



THE PURPLE BOOK

2026 Edition



Angleton Youth Baseball Association, Inc. Local Policies and Rules Manual

The Angleton Little League (ALL) Board of Directors (The Board) has adopted this Local Policies and Rules Manual (a.k.a. The Purple Book), to supplement the Official Little League Rulebook. The Board of Directors has the final authority to interpret the Local and Official Little League Rules, which includes ruling on all matters not covered by these Rulebooks, and amending the Local Rules as required.

The objective of the Angleton Little League program is to positively develop youth by instilling the values of fair play, good sportsmanship, teamwork, honesty, loyalty, courage, reverence, and discipline through proper guidance and exemplary leadership. Angleton Little League is committed to providing a safe, inclusive, and instructional environment where character development and personal growth take precedence. While competition and athletic achievement are part of the game, **the pursuit of winning and individual accolades is secondary to the development of character, respect for others, and a lifelong love of the game.**



Managers and Coaches are expected to familiarize themselves with and adhere to the **Official Little League Rule Book** and the **Angleton Little League Purple Book**. The Purple Book is intended to identify approved local rules permitted by Little League International and to clarify rules that are frequently questioned across various levels of play.

At no time shall the Purple Book supersede, conflict with, or redefine any rule established by **Little League International**. In all cases where a discrepancy is perceived, the Official Little League Rule Book shall take precedence.

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2026 Board Members / Committees

<i>President</i>	<i>Robert Martin</i>
<i>Vice-President</i>	<i>Luis Leija</i>
<i>Secretary</i>	<i>Amanda Warner</i>
<i>Treasurer</i>	<i>Teresa Browning</i>
<i>Player Agent</i>	<i>Josh Beacom</i>
<i>Coaching Coordinator</i>	<i>Luis Leija</i>
<i>Safety Officer</i>	<i>Beau Lara</i>
<i>Umpire In Charge</i>	<i>Beau Lara</i>
<i>Field Maintenance Manager</i>	<i>Justin Calvert</i>
<i>Registrar</i>	<i>Committee</i>
<i>Concession Manager</i>	<i>Robert Martin & Luis Leija</i>
<i>Purple Book</i>	<i>Committee</i>
<i>Social Media</i>	<i>Krystal Nixon & Amanda Warner</i>
Division Managers	
<i>Intermediate/Juniors/Seniors</i>	<i>Patrick Krsak</i>
<i>Majors</i>	<i>Armando Barrera</i>
<i>Minors</i>	<i>Cody Kennedy</i>
<i>Coach Pitch</i>	<i>Daryl Denbow</i>
<i>Competitive Tee Ball</i> <i>& Tee Ball</i>	<i>Krystal Nixon & Amanda Warner</i>

**Anyone wishing to join the Angleton Little League Board or participating in a committee is encouraged to contact the League at
angletonlittleleague@gmail.com**

Field Rules:

1. Protests of games are managed by **Little League Rule 4.19- Protesting A Game**. Protest shall be considered only when based on the violation or interpretation of a playing rule, use of an ineligible pitcher, or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgement. The managers of contesting teams only shall have the right to protest a game (or in their absence, coaches). Protests shall be made as follows:
 - a. The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest.
 - b. Following such notice the umpire shall consult with the other umpire(s) and/or the Duty Board Member (DBM) to reverse or uphold the decision. If the umpire does not reverse the decision, the umpire will announce that the game is being played under protest, and the current game situation will be logged in the official scorebook.
 - c. Protest made due to the use of an ineligible pitcher or an ineligible play may be considered only if made to the umpire before the umpire(s) leave the field at the end of the game. Whenever it is found that an ineligible pitcher or ineligible player is being used, said pitcher shall be removed from the mound, or said player shall be removed from the game, and the game shall be continued under protest or not as the protesting manager decides.
 - d. Before leaving the ballpark, the manager and umpire(s) should ensure the DBM is aware of the protest and the umpire(s) must fill out the Protest Report.
 - e. Within 24 hours, the protesting manager shall notify the League President and Division Manager in writing (via text or email).

NOTE: All formal protests must be decided within two weeks.

2. Prior to games, team warm-up activities will be conducted in the outfield grass. On game days, individuals and/or teams are not allowed to take infield practice on the game fields.
3. Coaches are responsible for getting their field in playing condition. It is not the responsibility of The Board. The Board is there to help assist the coaches with the equipment and supplies.

a. Home and Away Team Responsibilities

BEFORE YOUR GAME	<ul style="list-style-type: none">● Drag / Rake all base dirt areas to include home plate and the pitcher's mound.● Water infield● Paint the batter's boxes, the base paths, and the foul lines after field is watered
AFTER YOUR GAME	<ul style="list-style-type: none">● Collect the garbage from inside the dugout, around the field and bleachers● Empty and reline the canisters after every game, if more than half full. If you are the last game of the day, pull out the trash from the canister and place it outside of the dugout. A board member will collect it and place it in the dumpster.● Drag / Rake all base dirt areas to include home plate and the pitcher's mound.● Water the base dirt areas including home plate and the pitcher's mound. (unless told otherwise by a Board Member)

