.

6.3. Refunds

Registration fees are non-refundable once a player is assigned to a team. Any authorized refund completed prior to team assignment is subject to a \$10 cancellation service fee. Refunds may take up to four weeks for processing.

Should local, state, national, or LLI regulations force the cancellation of the season prior to team formation, the Board of Directors shall determine the amount of refund distributed to each family, based on the costs already incurred by the League up to the point the season was canceled. The Board will do all it can to ensure the maximum refund to each family but must ensure that non-refundable costs to the League are covered.

7. Injuries

7.1. Reporting Injuries

Managers shall report any injuries within 48 hours of occurrence. An incident report is required. This report shall be sent to the Safety Officer and the division Player Agent. If a player has been out for more than seven continuous days due to medical reasons, the Manager shall have a physician's approval on file with the player's medical release form before that player can resume practices and games.

7.2. Concussion Protocol

Per California CHSC §124235, any player suspected of suffering a concussion shall be immediately removed from any activity and may only return upon completion of a medical evaluation and return to play protocols.

The Manager of the team of any player removed from a game on suspicion of having a concussion must inform the League President within 24 hours of the incident.

The parents or guardians of the player must provide documentation to the League President of completion of return to play protocols before the player will be allowed to resume any League activities.

8. Player Release & Replacement

8.1. Release Process

If a player leaves the team for any of the reasons specified in Regulation III of the LL Rulebook, or is unable due to injury or any other reason to return to their team within four calendar weeks, the League President shall send a Letter of Release to the player and the parents stating that the player is released from the team and the League for a justifiable reason. This action creates a legal opening for a replacement on the team roster.

The Manager of the team losing a player shall notify the Player Agent within two days. The Player Agent shall advise the President and the Board as soon as possible after receiving this notification. The Manager shall review the available player list with the Player Agent and select a list of five possible replacements, in ranking order 1–5 with 1 as the most preferred, within five days.

The Player Agent will then begin contacting the parents from the Manager's list of possible replacements, one-at-a-time and in the order specified, until someone elects to take the opportunity to join the new team as a replacement. If the Player Agent cannot directly contact a potential replacement, they shall wait a reasonable amount of time before moving to the next choice. If no replacement is determined within the first five of the Manager's choices, the Manager shall then provide the Player Agent with another set of five possible replacements and the process shall begin again. This shall continue until a replacement player is determined or there are less than three weeks remaining in the regular season.

If the Manager does not provide the Player Agent a list of five replacement player candidates within two days of the Player Agent's initial request, then the Player Agent can directly place an eligible player of their own choosing on the Manager's team with or without Manager approval.

If selected to a Major division team, that player becomes a permanent member of the team. The Player Agent shall notify the player, parents or guardians, and the Manager of the team the player is coming from. The Manager may consult with the Player Agent and a player's current Manager. The Manager shall not discuss possible selection with anyone other than the Player Agent prior to selecting. The selecting Manager shall not perform any sort of evaluation or attempt to interfere with the replacement player process in any way.

Any player selected as a replacement is required to join his/her new team. If the player declines to move to the team to which he/she was selected, the player will be frozen to their current team for the remainder of the season. If the Player Agent determines the player's current Manager or Coach has in any way inhibited the player from moving up to a higher division, that Manager or Coach will be brought before the Board for disciplinary review.

A player shall not be released from a Major team to play the balance of the season on any Minor AAA team instead.

Teams shall not replace a player if there are less than two weeks remaining in the regular

season.

In the Major, and Junior divisions, the Manager shall notify the Player Agent of an absence from any two consecutive scheduled games of any player for any reason. Notice to the Player Agent shall be made within 24 hours of the second game missed. Managers who fail to make appropriate notification will be subject to disciplinary action.

9. Fingerprinting and Volunteer Forms

RLL is required to conduct background checks on managers, coaches, board members and any other persons who provide regular service to the league and/or have repetitive access to, or contact with, players or teams. Both volunteers and those paid by the league (for example, snack bar workers or umpires) must complete the background check process. RLL's Volunteer Application Form must be filled out by an individual to start the background check process. The form can be obtained on the RLL website.

The State of California requires all volunteers who will have more than 16 hours per week or 32 hours per month of direct contact with youth to complete a Live Scan fingerprinting process. Such a process will be done prior to the beginning of any practices or games and will be at the volunteer's own expense.

Per guidelines established by the State of California, the RLL President shall be designated as the contact person with the state and shall oversee keeping the proper records and reviewing applicant files. All reports from the Department of Justice (DOJ) shall be stored in a locked box as required by the DOJ. As required by law, once an applicant has been approved or denied, these records shall be destroyed.

10. Codes of conduct

Everyone participating in RLL by playing, watching, coaching, managing, or attending are subject to the RLL Codes of Conduct. The text of each of the Codes is in Appendix A.

10.1. Parent Code of Conduct

All parents with children participating in the League shall be required to sign and return the Parent Code of Conduct as a condition of their child or children remaining in the League. Each parent who plans to regularly attend League events, including games and practices, must individually sign and return the Code of Conduct. The signed Code shall be returned to their team Manager no later than the beginning of the first regular season game of the season. Any player whose parents fail to return the signed Code of Conduct shall be suspended from all league activities until the Code is turned in.

