



2023 Tri-Valley Little League Local League Rules

The Board of Directors has determined that all divisions will play in accordance with the official playing rules of Little League Baseball/Softball <https://www.littleleague.org/playing-rules/> subject to the following local league rules to enhance player experience.

The Board of Directors of the Tri-Valley Little League considers the primary goal of all Little League Divisions to be developmental; the managers and coaches are expected to teach players the fundamental skills of Little League Baseball/Softball. A higher priority shall be given to achieving this goal than to any other.

Managers, Coaches, Umpires, Volunteers, Parents & Players shall always behave in a courteous and respectful manner and promote sportsmanship and a sense of fair play at all times. Conduct to the contrary will NOT be tolerated and is subject to disciplinary action, including suspension from the park or the league.

Section I. Game Play

A. Time Limits**

Division	No new inning after	Drop Dead Time
T-Ball*	1 hour	1 hour
Rookie/Elite	1 hour 15 minutes	1 hour 30 minutes
Minor/Major	1 hour 30 minutes	1 hour 45 minutes
5070/Junior/Senior	1 hour 45 minutes	2 hours

*T-Ball will practice no more than one (1) hour, two (2) times a week during pre-season and (1) hour one time a week during games.

**Given the challenge of time limits and mandatory play rules during season, defensive substitutions are allowed each new inning (except pool players that are required to be played 9 consecutive defensive outs), with the goal of fairness and equal play time on the field for all players. We want to avoid the same players always sitting the bench, so coaches need to rotate all players to accomplish minimum play requirements throughout the entire season.

B. Batting Line Up - Batting order for all teams at all levels will be a continuous order, BASED ON THE FIRST BATTING ORDER ESTABLISHED FOR THE FIRST GAME AND will remain the same the entire season. Rotation each game the first batter will be the player following the last batter out in the previous game. If the last batter does not complete their at bat, they will be first up the next game. This will ensure that all players bat a fair number of times. The only exception will be for players that are absent or injured.

C. Run Limits - All divisions will be subject to a five (5) run rule in the first 3 innings, with the exception of tee ball because they do not keep score.

D. Protests - All protests will be handled by a league official according to Little League Rules.

E. Play with 8 Players: Tri-Valley Little League will allow a game to be played with 8 players minimum according to Little League rules.

F. Pool Players: pool players will be assigned by the Player Agent according to Little League rules to provide for a minimum of 8-9 players so the game can proceed. Coaches should provide as much notice as possible.

E. Dual Roster: the League does not allow for dual rostered players.

Section II. Division Specific Rules

- A. Co-ed T-Ball (6U): No score will be kept for games. All players are required to play all the time, unless injured, due to disciplinary needs or requested to sit. All defensive substitutions and re-entry are allowed throughout the game during a time out. Managers and coaches shall rotate players in a variety of positions during each game. Managers and coaches shall make safety the priority when rotating positions. The manager or a coach will tee-up the ball for the batter and is encouraged to instruct the batter at home plate. A player may elect coach pitch the first two pitches; a tee should be used for the if after the 2nd pitch the ball is not hit in to fair territory to maintain pace of play and to allow for all kids the opportunity to play. All players will bat through the line up each inning.

A runner who is out by the defense play, will be called out and should retire to the dugout. The base runners are not allowed to steal bases. The runner must remain on the base until the ball is hit. There is no leading off. Overthrows at any base, regardless of if the ball is in or out of play, will result in the runners advancing one (1) base only. Managers shall be responsible for holding runners and making them return to the base.

Offense is allowed up to three (3) coaches on the field or approved volunteers. One (1) coach at first, one (1) coach at third, and one (1) coach at home plate (to assist the batter). They will also act as Umpires. One approved volunteer, team parent or coach must remain in the dugout with players at ALL times. Defense is allowed up to three (3) coaches or approved volunteers to act as defensive coaches and are allowed on the field of play. One approved volunteer, team parent or coach must remain in the dugout with players at ALL times.

