



## Columbus American Little League Bylaws

Bylaws approved by the American Little League board on 2/23/22. See also <https://www.americanlittleleague.org/>

American Little League desires that participation in Little League Baseball and Softball be a rewarding experience for all involved (players, coaches, umpires, family, and friends). We wish to promote growth of players with their ability level and instill and promote the values of integrity, character, and good sportsmanship.

To ensure the environment at American Little League is directed towards achieving these goals, the league will not tolerate behavior that is in opposition of this mission from any parties, including players, parents/family members, coaches, Managers, board members or spectators. All individuals are required to maintain a sportsmanlike, healthy, and fun atmosphere before, during and after all Little League games. Players, Managers, coaches, and family members are all subject to being removed from the facilities if their behavior is deemed unhealthy for the others present. The following behaviors may result in your being subject to removal:

1. Use of obscene or vulgar language to anyone at any time.
2. Taunting of players, coaches, Managers, umpires, or other spectators; threatening or exhibiting physical violence.
3. Throwing any object in the bleachers or playing field directed toward another individual.
4. Disputing a call with an umpire in an unsportsmanlike or unprofessional manner.
5. Inability to control the behavior and actions of your respective teams (Managers/coaches).
6. Other actions deemed unsportsmanlike or in opposition to the goals of American Little League.

### Local Rules

## 1. Volunteering

Thank you for volunteering. The league cannot run without individuals helping out and baseball/softball are great communities for you/your child to participant in for several years. There are many ways to volunteer such as Team Manager, Assistant Coach(es), Team Mom, Opening Day, or Family Fun Day Planning or to become a Board Member. For any individual working on the field with a player (including Team Moms), the volunteer will complete a Volunteer Form, providing an SSN, so that the league may run a background check. Volunteers should indicate their interest during the online registration and designate how they would like to help out so that the Board and Division VP's may follow up with you in a timely manner.

- A. **Coaches:** In addition, all Managers/coaches are required to complete a NAYS (youth coaching training) certification (<https://www.nays.org/nyscaonline/>) prior to the start of the season.
- B. **Team Moms:** The Board will host a Team Mom meeting at the start of the season to provide information and set expectations on the duties of the Team Mom and other requirements for the broader team and their participation during the season. At the broadest levels, the Team Mom will distribute and collect raffle tickets and any banner requests, secure workers for that team's concession duties, assist with uniform sizing/fund collection, and help with general communication with the team parents.

C. **Concessions:** Everyone enjoys having concessions and getting a snack (or a meal) before, during or after a game. In order to have our concessions open during game days, each team is asked to man the concession stand for 2 shifts/days (usually 3-4 hours) during the season. A concession schedule will be coordinated and shared with each team's Manager and Team Mom - you will not have concession duty that overlaps your team's game schedule. Below are the two options to pick from when fulfilling your concession duty. Note: each working umpire may be provided bottled water during their shift. However, further food or drink is billable.

1. Each team will provide a minimum of 5 adults from their team per concession duty shift. Parents may opt to hire workers from the Approved Concession Worker List (contact your Team Mom for those names/numbers). The rate is \$40 for the 4-hour shift. Parents must arrange coverage with the approved worker and make payment prior to the shift beginning. ONLY the 5 volunteers for the team are allowed in the concession stand during the shift. You may not have children or players in the concession stand with you, minimum age is 18 for safety reasons.
2. Teams may opt to have the concession coordinator ARRANGE COVERAGE FOR (the entire) TEAM SHIFT(S). The concession coordinator will schedule the workers and pay them. Each parent should pay your Team Mom individually and then she'll pay the concession coordinator in lump sum. The rate is \$400 to cover each team's two shifts. The cost can be split among the team's parents; assuming an 11-player team \$400/11 - \$36.36 each. If your team is only assigned a single 4-hour shift, the rate is \$200.
3. To have your teenager considered for placement on the Approved Concession Worker List, please email [americanllcols@gmail.com](mailto:americanllcols@gmail.com) with their contact info, availability and any experience.

D. **Board Members:** American Little League votes in new Board members in the Fall of each year. Please send an email to [americanllcols@gmail.com](mailto:americanllcols@gmail.com) if you are interested in being considered for a Board member position in the upcoming year.

## 2. League Divisions

The following divisions, guided by age, are offered at American Little League. All players are assessed a league age as determined by age on August 31 (baseball) and January 1 (softball) of the upcoming year. For instance, if an 8-year-old registering in Dec will turn 9 years old in July (baseball) or January (softball), that player will play under a league age of 9 and would play in Minor League/B-ball.