10.2. Manager and coach code of conduct

At the beginning of the season, all managers and coaches must sign and return the Code of Conduct to the Player Agent as a condition of being named as a manager or coach, and as a condition of remaining in that position. The signed code shall be returned no later than the first practice of the season. Any manager or coach who fails to turn in the Code of Conduct shall be suspended until the code is turned in.

10.3. Player Code of Conduct

All players participating in any division of the League shall adhere to the Player Code of Conduct. Parents, managers, and coaches will ensure that players are made aware of and understand the Code of Conduct and shall review the Code with players as deemed necessary.

10.4. Submission and storage

The Managers shall collect the signed Codes of Conduct from each parent of the players on their team. They will then deliver these, along with the signed Codes for themselves and each of their coaches, to their Player Agent, who will in turn submit all of that divisions' Codes to the President.

The President shall ensure that all signed Codes are securely stored and kept until the season is entirely over, including any postseason play.

11. Disciplinary action

Violating any of these policies or the rules and regulations of LLI may result in disciplinary action. Upon written notification to the Board of Directors of an incident, the RLL President (or their designee) and the Player Agent of that division shall institute an investigation. The Umpire-In-Chief (UIC) will also assist with any investigation of an incident which involved an umpire or occurred during a game.

11.1. Game Ejections and Other Conduct Issues

Any Manager or Coach who has been ejected from a game for any reason shall appear before the RLL Board for review. Similarly, any adult member found in violation of any of the Codes of Conduct and asked to leave the RLL practice or game facilities shall appear before the Board.

The Board may choose to delegate this review to the Executive Committee or another committee consisting of at least three members of the Board. The review shall be conducted within two weeks of the offense.

Any Manager, Coach, or player ejected from a game shall leave the direct vicinity of the game

before the game may be resumed. They are not allowed to stay as a spectator of the game.

Any umpire who ejects a Manager, Coach, or player shall submit an Umpire's Report to the President, Vice President and UIC within 24 hours of the incident. Any other umpires who were officiating the same game may submit reports as well if they feel they have additional information to present. Per LLI rules, a Manager, Coach, or player ejected from a game is automatically suspended from the next physically played official game. A player ejected from a game, at least one of their parents or guardians, and the player's Manager shall meet with the Player Agent for that division and at least two other members of the Board to review the incident and to discuss the incident and define steps to ensure that it will not happen again.

11.2. Potential Disciplinary Actions

Depending on the severity of the offense, discipline may take place in any of the following forms:

Verbal warning: The President of RLL or their designee shall speak with the Manager or Coach, or the parent or guardian of the player, about the incident, reiterate the Code of Conduct, and discuss corrective steps.

Written warning: The President of RLL or their designee shall send a copy of the Manager and Coach Code of Conduct to the Manager or Coach, or the Parent and Player Codes of Conduct to the parent or guardian of the player, along with the results of the investigation and corrective steps.

Single game suspension: The President of RLL or their designee shall notify the Manager or Coach, or, if the offender is a player or a parent or guardian, the parent or guardian and team Manager, in writing that the player or the parent or guardian is suspended for the next physically played game. Immediate additional sanctions shall be implemented if the Manager, Coach, parent or guardian, or player shows up to any portion of the next game. If the Manager is suspended, the Player Agent shall appoint one of the remaining Coaches to assume the Manager's responsibilities for the following game. The team shall not be allowed to appoint an additional Coach for that game.

Full season suspension: The President of RLL or their designee shall notify the Manager or Coach, or parent or guardian and team manager, in writing that the Manager, Coach, player, or parent or guardian is suspended for the remainder of the season. This suspension shall apply to Fall Ball following a spring season suspension. If a Manager is suspended for the season, the Player Agent shall meet with the President and Vice President of the League to determine which of the remaining Coaches shall assume the responsibilities of team Manager. The new Manager shall be able to appoint another qualified individual as a Coach if they wish.

Should those investigating the incident feel it is warranted, a report may be filed with the Rocklin Police Department.

If anyone ejected from a game fails to appear before the Board at the next scheduled board meeting, that individual shall be subject to an automatic suspension until they do appear.

11.3. Right to appeal

During any of these disciplinary actions, the parent or guardian has the right to appeal the decision of the President (or their designee), the Player Agent, and the UIC during a meeting of the Board of Directors. Notification by the parent or guardian of their decision to appeal will be required 24 hours prior to the next board meeting. In some instances, this may require a special Board meeting to be called. The decision of the Board on the appeal shall be considered final.

12. Board Member on Duty (BMOD)

All members of the Board are expected and required to commit to serving as Board Member on Duty (BMOD). The Board shall create a schedule to ensure that each Board member has the opportunity to serve an equal number of BMOD shifts.

12.1. BMOD Responsibilities

The specific responsibilities of the BMOD shall be determined by the Board and recorded by the Secretary, who shall ensure that the duties and responsibilities are made available to all members of the Board. This list shall also be posted in the Snack Bar.