- B. Co-ed Rookies and/or Elite* (8U): **No official score is kept at this division.** A pitching machine will be used all season unless a machine is not available, requiring the game to be played as coach pitch. Pitching machines are to be set up 42 feet from home plate and in the center of the diamond. An area around the machine is considered the "dead ball zone." Both managers should review and agree that the machine is properly set up and at the appropriate speed and alignment before the game. The speed should be set to allow for the ball to cross the plate at a level the player can hit (ABOUT 32 MPH). Adjustments to height can be made during the game. **NO** adjustments to speed should be made during the game. Offensive coach operating the pitching machine will act as the umpire. No arguments or challenge of judgement calls. A batter will be given no more than 4 good pitches, if after 4 pitches, they do not put the ball in play, they will be considered out except if on the last pitch the batter hits foul, they will continue to bat or if the pitching machine malfunctions and the ball goes in the dirt, above the head or in the batter's box that pitch will not count. The batter is not allowed to bunt off the machine. Any batted ball in fair territory is considered in play.

The base runners are not allowed to lead off or steal bases. The runner must remain on the base until the ball is hit. Overthrows at any base, will result in the runners advancing one (1) base only, overthrows to the pitcher do not count. "Dead ball zone" Balls that go through the "dead ball zone" unobstructed by pitching machine, generator, and/or manager/coaches are in play and live. Balls that are obstructed and hit the pitching machine, generator, and/or manager/coaches, the ball is dead. When the fielder returns the ball to the pitcher or adult the ball is considered "dead" and no runners can advance. If the ball is overthrown to pitcher with the attempt to stop play, this will not count as an overthrow. Each offensive inning will be 3 outs or a maximum 5 runs per inning for the entire game.

All players SHALL play defense, WITH THE EXTRA PLAYERS IN THE OUTFIELD. One defensive coach may be on the field when their team is playing defense. All other coaches shall remain in the dugout during this time. The player designated as the pitcher may play on either side of the pitching machine outside of the "dead ball zone" and behind the specified line on either side of first and third base. Pitcher may not cross the front of the "dead ball zone" until the ball is HIT batted. *Elite Softball will use the 10" Ball.

- C. Minors (10U): Coach/machine pitch; shall play up to a 10 player if players are available defense, with the extra players in outfield.

Section III. Team Responsibilities

Prepare Fields	Home Team	Level field and water fields. Check bases and verify pitching rubber distance. Chalk field lines and batter boxes.
After Game Field Clean up	Visiting Team	Clean up field, rake pitching rubber and the batter's box to fill in the holes on the field, so it is ready for the next game and put away equipment if last game.
Scorekeeping	Home Team	Provide a scorekeeper. Scorekeeping will only be done behind home plate and will need both managers, score keeper and umpire signatures. Coaches will not be allowed to keep the official score for the game, but they may keep their own book.
Umpire	Both Teams	Coaches should be prepared to umpire as needed and are encouraged to volunteer to umpire games. If a league approved volunteer umpire is unavailable for the game, the offensive team may have an approved volunteer call pitches and plays from behind the pitcher.
Dugouts	Both Teams	No sunflower seeds, gum or spitting in the dugout. Clean out dugout of all trash and equipment after each game. Coaches are responsible for getting a trash bag from the snack bar and cleaning up after their team.
Parents/Spectators	Both Team	Managers/Coaches are responsible for their parent/guests conduct.

Section IV. Penalties

- A. 1st offense: Verbal or written warning from league official.
- B. 2nd offense: Possible (1) game suspension or further disciplinary action as determined by the Board of Directors.

Section V. Draft Method

- A. Step 1: Determine the number of teams that you have for each division.

- B. Step 2: Each manager will draw a number from a container to determine the pick order. Snake draft method will be used (i.e., the pick order is reversed each round).
- C. Step 3: Players' numbers are placed into different "buckets" (which are listed on a white board or poster for all managers to see) based on skills assessment score.
 - a. Coaching Staffs' child(ren) will not be placed into a "bucket". **(See Note*)**
 - b. Pitchers & catchers will have a "p/c" notation next to their numbers.
 - i. Managers cannot select a 2nd pitcher/catcher before other team managers have selected at least one pitcher/catcher.
- D. Step 4: Each manager selects a player from the highest rating "bucket", until all players with that rating are selected.
- E. Step 5: Picks will continue with the next highest rating "bucket" until all players are selected from all "buckets".