4. Games will not start on any field unless the field is prepared properly (raked and lines marked).
5. In order to minimize confusion regarding pitching eligibility, during pregame, managers will provide all players who are ineligible to pitch during the current game to the umpire, and the umpire will record those players as ineligible on the official game pitch count card. Failure to do so (resulting in a violation of Little League Eligibility Rules) shall result in a one (1) game suspension for the Manager. This suspension will be applied immediately to the following game.
6. Approved waiver of **Little League Rule 3.04** regarding “**Courtesy Runner**”:
 - a. With two outs, teams may insert a courtesy runner for the pitcher and/or catcher of record. This is encouraged to speed up play but is not required. The courtesy runner must be the player who made the last recorded out.
 - b. If the pitcher and catcher of record are on base with two outs, the offense may use a courtesy runner for both the pitcher and catcher of record at the same time. When assigning courtesy runners in such situations, the player who is scheduled to bat soonest shall be placed on the base closest to the plate.
7. As a supplement to the rule waiver for defensive substitutions under the Continuous Batting order:
 - a. Mandatory play for players on teams in the Tee Ball division through Minor Division must be completed by the end of the 4th inning.
8. A Little League approved umpire or board member is the only person, outside of lightning/weather, that can suspend a game currently in play.
 - a. No Coach can request the game end for any reason, unless he or she can't field enough players (Minimum of 8).

Field & Park Decorum:

1. **Little League Regulation XIV Field Decorum**- outlines appropriate behavioral expectations for members of Angleton Little League (ALL). Any member of Angleton Little League who violates Field & Park Decorum rules will be subject to discipline by the Board of Directors or its designee. The Board authorizes Directors at the park to act immediately in the best interest of ALL when a violation of these rules occurs.
2. No tobacco in any form or vaping will be allowed on the playing field, dugouts, or in the stands at any time. This includes players, any volunteers, and or parents. This is true for functions at Freedom Park, practices or any ALL function.
3. No alcohol consumption will be permitted on the premises of Freedom Park or at any Little League sanctioned activity (including, but not limited to, practices, team events, etc.) during the hours of competition or play.
4. There will be no seating of chairs or tents for shade in areas marked by paint around the bleachers so that access to the bleachers is not prohibited.

5. The Board Members on Duty shall have the authority to eject from the premises of the ballpark any individual displaying or having used unsportsmanlike conduct, intoxication, or obscene language.

- a. Any parent, coach, or individual displaying or having used unsportsmanlike conduct, intoxication or obscene language on the premises of the ballpark will be subject to disciplinary action by the Board of Directors up to suspension from league activities.
- b. Umpires have the right to suspend play until a coach, parent or player has been removed from Freedom Park.
- c. **“Freedom Park” is defined as anything inside the gravel walking trail**

6. In providing the safest and most positive experience at the park:

- a. Directors of ALL have the authority to remove any individual from the park for the **remainder of the calendar day** if they personally witness a violation of Field Decorum. Furthermore, any parent, coach, or individual who is removed is **not permitted to return to the premises for any subsequent events that day**, even if they have another child participating.
- b. Directors of ALL are instructed to fill out incident reports for any actions that they witness (and act on) or that are reported to them. These reports should be given to the Duty Board Member or the League President (or Sr. League Officer, if the report is on the League President) for follow-up by The Board or its designee.
- c. Directors of ALL may not issue suspensions (**Little League Rule 4.07**) against any member of the league without first receiving consent from the Board of Directors. Suspensions may or may not be immediately appealable at the discretion of the Board of Directors.
- d. Within one week, Directors will provide notification to The Board and the impacted individuals of any actions or penalties that result from the incident.

7. Specific acts of unsportsmanlike conduct may include:

- a. Taunting
- b. Name calling
- c. Foul language
- d. Touching an umpire
- e. Refusing to field a team due to disagreement with umpire's call

Safety

1. If there is an injury to a player during a game or live play:

- a. Play will continue until the pitcher has the ball and the umpire calls time.
- b. If the injury is serious, at the discretion of the umpire, the game can be halted immediately, and the time clock can be stopped until the situation is resolved.

2. Dugouts will be kept in a neat and orderly manner to prevent accidental injuries to players who may otherwise trip over bats, balls or other equipment. Teams shall clean up dugouts after each game to prevent a buildup of trash throughout the day.

3. All games will be governed by the Angleton Little League Safety Program.

4. As a local addendum to **Little League Rule 6.06**, for all twelve-year-old (12) and under divisions, a batter is out for illegal action when slap bunting (also known as 'Fake Bunt/Slash' or 'Slash Bunting'), which is defined as the act of showing bunt and then swinging at the pitch whether contact is made or not. Base runners may not advance.
5. Smoking, including electronic cigarettes and vaping, is permitted only in the north or south parking lots, the grass area north of the concession stand, and any pavilion within the park, except the concession stand pavilion.
6. No pets of any kind, other than service animals, are allowed on the park premises.
7. All accidents should be reported to the Safety Officer within 24 hours. See the Safety Manual for procedures
8. Batting helmets must be worn in the batting cages at all times.
9. No bats shall be swung outside the batting cages or soft toss areas (game fields excluded) unless under the direct supervision of a coach or volunteer while in the individual soft-toss stations.
10. No pickup baseball games/practices using real bats and/or live pitching shall occur on ALL fields or the surrounding Freedom Park facility without prior approval from the Board of Directors.
11. Music before or during games is not allowed.
12. Angleton Little League reserves the right to identify and implement any safety rule out of concern for players, coaches, or umpires on the field of play. These rules may go above and beyond but cannot violate or redefine established Little League safety rules.