12.2. Shift Schedule

The schedule for the BMOD shifts each week shall be provided to the Snack Bar coordinators and the Executive Committee (If an Executive Committee exists)

12.3. Shift changes

Should a Board member need, for any reason, to cancel or change their shift, they shall make every effort to contact other Board members and arrange for an alternate. They shall also inform the Executive Committee and the Snack Bar Coordinators of the change.

12.4. Other duties

As the primary responsibility of the BMOD is to respond to issues that may occur anywhere at the ballpark, board members who serve in on-field capacities such as Manager, Coach, or Umpire, shall endeavor to not sign up for BMOD shifts at times when they will be engaged on the on field. Only in situations where no other Board member is available for a shift shall a Manager, Coach, or Umpire take a shift as BMOD at the same time they are involved in a game.

12.5. Lightning monitor

Should there be a chance of lightning, the BMOD shall serve as the Lightning Monitor per Appendix A – Lightning Safety Guidelines of the Little League International official rulebook. All

Board members are expected to have read and understand these guidelines. Should an unavoidable situation arise where the BMOD is also acting in an on-field capacity, they shall nominate another Board member present on site as the Lightning Monitor.

13. Manager Requirements and Responsibilities

13.1. Training and clinics

The Board of Directors may designate training and clinics that are mandatory for all Managers of all divisions, regardless of prior experience. At a minimum, these shall include a Positive Coaching Alliance clinic, a safety policies clinic, and a rules clinic. These shall be scheduled by the Training and Safety Officer or other Board member. Failure to attend these clinics shall result in the suspension of the Manager for a minimum of one game. Coaches are strongly encouraged to attend these clinics as well. The Board may schedule and conduct additional training and clinics as they deem necessary.

Managers and Coaches shall complete all online training mandated by the State of California, including concussion training, anti-bullying training, cardiac arrest training, and mandated reporter training, prior to the first practice. Records of completion of this training shall be maintained by the Safety and Training Officer. Managers or Coaches who fail to complete the training shall be suspended until all the training is completed.

13.2. Field Prep

Managers at all divisions shall be responsible for ensuring that the field is properly prepped both before the game if they are designated as the home team and after any game for which they are designated the visiting team. Managers are strongly encouraged to recruit parents of players to do this prep so that the Managers and Coaches can focus on preparing players for that game. A checklist of the items needed to be completed shall be posted by the League in each dugout.

If Rocklin Little League engages in interleague play with other local leagues, the manager of the Rocklin team shall be solely responsible for ensuring that the field is prepped both before and after the game.

Following the game, and before departing the game site, the visiting manager if both teams are Rocklin, or the Rocklin manager for interleague play, shall take pictures showing that the bases have been properly put away and that all league equipment is properly stored and, as necessary, secured. They shall send these pictures via text or email to the Field Coordinator responsible for that field. Managers who consistently fail to do this will be reported to the Board for possible suspension or other disciplinary action.

13.3. Scorekeeping

The Manager of the designated home team shall arrange for at least one adult to keep score during all games during the regular season.

Challenger, Tee Ball: It is not necessary to keep a scorebook, and this requirement is waived for Challenger and Tee Ball division Managers.

Minor A, Minor AA: In these Divisions, the scorekeeper must track pitch count and keep sufficient records to ensure that Mandatory Play requirements are met. The actual score of the game should not be kept.

Minor AAA, Major, and Junior: The scorekeeper's primary responsibility shall be correctly and accurately keeping the box score using the scorekeeping tools provided by the League. Pitch count, Mandatory Play requirements, and the score of the game need to be accurately recorded and reported within 24 hours of the completion of each game.

Should additional helpers be available, they may run the electronic scoreboard. These additional helpers may be youths or adults.

The scorekeeper shall be reminded that they are to act as an impartial official in the game.

The Board shall schedule a pre-season scorekeeping clinic to train volunteers. Managers are encouraged to ensure that at least two adults from their team attend this clinic.

13.4. Umpires

The League's UIC shall make every effort to appoint at least one adult umpire to every game at the Minor AA, Minor AAA, and Major divisions.

Each Manager shall accept the umpire or umpires assigned by the UIC or the UIC's designee for any game.

In a situation where no umpire is available for a game, the Manager of each team shall call balls and strikes while their team is at bat from behind the mound. Base coaches shall make all safe and out calls on the bases.

13.5. Game Coordinators

In a situation where two youth umpires are appointed to a game in the AA or AAA divisions, with no adult, the Manager of the home team shall be required to appoint a Game Coordinator, as specified in rule 9.03(d). The Game Coordinator shall be a parent or other responsible adult and must acquaint themselves with the duties and requirements stated in 9.03(d).

Should no adult agree to volunteer to be Game Coordinator, the game shall not be played.

13.6. Umpiring and Scorekeeping Fall Ball

In the Fall season, the League UIC will make every effort to schedule umpires for games at the Minor AAA, Major, and Junior divisions. The league shall not be responsible for compensating these umpires. Managers in these divisions shall be asked to provide an appropriate gift of compensation for any games called by junior umpires in the fall.

If the League is unable to schedule umpires for any game in these divisions, the League recommends that a coach for each team call balls and strikes from behind the mound when their team is at bat.

The League will not provide umpires for Tee Ball, Minor A, and Minor AA games in the Fall.

Any game in which only youth umpires are used must have a Game Coordinator, as specified in Rule 9.03(d).