NOTE All coaching staff's children will automatically be their first pick of the rating "bucket" in which the child is in. Example: Manager's child is rated as a 3. That manager's first pick out of the "bucket" of players rated 3, will be his/her child(ren).

When a team is added due to additional enrollments after the registration period has closed, the player agent will be responsible for assuring the teams are properly redrafted or otherwise ensure talent is distributed evenly with trades. Player agents will make sure all players are assigned a ranking.

Player agents are responsible for arranging player evaluations, as needed.

Section VI: All Star Selection Process:

1. TVLL will NOT have any try-outs or a Letter of Intent for All-Stars, but will instead use the attached All-Star Manager/Coaches scoring sheet.
 - a. Managers should rate their players based on Temperament, Personality, Attitude, Commitment to the Game and Talent.
2. All All Star manager/coaches must complete the L.L Diamond Leader Training Certificate by May 15th.
3. District 58 recommends each team, **IF AT ALL POSSIBLE**, should be **ALL**:
 - a. 10 yr olds
 - b. 11 yr olds
 - c. 12 yr olds
 - d. 13 yr olds
 - e. 14 yr olds
 - f. 15/16 yr olds
4. District 58 hosts farm tournaments for the rookie divisions. Selection of the same shall consist of the top 50% of players in that division to form multiple equally competitive teams.
5. TVLL All Star Policy and Basic Overview
The TVLL regular season offers as broad opportunity for players to experience baseball and softball. Regular Season Local League Rules are adopted to increase fairness and playtime for ALL players. Coaches are encouraged to develop all players and use the regular season to develop skills across the entire team.
6. The All-Star Season is separate from the regular season. It is an opportunity for a significantly higher level of play within the District and Regional Little League system. Players will be required to demonstrate a high level of commitment, will receive a higher-level instruction, and will compete against other Little League All-Star teams.

When it comes to All-Star teams, it is the intent of the League Board to select coaches and field teams that will best represent our league in competition and character.

7. Little League Tournament Rules shall be strictly followed. Please refer to and read the 2023 Little League Rulebook regarding Tournament Rules (baseball pages 163-213, softball pages 155-200).
8. Skill-level and ability to compete, attitude, hustle, team spirit, team leadership, and overall character, integrity, and sportsmanship are very important characteristics that make excellent candidates.
9. General Selection Process and Procedure Timing:
The All-Star team selection process can begin after May 1. Leagues can announce their tournament teams as early as May 15th. District tournament play can begin as soon as June 17, 2023.
10. The All-Star Tournaments typically begin the third weekend in June. If a team were to win the District All-Star Tournament, the team would then move on to the regional or State Tournament (typically late July). The ultimate goal is to play the Little League World Series (Williamsport, PA) that will take place in early to late August.
11. All Star Calendar - <https://www.littleleague.org/downloads/master-tournament-calendar-bw/>
12. Player and Parent Commitments:
TVLL is striving to field the most competitive All-Star team possible and assure that it is comprised of players and managers/coaches that represent the attitude and character we desire. TVLL wishes to involve only parents and players who are committed to the hard work and practice time that is required to participate at this level of competition. The player and parent commitment to All-Stars must be a solid commitment. Tournament Players must bear in mind that their first commitment is to the TVLL team before any other non-Little League team or to any other sports events during the All-Star Season. Each successful candidate player will need to sign an All-Star Commitment Form. This document explains the commitment necessary to be a part of the All-Star Program.
13. Number of Players:
Each All-Star team representing the TVLL will consist of 10 to 14 players. Keeping in mind there are mandatory play requirements at most levels of play (see rules). Additionally, the All-Star Manager shall request the player agent for a new player should the team need to replace a player due to injury, lack of commitment, ineligibility, or other unforeseen circumstance. Per Little League rules, some players may be eligible for multiple teams, but may only play one at a time (see Rulebook).

Teams and age groups:

Senior Baseball	League Age 12-16	Senior Softball	League Age 12-16
5070 Baseball	League Age 11-13	Junior Softball	League Age 12-14
Major Baseball	League Age 10-12	Major Softball	League age 10-12
11U Baseball	League Age 9-11	Minor Softball	League age 8-10
10U Baseball	League Age 8-10	Rookie Coed Machine Pitch (District only)	League Age 7-8

14. **All-Star Player Selection Process** The process for selecting All-Star Teams will involve several steps.