Baseball	Softball
	Senior: league age 15-16
Majors (A-ball): league age 9-12	Junior: league age 13-14
Minors/Player Pitch (B-ball): league age 7-11	Majors: league age 11-12
Minors/Coach Pitch (C-ball): league age 6-8	Minor B/Player Pitch: league age 9-10
Tee Ball (baseball & softball): league age 4-6	Minor C/Coach Pitch: league age 5-8

Note:

- 1) There are possible overlaps as skilled players will be considered in moving up to the next level based on their try out or past play performance. For example, an 8 year old might play up to B-ball or a 10 year old might play up to A-ball.
- 2) Players can play down a level upon Board approval. A 12 year old playing in B-ball baseball or a 13 year old playing Majors softball requires an approved waiver prior to roster formation.
- 3) In softball, if there are not enough players to roster both a Jr and Sr team, then they will be combined.

### 3. Minimum Roster Requirements.

The minimum number of players necessary to be considered a full roster during the regular season are:

Baseball	Softball
Majors (A-ball): 11	Seniors: 11
Minors (B-ball): 11	Juniors: 11
Coach Pitch (C-ball): 11	Majors: 11
Tee Ball: 7	Minors B&C: 11

Note: 1) If league age 6 or under, the player must have one year of Tee Ball prior to starting play at Coach Pitch level  
2) Any player with a league age of 6 with 1 yr of Tee Ball experience will try out for C-ball.  
3) Maximum roster size is 15 per Little League District/America rules.  
4) Any exceptions will be presented to the Board for a decision.  
5) In the case of last-minute player outages, a team may start a game with at least 8 players but when the missing 9<sup>th</sup> batter comes up to bat, an out must be taken if the player has not shown up. See Pool Play for replacement players.

### 4. Try Outs

- A. **Baseball:** With the exception of Tee Ball, all players will try out with their peer group for their respective division based on their league age with a possibility that coaches from different divisions will review their try out to determine where they are best fit to play. Try outs occur after registration closes and are typically held on a weekend day with make-up day(s) immediately following during the week. After try outs, coaches will assess players and begin the Player Draft. With the exception of A-ball dynasty players, all players must try out in order to qualify as a possible All Star candidate.
- B. **Softball:** All players will try out with their peer group for their respective division based on their league age. Try outs occur after registration closes and are typically held on a weekend day with make-up day(s) immediately following during the week.. After try outs, coaches will assess players and begin the Player Draft. All players must try out in order to qualify as a possible All Star candidate.

### 5. Player Draft

American Little League runs its baseball player drafts according to the following rules:

- A. **Sibling Draft:** siblings playing in the same division will be allowed to play on the same team. All sibling placement will follow that division's lock rules below based on their age to determine their placement in the draft. For twins, they will be slotted in back to back rounds.
- B. **A-ball (Majors):** Only the Manager's child is a lock. All other players are obtained via the draft regardless of whether their parent assists with coaching. A-ball is the only league which allows for dynasty players to continue with their prior team from the previous season(s) of Spring ball. This assumes we have the same amount of A-ball teams as the prior season. If additional teams are required, then the Board will decide the approach to be taken to ensure all teams have the opportunity to be competitive. Players not part of the previous Spring in A-ball will try out for the A-ball coaches and will be drafted to a team roster. The draft order is determined based on the past Spring's regular season's finish position with the last place team selecting the 1st pick and so on. A conventional draft will be used with each round will maintain the same order (and will not snake draft). If a player did not try out, then their name will go into a hat and to be placed on a team at random. After the draft, rosters will finalize and parents will be notified within 24 hours. A-ball will complete its draft 48 hours prior to the start of the B-ball draft. Trades will be executed in accordance with the Little League Rulebook (under Local League Maintenance of Rosters; Trading(3)).

A-ball locks (son or daughter of a new Manager) order:

1. A 12-year-old Manager lock will be placed in the 3<sup>rd</sup> Round
2. An 11-year-old Manager lock will be placed in the 4<sup>th</sup> Round
3. A 9/10-year-old Manager lock will be placed in the 5<sup>th</sup> Round

C. **B-ball (Minors):** The child(ren) of the Manager and child(ren) of one Assistant Coach may be locked. All other players are obtained via the draft regardless of whether their parent assists with coaching. Players will try out for the B-ball coaches and will be drafted to a team roster. The coaches will hat pick to determine their draft pick order and then the coaches will use a snake draft approach as outlined below. Any Manager/coaching locks will substitute for a pick spot according to the following rules. After the draft, rosters will be finalized and parents will be notified within 24 hours. B-ball will complete its draft 48 hours prior to the start of the C-ball draft. Trades will be executed in accordance with the Little League Rulebook.