As fall ball is an instructional league at all levels, scores need not be kept. However, managers are still responsible for ensuring that pitch count and Mandatory Play requirements are met, and so they may still designate an official scorekeeper for those purposes.

Should electronic scoreboards be used in fall ball, the scorekeeper should be conscious of the intended non-competitive nature of fall ball and either only track per-inning scores, rather than a cumulative score for the game, or turn off the scoreboard should the game become lopsided.

13.7. Field Maintenance

Managers shall be responsible for assisting the Field Coordinator for any fields on which they have regularly assigned games or practices in maintaining those fields. Field Coordinators may, at their discretion, set up schedules for the Managers to perform routine maintenance, including but not limited to mowing the infield grass and dragging the fields. Should a Manager consistently fail to perform this maintenance, after a warning from the Field Coordinator, they may be reported to the Board for possible suspension or other disciplinary action.

14. Interleague Play

The League may agree, in either the Spring or the Fall season, to Interleague with other leagues within District 11. Any such interleague agreement shall be negotiated between a representative or representatives of RLL and the other leagues involved under the jurisdiction of District 11 staff. Any such interleague agreement shall be considered valid only after an affirmative vote of the Board of Directors. Once approved by the Board, the interleague agreement shall be immediately distributed to the UIC and to all managers within the affected

division. All games in the affected division, between Rocklin and another league shall be played per the rules in the interleague agreement. Should local Rocklin rules conflict with the interleague rules, the interleague rules shall take precedence.

15. Suspended and Rescheduled Games and Forfeits

The Board has sole responsibility for declaring a forfeit. In the case where a game in progress is subject to a forfeit, the Umpire-in-Chief of the game shall submit a report to the President and League UIC within 24 hours.

Spring regular season games in the Minor AAA division or higher that are called early due to weather or other circumstances shall be rescheduled without needing to be reviewed by the Board. Games called early for any other reason are subject to Board review.

Minor AA division and lower games called for any reason will only be rescheduled at the discretion of the Managers, who will need to work with the League Scheduler for field availability. The League will not be responsible for providing umpires for rescheduled games in these divisions.

15.1. Games Not Played

Any game not played, for instance due to lack of players or coaches, shall be brought to the attention of the Player Agent. The Player Agent shall determine if the game will be rescheduled or referred to the Board to be declared a forfeit. In the case of a forfeit, the score shall be recorded as 6-0 for Majors and 7-0 for Junior/Seniors. The score may become a factor in the case of a tiebreaker.

15.2. Inability to Field a Team

It is the Manager's responsibility to notify the Player Agent if they cannot field a team. The Player Agent shall validate the inability to field a team. If validated, the Player Agent shall request the Scheduler to reschedule the game. The Scheduler shall automatically reschedule the game to the next available slot where neither team would have back-to-back games. The Scheduler shall ensure that the Board and the UIC is informed of any such rescheduling.

15.3. Weather

15.3.1 Rain

Should the City of Rocklin close the fields, no League events may occur that day.

Should the City leave the decision to play up to the Board, the President, along with the Field

Coordinators and any other available Board members, shall evaluate the field and determine whether or not games and practices may occur that day.

Should the weather create unsafe game conditions after warmups, practices, or Tee Ball, Minor A, or other games without an umpire have begun, the Board Member on Duty shall have sole responsibility for determining whether or not any such warm-ups, practices, and Tee Ball or Minor A games shall be suspended or called.

Per Little League rule 3.10(b), the Umpire-in-Chief of each Minor AAA, Major, or Junior game has the sole authority to determine if that game should be suspended or canceled once the game has begun.

All Board members are strongly encouraged to carefully read and understand the provisions of Appendix A – Lightning Safety Guidelines in the Little League International official rule book.

15.3.2 Excessive heat

Should the weather forecast indicate that the temperature during a game or practice could exceed 105 degrees heat index, such games or practices shall be canceled.

The Training and Safety Officer, in consultation with the Executive Committee, may deem it unsafe to play or practice at lower temperatures and may cancel games and practices accordingly.

15.3.3 Air quality

Should the Air Quality Index (AQI) exceed 151 (unhealthy), all games and practices shall be canceled.

Should Rocklin Unified School District cancel classes at a lower AQI, the Training and Safety Officer and Executive Committee shall confer and determine whether practices and games should be canceled.

15.3.4 Canceled Practices and Fall Ball Games

Canceled practices and fall ball games shall not be made up.

16. Division Championships

Competitive divisions shall be defined as Minor AAA and above.

The tournament in all competitive divisions shall be played according to all regular season rules.

16.1. Minor AA and Below

There will be no championship tournaments for Minor AA and below.

16.2. Minor AAA

The Minor AAA End of Season tournament shall be a single elimination tournament between all the teams in the Minor AAA Division. Teams shall be seeded based on win/loss record during season. There will be no time limits imposed in tournament games. Extra innings will be played if necessary to determine a winner.

16.3. Major Division

The Major Division End of Season tournament shall be a single-elimination tournament between all the teams in the Major Division. Teams shall be seeded based on their win/loss record during the season.

16.4. Junior Division

The Junior Managers and Player Agent shall meet no more than two weeks prior to the start of the season to determine a format for deciding the Division Champion. Such a plan shall be approved by the Board.