Player Rating Sheets completed and submitted by Managers and coaches (May 13)
Voting & Selection (May 14)
All Star Team Manager Selection (May 15)
Team and Player Verifications (May 20)
Board Meeting (5/20-5/23)
Finalized Team Announcements (June 1)

15. **Rating Sheet:** Regular season managers and coaches shall rate all top players to be a candidate for an All Star team using the attached scoring sheet. The rating process is confidential, and players/parents should not be contacted at this time. Team Managers will be responsible to identify a list of players on their teams that are skilled and demonstrate the commitment and values to Little League to be considered as All-Star candidates on the ballots.
16. Players shall be evaluated on multiple criteria including the player's performance, attitude, sportsmanship, and teamwork. The ratings and selection shall be based on the needs of key positions in All-Star Team including first base, second base, third base, short stop, pitchers, catchers, and outfield (i.e. will there be an adequate number of catchers and pitchers as well as all other positions).
17. **Voting:** The President, assisted by the Player Agent(s), will call a meeting with the team Managers and coaches in each division to review the ratings sheets (copies for each coach), list the nominated players on ballot sheet, pass out the voting sheet (ranked voting 1-12) and allow time for a vote, all coaches vote and turn in ballot. The Player Agent will tally and list the top players. Managers and coaches will complete the ballot, ranking the top 12 players 1-12 with 1 being the highest ranked. We will create a ranked lists of remaining players to backfill open positions as they come up due to unexpected vacancies.
18. A child eligible for two teams will be placed on the most appropriate division for their age and skill level. Players should be placed on teams to fill critical positions to ensure the best team configuration.
19. The President and Player Agent(s) will then take the list of players selected to a team, complete the Tournament Player Verification paperwork, upload to the data center and finalize the tournament team rosters.
20. Player Verifications: Successful candidates will be required to complete a Commitment Form to be eligible for All Stars. The Player Agent will complete the Player Tournament Verification Form along with the supporting documents (original birth certificate, proof of residence, and medical release) and submit to the League President for signature and to the District Administrator for verification of eligibility and signature before the player can officially be placed on the team and before practices begin. Previous year Player Tournament Verification Forms can be used and the sleeve must remain in tack with previous medical release and add new medical release on top.
21. Final Team Approval/Announcements: Once all players on the proposed roster are determined eligible and have completed Verification Forms, only then can the slate of players for each team be submitted to the Board for final approval.
22. Players must be determined by the League to be eligible before players, coaches and teams can be announced.
23. **Confidentiality and Oversight:** The entire process and meetings are confidential and shall be overseen by the League President and assisted by the Player Agent(s). The selection results (number of votes, selection order, etc.) and deliberations about the prospective players are strictly confidential.
24. **Manager selection criteria and eligibility, per little league rules:** Qualified volunteers are eligible to be considered to be a manager of an all star team.
25. An all-star manager/coach must complete a background check and the L.L. Diamond Leader Training Certificate.
26. The President and Coaching Coordinators will solicit All Star manager and coaching candidate interest before

May 15. The selection of all-star coaches is not based on team rankings during regular season. After the interest is received, the Board shall hold a meeting to discuss the manager candidates and will make the final decision on who will manage each team. Managers will submit their desired coaching staff and get board approval.

27. A manager or coach may be eliminated from All Star coaching if their participation is deemed “detrimental” to league operations.
28. Should the Board not be able to reach a consensus, the league President shall seek counsel from the District Administrator and make the final determination on the Manager for each team.
29. The manager is allowed to choose the two (2) coaches after the players have been selected, provided that each person is approved by the league and meets all other eligibility requirements.

Additional resources:

<https://www.littleleague.org/tournament-resources/>

<https://www.littleleague.org/player-safety/child-protection-program/birth-certificates/>

All Star Calendar - <https://www.littleleague.org/downloads/master-tournament-calendar-bw/>

All Star Baseball Rules - <https://www.littleleague.org/downloads/tournament-rules-baseball/>

All Star Softball Rules - <https://www.littleleague.org/downloads/tournament-rules-softball/>