Bball locks (sons or daughters of Manager/coach) order:

1. An 11 year old coach lock will be placed in the 1<sup>st</sup> Round
2. A 10 year old coach lock will be placed in the 2<sup>nd</sup> Round
3. A 9 year old coach lock will be placed in the 4<sup>th</sup> Round
4. An 8 year old and under coach lock will be placed in the 6<sup>th</sup> Round
5. If the Manager has not secured an assistant coach prior to the draft, a bonus pick will be allowed before the start of the 3rd round and that player will be placed in the 6 round slot for that Manager's team.
6. *An Exception will be made for a coach added during tryouts or immediately before the draft when league numbers rise beyond expectations and require an additional team to be added.*
7. If both Coach's locks are same age, the Manager's lock will be placed first and the Asst Coach's lock will follow in the next slot/round according to the snake draft. Example: Manager 3 has two 10 year old locks, the first is placed in round 2 (8<sup>th</sup> pick overall) and the second is placed in round 3 (13<sup>th</sup> pick overall).

Round	Manager 1	Manager 2	Manager 3	Manager 4	Manager 5
1	1 <sup>st</sup> pick	2 <sup>nd</sup> pick	3 <sup>rd</sup> pick	4 <sup>th</sup> pick	5 <sup>th</sup> pick
2	10 <sup>th</sup> pick	9 <sup>th</sup> pick	8 <sup>th</sup> pick	7 <sup>th</sup> pick	6 <sup>th</sup> pick
3	11 <sup>th</sup> pick	12 <sup>th</sup> pick	13 <sup>th</sup> pick	14 <sup>th</sup> pick	15 <sup>th</sup> pick
4	20 <sup>th</sup> pick	19 <sup>th</sup> pick	18 <sup>th</sup> pick	17 <sup>th</sup> pick	16 <sup>th</sup> pick
5	21 <sup>st</sup> pick	22 <sup>nd</sup> pick	23 <sup>rd</sup> pick	24 <sup>th</sup> pick	25 <sup>th</sup> pick
6	30 <sup>th</sup> pick	29 <sup>th</sup> pick	28 <sup>th</sup> pick	27 <sup>th</sup> pick	26 <sup>th</sup> pick
7	31 <sup>st</sup> pick	32 <sup>nd</sup> pick	33 <sup>rd</sup> pick	34 <sup>th</sup> pick	35 <sup>th</sup> pick
8	40 <sup>th</sup> pick	39 <sup>th</sup> pick	38 <sup>th</sup> pick	37 <sup>th</sup> pick	36 <sup>th</sup> pick
9	41 <sup>st</sup> pick	42 <sup>nd</sup> pick	43 <sup>rd</sup> pick	44 <sup>th</sup> pick	45 <sup>th</sup> pick
10	50 <sup>th</sup> pick	49 <sup>th</sup> pick	48 <sup>th</sup> pick	47 <sup>th</sup> pick	46 <sup>th</sup> pick
11	51 <sup>st</sup> pick	52 <sup>nd</sup> pick	53 <sup>rd</sup> pick	54 <sup>th</sup> pick	55 <sup>th</sup> pick
12	60 <sup>th</sup> pick	59 <sup>th</sup> pick	58 <sup>th</sup> pick	57 <sup>th</sup> pick	56 <sup>th</sup> pick

D. **C-ball (Coach Pitch)** – The child(ren) of the Manager and child(ren) of one Assistant Coach may be locked. All other players are obtained via the draft regardless of whether their parent assists with coaching. Players will try out for the C-ball coaches and will be drafted to a team roster. The coaches will hat pick to determine their draft pick order and then the coaches will use a snake draft approach as outlined below. Any Manager/coaching locks will substitute for a pick spot according to the following rules. Rosters will be finalized and parents will be notified within 2 days after the draft. Trades will be executed in accordance with the Little League Rulebook.

### Cball locks order

1. An 8 year old coach lock will be placed in the 2<sup>nd</sup> Round
  2. A 7 year old coach lock will be placed in the 4<sup>th</sup> Round
  3. A 5/6 year old coach lock will be placed in the 6<sup>th</sup> Round
  4. If the Manager has not secured an assistant coach prior to the draft, a bonus pick will be allowed before the start of the 3<sup>rd</sup> round and that player will be placed in the 6 round slot for that Manager's team.
  5. *An Exception will be made for a coach added during tryouts or immediately before the draft when league number rise beyond expectations and require an additional team to be added.*
  6. If both Coach's locks are same age, the Manager's lock will be placed first and the Asst Coach's lock will follow in the next slot/round according to the snake draft. Example: Manager 3 has two 8 year old locks, the first is placed in round 2 (8<sup>th</sup> pick overall) and the second is placed in round 3 (13<sup>th</sup> pick overall).
- E. **Tee ball** – There is no draft in Tee Ball. This is the only division where friends & non siblings can request to play on the same team together. Tee Ball rosters will be announced upon completion of the above division drafts. Rosters will be finalized and parents will be notified within 48 hours after the C-ball draft.
- F. **Softball (Minors, Majors, Jr/Sr):** The child(ren) of the Manager and child(ren) of one Assistant Coach may be locked. All other players are obtained via the draft regardless of whether their parent assists with coaching. Players will try out for the softball coaches and will be drafted to a team roster. The coaches will hat pick to determine their draft pick order and then the coaches will use a snake draft (if more than 2 teams in each division) approach as outlined above (5C). Any Manager/coaching locks will substitute for a pick spot according to the following rules. After the draft, rosters will be finalized and parents will be notified within 24 hours. Each division (upper to lower) will complete its draft 48 hours prior to the start of the next lower division's draft until all divisions have completed their draft. Trades will be executed in accordance with the Little League Rulebook.
1. For the oldest age of that division, a coach lock will be placed in the 2<sup>nd</sup> Round
  2. For the 2<sup>nd</sup> oldest age of that division, a coach lock will be placed in the 4<sup>th</sup> Round
  3. For the youngest age(s) of that division, a coach lock will be placed in the 6<sup>th</sup> Round