When RLL does not inter-league, the preferred format is a split season.

If RLL inter-leagues with the other Leagues in the District, and each team can be scheduled to play the same inter-league teams in each half, then a split season should be played.

When a split season is played, the RLL Scheduler shall clearly identify the games that make up each half. The first half champion will play the second half champion in a single Division Championship game to determine which team will represent RLL in the Tournament of Champions (TOC) and Top of the Rock (TOTR) games. Due to rescheduled games or rainouts, the first half Champion may not be known until the second half of the season has begun.

All regular season games played, including inter-league games, shall count towards a team's record in determining tournament seeding.

16.5. Division championship games (Minor AAA, Major, Junior)

The division championship shall be played according to regular season rules. The home team shall be the team with the best overall record. If both teams finish with the same record, their head-to-head record will be used to determine the home team. If the head-to-head record is split evenly then a coin toss will determine the home team.

16.6. Tie Breakers

In the event of a tie in the records between two or more teams within a competitive division, the following will be used to break the tie.

The respective division's Player Agent shall decide the tiebreaker from the list below with verification by the President and Vice President. The tiebreakers, in order they are applied, are

1. Head-to-head record.
2. Runs allowed against the team(s) that are tied.
3. The total number of runs allowed in all games against all teams in the division for the season.
4. If the first three tiebreakers do not break the tie, the Managers of the teams shall do a blind draw.

16.7. Tournament of Champions (TOC) Selection

As the TOC is run and managed by District 11, they shall determine the number of TOC teams allowed for each League.

In the case where only a single team is allowed, it shall be the first-place team from the division. In the case where RLL is allowed additional teams, they shall be the second and, if possible, third place teams.

17. All-Stars

17.1. Commitment

All-Star Managers, players and parents shall commit to be with the team for as long as the team continues to win. For the Major, Junior, and Senior All-Star Teams, this could be through the Little League World Series in late summer.

All-Star commitment is defined as being able to attend all practices and games as determined by the All-Star Manager. Players and parents or guardians should be willing to make this commitment prior to attending evaluations. Additionally, All-Star parents or guardians are required to volunteer for League activities related to supporting the All-Star Program. The League may require a financial deposit which would be refunded once all volunteer activities are completed.

17.2. Manager Selection

The Board of Directors shall approve the All-Star Managers. All-Star Coaches must be an existing RLL Manager or Coach in good standing with JDP clearance and volunteer form on file.

17.2.1. 9/10- & 11-Year-Old Divisions

Any Manager or Coach from the Minor AA, Minor AAA or Major divisions is eligible to apply for the position to manage these divisions. A recommendation for the 9/10- and 11-year-old All-Star Managers shall be made by a committee of not less than three individuals chosen by the League President. No person on the committee shall be a Coach or Manager in the division or have a child playing in the division. The Board of Directors shall approve final Manager selections.

17.2.2. Major and Junior Divisions

Any Manager or Coach from the respective division is eligible to apply for the position. A recommendation for the Major, Junior and Senior All-Star Managers shall be made by a committee of not less than three individuals chosen by the League President. No person on the committee shall be a Coach or Manager in the division or have a child playing in that division. The Board of Directors shall approve final manager selections per standard Roberts Rule of Order voting.

17.3. Players

All-Star teams shall consist of a minimum of 12 players in each division. The All-Star Manager in each division may elect to add a 13th and/or a 14th player to the team.

17.3.1. 9/10-Year-Old All-Star Team

The 9/10-year-old All-Star team shall be selected by the Majors and Minors AAA division regular season managers through a meet and confer process upon the conclusion of the regular season, or any other date before the conclusion of the season as set up by the President and player agent. The Majors and Minor AAA division Managers shall choose ten (10) of the All-Star players. All additional All-Star selections will be made by the All-Star Manager at their discretion.

17.3.2. 11-Year-Old All-Star Team

The 11-year-old All-Star Team shall be selected by the Major division regular season Managers through a meet and confer process upon the conclusion of the regular season, or any other date before the conclusion of the season as scheduled by the President and player agent. The Major Division regular season Managers shall choose ten (10) All-Star players. All additional All-Star selections will be made by the All-Star Manager at their discretion. Selection of a replacement player must be approved by the Player Agent, and only due to just cause, such as injury or a player's voluntary withdrawal.

17.3.3. Major All-Star team

In the Major division, all players in those divisions shall vote for exactly six players, all of whom

must be 12 years old. Players may not vote for any player on their own team. Ballots submitted by players with fewer than six players, more than six players, or players from their own team, shall not be counted. The Managers in those divisions shall vote for twelve players. They may vote for players on their own team. The top four vote getters from the player vote and the top four from the Manager vote will be selected for the team. All additional players shall be selected by that division's All-Star Manager.

17.3.4 Junior All-Star Team

In the Junior division, all players in those divisions shall vote for exactly six players. Players may not vote for any player on their own team. Ballots submitted by players with fewer than six players, more than six players, or players from their own team, shall not be counted. The Managers shall vote for twelve players. They may vote for players on their own team. The top four vote getters from the player vote and the top four from the Manager vote will be selected for the team. All additional players shall be selected by that division's All-Star Manager.