## 6. Uniform Policy

In an effort to reduce the cost associated with team uniforms, American Little League has adopted the below guidelines.

Please note that the costs shown are the maximum out of pocket expense that parents will be asked to pay for each child's uniform. This does not prohibit teams from securing sponsors or donations, as well as holding fundraising activities to pay for additional costs associated with uniforms.

In addition, team Managers and/or coaches have the option of paying for uniform overages out of their own pocket. Uniforms must be paid for before a player plays ball.

Softball: An approved helmet facemask must be attached to all batters' helmets and worn by players when batting and running bases. All Coach Pitch & Minor players are required to wear facemask protection while playing the infield (preference for ALL fielders). However, all players/levels are encouraged to wear face mask protection.

Baseball	Softball
A-ball - \$160.00	Seniors/Jrs/Majors - \$150.00
B-ball - \$150.00	Minors (Player Pitch) \$150.00
C-ball - \$115.00	Coach Pitch - \$115.00
Tee Ball - \$85.00	

## 7. Coaches

- A. **Administration:** Coaches should indicate their desire to coach during online registration. Please reference the Volunteer section for further requirements to become a coach. All coaches must be approved by the Board prior to try outs. All coaches should know the official Little League Baseball Rulebook. There is also an app version (Little League Rulebook, navy & white icon) of it available for \$1.99 (lifetime) which will help during games when questions arise.
- B. **Number of Coaches:**
1. In Majors (A-ball & Jr/Sr-ball), 1 Manager and 2 Assistant Coaches are allowed on the field during games.
  2. In Minors (C-ball), one Manager and 3 Assistant Coaches are allowed on the field during games.
- Note: there are no limits to the number of coaches helping with practices; the above applies to games only. Playoff rules might be different for game day coaches. Seek guidance from the Board if you have questions.
- C. **Field Positions:** Coaches may be stationed on the field during games as follows:
1. Senior and Major Leagues –Two adult coaches or one adult coach and one player coach may occupy the 1st and 3rd base coach’s boxes (one each) while their team is batting. There will be no defensive coaches on the field during the game. All player coaches must wear a protective helmet while coaching bases. A coach must also sit in and supervise the dugout.
  2. Minor Leagues (B & C-ball) – Two coaches (either adult or player) may occupy the 1st and 3rd base coach’s boxes (one each) while their team is batting. In addition, if the Minor League is utilizing a Coach Pitcher, the defense may station a coach behind the catcher and one each outside the right and left field lines beyond 1st and 3rd bases. The defensive coaches may not go onto the field at any time and the home plate coach must stay clear (10 feet) of any play at the plate. If no Coach Pitcher is being utilized, there will be no defensive coaches on the field. One adult must be in the dugout at all times.
  3. Tee Ball - The offense is allowed to have 3 adult coaches outside their dugout. They are to be positioned, one in the 3rd base, one at 2<sup>nd</sup> base, and the other in the 1st base. There must always be an adult in the dugout to supervise players.

## 8. Field Maintenance

It is the responsibility of the home team of each game played to prepare and rake the fields before their game. The areas that must be raked include the batter’s box, pitcher’s mound, the foul lines and the infield around the bases. Failure to prepare the field prior to game may result in a one game suspension for the Manager. The Board members on duty each week will inspect fields to insure maintenance is completed. Fields must be raked in the proper manner in order to eliminate deterioration over the course of the season.

1. Rake the infield dirt/mix away from the grass to avoid ridges from forming.
2. Sweep the infield dirt/mix away from the grass around the infield/mound/home plate and back into the infield mix areas.

Note: it is strongly recommended that each team recruit at least 2 volunteers to assist with field maintenance while coaches prepare their teams prior to the game.

A Board member will reach out to the Manager of the last game/practice of the night if the tarp needs to be placed on the field to protect it from pending rain.

**\*Prior to the start of the season and throughout the season, Managers and coaches will be REQUIRED to attend workdays established for various field maintenance. If a coach or Manager is unable to attend a workday it is expected that they find a substitute.**

## 9. Scorekeeping

American Little League will provide an official scorekeeper for all A-ball & B-ball baseball games. For all other divisions of play, each team should supply one person to act as the official scorekeeper for their games. The Home Team is responsible for providing a person to run the scoreboard. Only the official scorekeeper & scoreboard operators are allowed in the score box, family members, coaches, etc are not permitted. Game Changer has an app (green icon) that some Managers have used to track their team's stats digitally (in addition/apart from the official scorebook). Currently, it allows up to 3-4 admins to use free of charge. There are additional features for a cost but the free version suffices.

## 10. Umpire Policy

American Little League utilizes a district-wide umpire coordinator. That coordinator determines the policies each umpire will follow to include an umpire's game attendance, uniform, training, payment, and ground rules to follow. Below are a few excerpts to highlight for general awareness around our league.

1. American Little League will provide bottled water per the direction of the umpire coordinator.
2. Games involving rain: If an umpire shows up ready to call a game and that game is called due to rain, umpires will be paid in full for that game. If a game is called once the game has started, umpires will be paid in full. Umpires will not be paid for a second game if they were scheduled to call.
3. In case of rain or inclement weather before the start of play, a Board member will contact the umpire scheduler once a decision is made to the status of the games. The umpire scheduler will then contact the umpires. When possible, the announcement will be placed on the website at [www.americanlittleleague.org](http://www.americanlittleleague.org).
4. Protests/Ejections: If an umpire ejects any individual, then they are responsible for writing a full report and turning it in to the American little league president and umpire coordinator within 24 hours after the event.

***Any umpire having issues with parents/family members or spectators in the stands must approach the Manager of the team and notify them of the problematic individual. The Manager will be responsible for addressing the spectator. If the spectator continues to be a problem, the umpire will place both teams in their respective dugouts and have a Board member on duty address the spectator.*** If unacceptable behavior continues, the Board member on duty should dial 911 to involve local law enforcement. Any Manager, coach, or spectator ejected will have to leave the premises immediately. If a Manager or coach is ejected, they will be required to serve a 1 game suspension and will not be allowed to come to the park during the suspension.

## 11. Game Stoppage

A. **Mercy Rule:** American Little League will recognize a Mercy Rule in all levels of play. If after 4 innings in baseball Major (A-ball)/Minor (B or C-ball) League or 5 innings in softball Senior League (3.5/4 innings if the home team is ahead) if one team has a lead of 10 or more runs, the Manager of the team with the least runs will concede the victory to the opponent. If after 4.5/5 innings, depending on which team has the lead, if one team has a lead of 15 or more runs, the Manager with the least runs must concede victory to their opponent. Note: If the visiting team has a lead of 15 runs or more, the home team must bat in its half of the inning. There is no Mercy Rule in Tee Ball.

B. **Rain Outs:** All rainouts will be made up on the next open day. If one of the teams is unable to field a team on the makeup day, the opposing team will be given a win. The team that is unable to play will be given a loss. If neither team can complete the makeup game, the Division VP will be notified to determine next steps. The Board reserves the right to declare a forfeit if a team violates the spirit of this rule. NOTE: During the regular season a team will not be scheduled to play more than 3 games in a week.

C. **Lightning/Inclement Weather:** If play has begun and inclement weather begins, to include lightning, then a 30 minute wait will start before play can resume while players wait in the dugout with their coaches (unless unsafe). If during the 30 minute wait, lightning strikes again, the 30 minute clock will start over. The

umpire will have the ultimate call on when to call the game for the night taking into consideration each Manager's position for the safety of the players. Play may continue in rain without lightning.

D. **Power Failure:** Games halted due to a power failure will be considered as suspended games regardless of the number of innings played unless the Mercy Rule, time limits, or weather rules take precedence.

E. **Regulation Game:** A regulation game consists of 4 complete innings. If a game is called before it has become a regulation game, it will resume exactly where it left off (Rule 4.10(d)).

## 12. Game Day Guidelines (all leagues)

A. **Late Arrivals:** In Tee Ball, players will always be inserted into the game. In all other leagues, late arrivals must be on the lineup card at the beginning of the game to be eligible to be inserted into the game, otherwise they are to be marked absent. If the player has not arrived by the time the game starts (regardless of whether the home or visiting team), they will be placed at the end of the lineup. Once each batter has batted, the lineup must stay in its adjusted state throughout the rest of the game. (Rule 4.04 Note 2).