17.3.3.1. Eligible 15-year-olds playing in the Junior division

15-year-olds playing in the Junior division during the regular season are not eligible for Junior Division All-Stars. They may, however, be placed on the Senior All-Stars ballot.

17.4. Selection of a Replacement Player

The All-Star Manager may, through consultation with the Player Agent, select one or more replacement players if it should become necessary, due to a player's injury, inability to make team commitment, or voluntary withdrawal. Managers shall select a replacement player if they are aware of the player's unavailability within one week of the announcement of the All-Star team; after this one-week period, the Manager may decide if a replacement player is to be added.

18. Use of Funds Policy

18.1. Use of League Funds

A Board Member whose position includes an established budget may make purchases within that budget. Expenses over \$500 should be discussed with the Board Treasurer in advance.

If a Board Member needs to purchase an item that falls within a budget outside of the individual's own budget responsibility, they shall get the prior approval of both the Board Treasurer and the specific Board Member responsible for that budget.

Prior approval by the Board is required if a specific use of funds will cause a budget to be exceeded.

18.2. Specific Board Member Budgets

Certain purchases may be made only by the specific Board Members listed below:

- Field maintenance and related work—Field Representatives or Vice President
- Uniforms, hats, and equipment—Equipment Director
- Tournament expenses, including snack bar—Tournament Director
- Snack bar inventory, supplies, and equipment—Snack Bar Director. Director must initial all receipts before vendors are paid.

A competitive bidding process must be utilized for all purchases exceeding \$2,000. Three separate bids must be acquired and presented to the Board before awarding the purchase to the vendor. Uniforms, hats, and equipment and capital expenditures shall always require competitive bidding.

Cash may not be used to make purchases of any kind.

18.3. Reimbursement of expenses

Individuals who incur expenses on behalf of the league must submit the following information to the Treasurer for all reimbursement requests:

- Reimbursement form filled out with name, amount, detailed description of and purpose for items purchased.
- Original, itemized receipts not more than 30 days old.

A reimbursement check will be given to the individual within 7 calendar days unless the President gives special approval.

Appendix A: Codes of Conduct

Each of the Codes of Conduct are provided on the following pages, one per page, for ease of printing and distributing.

Parent Code of Conduct

Youth sports programs play a key role in promoting the physical, social, and emotional development of children. As a parent in Rocklin Little League, you should be a model of good sportsmanship and behavior for your child and all children in the community including participants and spectators alike.

As a Rocklin Little League Parent, I hereby pledge to provide positive support, care, and encouragement for each child participating in Rocklin Little League by adhering to the following code of conduct:

- I will remember that children participate to have fun and that the game is for the children, not adults.
- I will learn the rules of the game and the policies of the League.
- I will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game and practice.
- I will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting or using profane language or gestures.
- I will teach my child to play by the rules and to resolve conflicts without resorting to hostility or violence.
- I will demand that my child treat other players, coaches, officials, and spectators with respect regardless of race, creed, color, sex, or ability.
- I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or their performance.
- I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time. I will never ridicule or yell at my child or other participants for making a mistake or losing a game.
- I will emphasize skill development and practices.
- I will promote the emotional and physical well-being of the athletes ahead of any personal desire I may have to win.
- I will respect the officials and their authority during games.
- I will not question, discuss, or confront coaches at the game, and will take time to respectfully speak with coaches at an agreed upon time and place.
- I will demand an environment for my child that is free from drugs, tobacco, and alcohol and I will never use any of the above at any Rocklin Little League activity.
- I will ensure that my child arrives on time, and is ready to participate in, any games or practices, and that I inform their manager in advance of any games or practices they

may miss or be late to.

- I will refrain from coaching my child or other players during games and practices unless I am one of the official coaches of the team.
- I will insist my guests follow this Code of Conduct.
- I will review and discuss the Player Code of Conduct with any of my children who are participating in Rocklin Little League and will ensure that they understand and agree to follow the Code of Conduct.

I agree that if I fail to abide by this Code of Conduct, I may be subject to disciplinary action by the Rocklin Little League Board of Directors, which could include a verbal or written warning, suspension for one or more games, suspension for the season, or removal from all league activities.

The Rocklin Little League Board of Directors retains the sole authority to determine what, if any, disciplinary action is appropriate for any conduct infraction.

Manager and Coach Code of Conduct

Youth sports programs play a key role in promoting the physical, social, and emotional development of children. As managers and coaches in Rocklin Little League you should be models of good sportsmanship and behavior for your child and all children in the community including participants and spectators alike.

As a Rocklin Little League Manager or Coach, I hereby pledge to provide positive support, care, and encouragement for each child participating in Rocklin Little League by adhering to the following code of conduct:

- I will remember that I am a youth sports coach and that the game is for children and not adults.
- I will learn the rules of the game and the policies of the League.
- I will do my best to provide a safe playing environment for all players.
- I will do my best to organize practices that are fun and challenging for all players.
- I will lead by example in demonstrating fair play and sportsmanship to all players.
- I will be a positive role model for my players and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all players, coaches, officials and spectators at every game and practice.
- I will not engage in any kind of unsportsmanlike conduct with any official, coach, player, or parent such as booing and taunting or using profane language or gestures.
- I will teach my players to play by the rules and to resolve conflicts without resorting to hostility or violence.
- I will demand that my players treat other players, coaches, officials, and spectators with respect regardless of race, creed, color, sex, or ability.
- I will teach my players that doing one's best is more important than winning, so that my players will never feel defeated by the outcome of a game or their performance.
- I will praise my players for competing fairly and trying hard, and make my players feel

like a winner every time. I will never ridicule or yell at my players or other participants for making a mistake or losing a game.

- I will emphasize skill development and practices.
- I will promote the emotional and physical well-being of the athletes ahead of any personal desire I may have to win.
- I will respect the officials and their authority during games.
- I will demand an environment for my players that is free from drugs, tobacco, and alcohol and I will never use any of the above at any Rocklin Little League activity.
- I will review and discuss the Player Code of Conduct with all my players and will ensure that they understand and agree to follow the Code of Conduct.
- I will complete all required training as mandated by California law no later than the end of the first week of practice.

I agree that if I fail to abide by this Code of Conduct, I may be subject to disciplinary action by the Rocklin Little League Board of Directors, which could include a verbal or written warning, suspension for one or more games, suspension for the season, or removal from all league activities

Player Code of Conduct

Player's responsibilities are simple; be respectful of others, be responsible, play fair, always do your best, and always exhibit good sportsmanship.

As a Rocklin Little League Player, I hereby pledge to provide positive support, care, and encouragement for everyone participating in Rocklin Little League by adhering to the following code of conduct:

- I will encourage good sportsmanship from fellow players, coaches, officials, and parents.
- I will be a team player and support my teammates.
- I will do my best to be on time and attend every practice and game that I can. I will be ready to play at the starting time of each practice or game. I will do my best to make sure that my team manager is informed of any practices or games I may miss or be late to.
- I will work hard to improve my skills.
- I will do my best to listen and learn from my coaches.
- I understand that throwing my bat on the field of play is dangerous and I will always make sure to control my bat and ensure that I am being safe, both for myself and others on the field.
- I will encourage my parents to be involved with my team in some capacity.
- I will congratulate the other team after each game as a demonstration of sportsmanship.
- I will not use violence, unfriendly language, or insults to others.
- I will be generous when I win and gracious when I lose.

- I will obey the rules of the game and always work for the good of the team.
- I will accept the decisions of the officials with grace and never challenge or question calls.
- I will conduct myself with honor and dignity.
- I will applaud the efforts of my teammates and opponents.

I agree that if I fail to abide by this Code of Conduct, I may be subject to disciplinary action by the Rocklin Little League Board of Directors, which could include a verbal or written warning, suspension for one or more games, suspension for the season, or removal from all league activities

The Rocklin Little League Board of Directors retains the sole authority to determine what, if any, disciplinary action is appropriate for any conduct infraction.

Appendix B: Local Rules

Tee Ball

- The Tee Ball division will have games that will last 4 innings or a maximum of 90 minutes, whichever comes first.
- The games shall not allow stealing or sliding, and the ball shall be dead on all overthrows.
- For the first seven games, a tee will be used at all times, batters and runners will be safe on all balls put into play, and all balls put into play shall count as a single.
- For the second seven games, teams shall use coach pitch. Coaches may throw up to five pitches to each batter; after the fifth pitch the batter will hit off the tee.
- A ball hit to the outfield will count as a double, and normal baseball rules will apply for outs.

Minor A

- Minor A games shall last six innings or 2 hours, whichever comes first.
- No new inning shall start after 1 hour, 30 minutes.
- The pitching machine will be set at 40 feet from home base, and the player serving in the pitching position must set up outside the pitching circle. Coaches may agree to do coach pitch in lieu of the pitching machine. Maximum pitch(s): 4 hittable coach pitches and coach option for a Tee
- A ball is dead if it hits the pitching machine or the person serving the pitches and the runner will be awarded a single.
- The ball is dead on overthrows.
- There will be no stealing.
- All players must play at least one inning in the infield, and no player can sit in consecutive innings.
- Maximum inning is 3 defensive outs or bat through order

Minor AA

Time limit

- Minor AA games shall last six innings or 2 hours, whichever comes first, with no new inning after 1.5 hours.
- No new inning shall start after 1 hour, 30 minutes, and no new half inning after 1 hour, 45 minutes.

Playing time

- All players must play at least one inning in the infield.
- No player can sit in consecutive innings.

Safety

- Safety or double first base must be used.

Pitching

- Player may pitch from 40 feet, unless league age 10 at which time pitching distance is 46 feet

Stealing and advancing on the bases

- Runners must stop advancing once a defensive player has possession of the ball in the infield.
- Runners at first and second can steal a base when a passed ball hits the backstop, if the ball does not hit the backstop the player must return to prior base.
- Runners may advance no more than one base on each overthrow. No runners may advance on a ball thrown back to the pitcher who is on or near the mound.