### B. Batting Order

1. In all leagues apart from below, the number of batters in an inning will be determined by position and substitution as outlined in the Little League Rulebook. All players must bat in order unless they are too ill or injured to continue. The umpire must approve the removal of such players from the batting order. If a player is approved for removal, their position in the batting order does NOT constitute an out.
2. A-ball (Majors & above, baseball & softball): All players on the roster will bat in a continuous batting order throughout the game regardless of their position on defense.
3. B & C-ball (Minors & Coach Pitch, baseball & softball): All players on the roster will bat in a continuous batting order during the game regardless of their position on defense. There is a maximum of 5 runs allowed in any one inning *except* the sixth inning. In the sixth inning, the number of available batters will be determined by the lowest number of players (between both teams) on the respective team's line up. To end the inning, 3 outs or batting through those batters is required (applies to extra innings as well). The Mercy Rule still applies.
4. Tee Ball: Tee ball games do not have outs. The entire team's line up will bat during each inning. There will be a total of four innings if able. You will then repeat this until all players have had two at bats. Tee Ball games should last one hour.

### C. Number of Defensive Positions

1. All Leagues: All Players will play defense with a maximum of 6 infielders (C, P, 1st, 2nd, 3rd & SS). All others will be outfielders. The outfield is defined as the grass area behind the infield dirt.
2. A-ball (Majors): During regular season play, Majors will use a continuous batting order (entire roster bats) and only 9 players will be used in the defensive lineup. However, during American Little League playoffs and beyond, the batting order will be reduced to 9 to align with the defense to prepare for any post season play. Throughout the regular and post seasons each player must play 2 innings/6 consecutive outs and 1 at bat.
3. B-ball & C-ball (Minors & Coach Pitch, baseball & softball): The League will allow use of four outfielders in the Minor league divisions. Teams with only 9 players in attendance at a game will be required to play the game. No team can play with less than 9 players (see the Replacement Player Policy to fill known outages prior to a game). If a team utilizes the 10-player lineup at the beginning of a game, they must continue with 10 unless they cannot field but 9 due to illness, injury, or expulsion from a game. Only then can they revert to a 9-player lineup.



D. **Time Limits:**

1. **A-ball (Majors & above, baseball & softball):** There will be no time limit observed for Major/A-ball games. All games will play until a winner has been decided.
2. **B-ball & C-ball (Minors):** A 2 hr time limit will be observed for all Minor/B-ball games. A 1 hr 45 minute time limit will be observed for all Minor/C-ball games. If an inning starts before the time expires that inning must be completed. No new inning will begin once the time limit has expired. Should there be a tie when time expires, play will continue to break the tie\* (full innings). A called game ends at the moment the umpire terminates play. If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning (i.e. visiting team score a run(s) in the top of the new inning, but the home team doesn't have the chance to bat, Rule 4.11(d)). \*In the event of a tie due to time limits, the teams will resume the game until a clear winner has been determined during their next scheduled game.
  - a) **Extended Time:** To cover the above scenario, play may extend from time to time. However, considerations will be made for the following games or the nightly city noise ordinance deadline.
  - b) **Calling Time:** With the exception of Coach Pitch softball, an umpire will not call time on the field until the defensive team has proven control of the ball and stopped the lead runner from advancing. See 12E(5)(e) for Coach Pitch softball rules.
3. **Tee-Ball:** A 1 hour time limit will be observed for all Tee Ball games regardless of inning completion.

E. **Rules of Play:**

1. **Mandatory Play:** every rostered player present at the start of the game will play for a minimum of 6 defensive outs and bat at least 1 time. If this was not achieved in a given game, that player will start the next game to complete the requirement for the prior game AND complete the requirement for the current game as well.
2. **A-ball & B-ball (Majors & Minors (Player Pitch), baseball & softball):** These leagues are subject to the Little League Rulebook unless otherwise called out in Section 12E(5) (Softball).
3. **C-ball (Coach Pitch, baseball & softball):** These are subject to the Little League Rulebook except:
  - a) Each coach/pitcher must pitch from a point 35 feet from the front of the plate. Each coach pitcher should have at least one foot inside the pitcher's circle (10 ft radius for baseball & 8 ft radius for softball from the front of the pitcher's plate). Baseball pitchers will throw overhand and softball pitchers underhand.
  - b) The player/pitcher must position himself within the pitcher's circle (left or right or behind) while the ball is being pitched but they may never be positioned in front of the coach/pitcher.
  - c) Each batter will get a maximum of 7 pitches or 3 swinging strikes per at-bat. Should the batter foul the 7<sup>th</sup> pitch, they will continue until they either hit the ball fair, swing and miss the pitch or let a pitch go by without swinging.
    - (1) There are no called strikes.
    - (2) There are no walks.
    - (3) No bunting is allowed. The player must swing the bat.
    - (4) There is no stealing of bases on a pitch. Base Runners must stay in contact with the base until the ball is hit or until it reaches the batter. Runners who leave early are subject to the rules governing leaving early in the respective rule books.
    - (5) The Infield Fly Rule will not be in effect.
  - d) **The Coach Pitcher must stay out of the way of the defense while the ball is in play.** The coach pitcher must leave the pitching circle and head towards foul territory. The coach pitcher will not return to the pitching circle until play is over. Failure to attempt to avoid interference will be declared interference and the umpire can call runners out according to the situation. If a thrown or hit ball accidentally hits the coach/pitcher, the ball is still in play