Coach pitch

- When the umpire calls ball four on a batter, the coach will come in to pitch with a new count. The coach can pitch a maximum of 3 pitches, walks will not be awarded.
- A ball that is put into play that hits the coach pitcher is dead. The batter-runner will be awarded first. Other runners may only advance if forced.
- Players must pitch from the pitching rubber. Coaches must be positioned at or near the base of the mound and must throw overhand.
- If a batter is hit by a pitch, whether thrown by a player or coach, the batter will have the option of continuing to bat or being awarded first. If the player pitcher hits a batter, the coach will come in to pitch immediately, per the coach pitch rules stated above.
- By mutual agreement, the managers may decide to use only coach pitch if during a game one or both teams do not have enough players remaining who wish to pitch.

Minor AAA

- All games shall last 6 innings or 2 hours, 30 minutes, whichever is first.
- No new inning shall start after 2 hours.
- No new half inning shall start after 2 hours, 15 minutes.
- The safety or double base shall be used.

Playing Time:

- Games that are called due to darkness or the time limit stated above may end in a tie.

Major and Junior

- Games in these divisions shall be played according to the rules in the most current edition of the official Little League International rulebook. No additional rules have been adopted by the Board for these divisions. Only Interleague agreement rules can supersede this.

Playing Time:

- **Majors:** Time limit on weekdays with double headers only- no new inning after 2 hours, time limit 2 hours 15 minutes
- **Juniors:** Time Limit, no new inning after 2 hours and 15 minutes, drop time 2 hours 30 minutes. If home team does not get their at bat the score reverts to previous inning

Rules By League Adoption

The following rules have been approved by the Board of Directors for adoption by Rocklin Little League.

Minor Divisions

- Courtesy runner: A courtesy runner is allowed for the pitcher and catcher with two outs in all divisions. The courtesy runner must be the player in the batting order who made the last out. (Rule 3.04)
- 10/15 run rule: The game will be called if the home team is ahead by 15 runs after 2½ innings, or the visiting team is ahead by 15 runs after 3 innings, or if the home team is ahead by 10 runs after 3½ innings, or the visiting team is ahead by 10 runs after 4 innings. (Rule 4.10(e))
- *Note: The Board decided to not adopt the 8 run rule.*
- Eight players: The game may start if a team only has 8 players, and may continue if a team drops to 8 players at any point. (Rules 4.16(a) and 4.17)
- Last half inning: The 5-run rule is suspended for the last half inning for each team. (Rule 5.07)
- One foot in the box: The batter must keep one foot in the batter's box throughout the at-bat. See the rulebook for exceptions. Rule 6.02(c)
- Registered volunteer adults may warm up pitchers during games so long as the team has 9 or fewer eligible players at the game.

Major Division

- Courtesy runner: A courtesy runner is allowed for the pitcher and catcher with two outs in all divisions. Any player who is not in the current batting order may be used as a courtesy runner. (Rule 3.04)
- 10/15 run rule: The game will be called if the home team is ahead by 15 runs after 2½ innings, or the visiting team is ahead by 15 runs after 3 innings, or if the home team is ahead by 10 runs after 3½ innings, or the visiting team is ahead by 10 runs after 4 innings. (Rule 4.10(e))
- *Note: The Board decided to not adopt the 8 run rule.*
- Eight players: The game may start if a team only has 8 players, and may continue if a team drops to 8 players at any point. (Rules 4.16(a) and 4.17)
- One foot in the box: The batter must keep one foot in the batter's box throughout the at-bat. See the rulebook for exceptions. Rule 6.02(c)
- Third strike not caught: The batter may run on a third strike not caught by the catcher. Rule 6.05(b)(2)
- Special pinch runner: Twice per game but not more than once per inning, a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch-runner one time during a game. The player who is removed is not subject to removal from the line-up. Substitutes may not be removed for a pinch-runner until they have met Mandatory Play requirements. Tournament Rule 3(d) was enacted in place of rule 7.14(a)
- Registered volunteer adults may warm up pitchers during games so long as the team has 9 or fewer eligible players at the game.

Junior Division

- Courtesy runner: A courtesy runner is allowed for the pitcher and catcher with two outs in all divisions. Any player who is not in the current batting order may be used as a courtesy runner. (Rule 3.04)
- 10/15 run rule: The game will be called if the home team is ahead by 15 runs after 3½ innings, or the visiting team is ahead by 15 runs after 4 innings, or if the home team is ahead by 10 runs after 4½ innings, or the visiting team is ahead by 10 runs after 5 innings. (Rule 4.10(e))
- *Note: The Board decided to not adopt the 8 run rule.*
- Eight players: The game may start if a team only has 8 players, and may continue if a team drops to 8 players at any point. (Rules 4.16(a) and 4.17)
- One foot in the box: The batter must keep one foot in the batter's box throughout the at-bat. See the rulebook for exceptions. Rule 6.02(c)
- Third strike not caught: The batter may run on a third strike not caught by the catcher. Rule 6.05(b)(2)
- Special pinch runner: Twice per game but not more than once per inning, a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player. A player may only be removed for a special pinch-runner one time during a game. The player who is removed is not subject to removal from the line-up. Substitutes

may not be removed for a pinch-runner until they have met Mandatory Play requirements. Tournament Rule 3(d) was enacted in place of rule 7.14(a)

- Registered volunteer adults may warm up pitchers during games so long as the team has 9 or fewer eligible players at the game.