as if it had hit a defensive player. If a coach/pitcher catches a batted ball to avoid being hit, the batter is awarded first. All additional base runners will be allowed to move one base. The coach/pitcher cannot leave the mound area in an attempt to coach or aid the runners. He can coach the batter while he is batting to include helping him position himself in the box but can only go to the plate for instruction once per batter.

- e) Lines will be marked halfway between 1st and 2nd base, 2nd and 3rd base and 3rd and home plate to determine player advancement.
- f) Play will stop when the defensive team has control of the ball and stops the lead runner. At this time the umpire will call time and determine if a runner may advance to the next base or return to the previous touched base. If a runner has passed the halfway marked line before time is called the runner will be allowed to advance.
- g) When there is an overthrow at 1<sup>st</sup> base by a fielder attempting to throw out a batter there eludes the 1<sup>st</sup> baseman, the batter/runner and or any other runners will only be allowed to advance one additional base. If/when the first baseman or other defensive player retrieves the ball and attempts to throw out a runner and the ball gets by that defensive player, the runner(s) may continue running until stoppage of play/time is called.
- h) All players must play in the field a minimum of 6 outs. The recommended method is to allow a player on the bench to return to the field every other inning.

#### 4. Tee Ball

- a) First half of the season all players will hit from the tee. After the middle of the season, each coach can elect to pitch to select players who have demonstrated ability. Coach/Pitcher should pitch from a point 35 feet from the front of the plate. The pitcher may elect to toss the ball underhand.
- i) Each batter will get a maximum of 7 pitches or three swinging strikes per at-bat. Should the batter foul the third pitch, he/she will continue until they either hit the ball fair, swing and miss the pitch or let a pitch go by without swinging. If the batter is unable to hit the pitched ball in the allotted throws, the ball will be placed on the tee until the batter hits a fair ball.
- j) There are no strike outs at this level.
- k) There are no walks.
- l) There is no stealing of bases on a pitch. Base Runners must stay in contact with the base until the ball is hit or until it reaches the batter.

#### 5. Softball

- a) All softball leagues: There are no balks in softball.
- b) Senior League Inter-league games. With the exception of the Local Rule's time limit, Inter-league games will be governed by the Major or Senior softball Little League Rulebook as applicable. Local Rules from other Columbus Little League districts (Northern, Pioneer, and/or Sally) may be observed if agreed by both Managers and the umpire prior to the start of the game.
- b) Jr/Sr League: Each player pitcher must pitch from the 8 ft pitcher's circle at a point 43 ft from home plate (measured from the front of the pitcher's plate to the back point of home plate).
- c) Major League: Each player pitcher must pitch from the 8 ft pitcher's circle at a point 40 ft from home plate (measured from the front of the pitcher's plate to the back point of home plate).
- d) Minors (Player Pitch): See section E3(a) above for pitcher's circle requirements. If a pitcher fails to complete a pitch after starting her motion, it shall be called an illegal pitch (rule 8.05).
- m) Minors (Coach Pitch): Stopping Play- Play will be stopped by the umpire one of two ways after whichever one occurs first:

(1) The natural play of the game has stopped with the lead runner being stopped by the defense and all other active play has stopped – the umpire will call “time” and the ball will be returned to the Coach Pitch pitcher; or

(2) In the umpire’s judgement, the player pitcher has control of the ball in the pitcher’s circle and is not attempting any further defensive plays – the umpire will call “time” and all runners will be returned to the appropriate base depending on their location at the point time was called.

At this time, the umpire will determine if a runner may advance to the next base or return to the previous touched base. If a runner has passed the halfway point between the bases before time is called, the runner will be allowed to advance.

## 13. District All-Stars / Post-Season Play or Tournaments

- A. **Post Season Coaching:** First right of refusal to coach the Post Season teams will come from the coaches that coached the 1<sup>st</sup> place league team in each division. Right of refusal will follow league standings thereafter.
- B. **Major All-Stars 10, 11 and 12** District teams are to be selected from A-ball prior to dropping to any other divisions.
- C. **League Championships:** League Championship format will be determined per division of play. The officers of the Board will make a recommendation of the playoff format to be used by each division which must then be approved by the Board of Directors and finalized before the first game of the season.

## 14. Replacement Players

A. **Pool Player (Temporary Replacement) Policy (Reg V(c)):** To aid teams that are short players for a regular season game and need a temporary replacement, the following will apply: A pool of players (the league recommends 3 per team), from the next division down below (i.e., A-ball pulls from B-ball), from other teams who are willing to participate in extra games when other teams face a roster shortage, who are age appropriate and have been assessed as capable will be formed. Pool players will return to their original team after borrowed to fill in. NOTE: Players may not be “borrowed” from an opponent on the side. They must be assigned by the Player Agent.

1. The league’s Player Agent will create and run the pool. The Player Agent will use the pool to assign players to teams that are short of players on a rotating basis.
2. Managers/coaches will not have the right to randomly pick and choose players from the pool.
3. No more than 2 pool players may be requested by a team for a game.
4. When a player participates in a game on a team other than their own, the player is not allowed to pitch.
5. Pool players must play at least 9 consecutive defensive outs and bat once in the game they play in.

B. **Permanent Replacement Roster Policy (Reg III(d)):** If a team loses any player(s) on the roster due to a Legitimate Vacancy, another player will be obtained to replace the one lost. **It is the responsibility of the Player Agent to coordinate the replacement procedure.** No Manager or coach may contact any potential replacement player to discuss a possible draft unless the Player Agent or his designated substitute (another Board Member) is present. Any Manager who violates this rule may be suspended by the Board for 2 games

1. Legitimate Vacancy: a long term roster vacancy due to illness, injury, quitting, moving away, game absences (2 minimum), no show at practices, discipline problems, or other justifiable reasons (subject to Board approval).
2. Process: As soon as a Manager identifies that a potential roster change may be necessary, the Division VP should be notified in writing. **No player can be replaced on a team roster until the Division VP has**

**agreed that a Legitimate Vacancy exists and authorizes the Player Agent to contact a replacement.** The Player Agent will then contact the player/parents to clarify their intentions with remaining on the team. Failure of a Manager to notify the VP/Player Agent within a reasonable time (10 days maximum) can result in a 2-game suspension. The intent of this rule is to prevent a Manager from hiding a legitimate opening in their roster to avoid having to select a replacement player. Any Manager circumventing the Player Agent process and going direct to a replacement player/parents will incur a 3 game suspension.

3. Player Pool: The VP of each impacted division involved in a Replacement Player decision will discuss the pool of players available for assignment (cannot cross leagues, baseball divisions cannot pull from softball and vice versa). Considerations will be made for those in the temporary player pool and/or players whose talent is ready for the next level. If more than one player is in the Player Pool, a name will be drawn from a hat otherwise the single player becomes the replacement.

a) **B-ball** drafts from Coach Pitch/C-ball guidelines/restrictions:

(1) If the B-ball (Minors) has at least 10 active roster players, they are not required to draft replacements. However, they must fill vacancies until they have at least 10.

(2) No Coach Pitch/C-ball team can lose more than one player to the Permanent Replacement Draft in one season.

n) **A-ball** - Any player who quits during the last 2 weeks of the season will be reserved for their original Major/Senior League Team for the next season, if returning to the league.

o) **Softball**: Seniors must fill vacancies by drafting from any existing 13 – 16 year old Player Pool if one exists

4. Timing & Notification: If there are at least 2 weeks or 4 games left in the regular season, teams with a legitimate vacancy must fill that vacancy within 3 days. If less than 2 weeks/4 games are left, no replacement is authorized. If a Manager does not select a replacement and notify the Player Agent within 3 days of the approved vacancy, the Player Agent will select the replacement. Once selected, the Player Agent will immediately notify the player's parents and they have 24 hours to respond. Player/parent failure to respond will be interpreted as a rejection of the selection. Once the Manager has been notified, another selection must be made within 24 hours. **If a player rejects the replacement draft, the player will be ineligible for replacement draft by any team for the remainder of the season.** Any replacement player drafted during the season will become a member of that Major/Senior Team throughout his/her remaining Little League eligibility as outlined in the Little League Rulebook.

5. Finalization: Once the replacement has been secured, the Board will have the authority to review and can revoke the replacement if violations occurred and require that the process start over. **It's imperative that the Replacement Policy be followed exactly to protect the player's rights.**

6. Joining the New Team: After replacement selection & agreement, the player will join the new team on the following Monday. Until then they will remain an active player on their original team. The League will provide approved replacement players with a team jersey, pants, cap, and socks for the new team. Until the new uniform is available, the replacement player will be allowed to participate on his new team wearing a suitable substitute to include his prior uniform.

*These local rules as outline have been approved by the American Little League Board of Directors. If you have any questions, please reach out to [americanllcols@gmail.com](mailto:americanllcols@gmail.com) or the Executive board.*