Team Managers and Coaches

1. Manager Applications will be accepted during the registration period for the upcoming year. All Manager, Assistant Coach, Team Mom, and Volunteer applications must be completed online through the ALL website (<https://clubs.bluesombrero.com/angletonll>). Each application must include a copy of the applicant's driver's license before any coach or volunteer can be confirmed or allowed to have contact with a team. All volunteer applications and declarations must be given to the League President and/or his designee (Coaching Coordinator or Executive Board Member).
2. All managers, coaches and volunteers will be appointed annually by the League President, with approval of the ALL Board. No coach will be approved if the ALL Board or Division Managers think that he/ she will not actively coach or have previous disciplinary actions against them.
3. Managers will continue in that capacity until re-appointed or until a successor is appointed by the League President and approved by a majority vote of the ALL Board.
4. At the conclusion of each season, the President, Vice President, Division Manager, Coaching Coordinator and Player Agents will grade each Manager/ Coaches performance. Only those with acceptable performance will be allowed to manage in the following season.
5. Splitting coaching staff to create new teams or pull one coach's child from a team to move him to a new team will generally not be permitted.
6. An individual will only be approved to manage/coach one team within Angleton Little League unless approved by The Board.
7. Those desiring to coach in ALL are required to participate in all approved coaching sessions and umpire training. Failure to accomplish this could reflect on future applications.

8. Managers are responsible for returning league issued equipment to the Equipment Manager at the close of each season or will face civil liability to reimburse the cost of the gear issued. The league requires a \$100 deposit to insure return of the issued equipment. If the league issued equipment is not turned in by the end of May (for Spring season) or by the end of November (for Fall season), the League will cash that coach's deposit.

9. Each Manager is responsible for providing the following volunteers for game duties:

HOME TEAM (3rd base side)	In the designated area *: <ul style="list-style-type: none">• Official game scorer (scorebook)• Pitch count cross-checker for Minors and Majors
VISITING TEAM (1st base side)	In the designated area *: <ul style="list-style-type: none">• Game scoreboard operator• Official game pitch counter (paper copy) for Minors and Majors

*Designated area is the score booth on all four fields or the open areas immediately to the left or right of the booth.

NOTE: Clip boards and Pitch Count sheets for the Official Pitch Counter and Cross-Checkers are available in the concession stand where scorebooks are kept.

10. Each team will perform field maintenance duties.

a. **Penalty: If a team fails to perform its assigned field maintenance duties, then that team's Manager will be deemed ineligible to participate with their team during the team's next scheduled game.**

11. A Manager may refuse to play a player in a game because of disciplinary reasons relating to behavior in games or in practices. Before refusing to play a player in a game, the Manager must notify and discuss the penalty with the Division Manager and the player's parents. The player must be listed as ineligible on the lineup card and the reason must be recorded in the Official Score Book.

a. **NOTE:** If a player is penalized for any reason, then any other player on the team shall be penalized likewise for the same infraction.

b. **Regulation IV NOTE 1: See Tournament Rules, "Player Participation in Other Programs".**

Angleton Little League recognizes that Little League allows players to participate in multiple baseball programs and participate in the Tournament Program.

c. **Regulation IV Note 2:** Consistent with the Manager's ability to conduct the affairs of his or her team, any player who repeatedly misses practice or games for any reason must be immediately referred to the Division Manager for investigation.

- If the Division Manager is unable to resolve the truancy issue, the player and the parent/guardian of the player in question will be referred to the Board of Directors (or the Board's approved designee) for further action, up to and including removal from league eligibility and forfeiture of registration fees.
- A manager may request a game suspension for a player as long as the Division Manager is notified at least 48 hours prior to the proposed suspension. The Division Manager will review the circumstances of the absences and confirm that the suspension is consistent with the discipline of other players. The Division Manager must approve or deny the Manager's request no later than 8 hours before the start of the game. If no decision is communicated within that timeframe, the suspension will automatically be allowed.

12. For safety reasons, there must always be at least one approved adult volunteer (Manager, Assistant Coach, Team Mom, or Volunteer) present in the dugout whenever occupied by players (**Little League Regulation XIV and Little League Rule 4.16 (b)**).

a. Intermediate/Junior/Senior, Majors, and Minors Divisions are permitted to have up to three (3) approved volunteers (Manager/Coaches/Team Mom) in the dugout during games.

b. Coaches Pitch and Tee-Ball Divisions are permitted to have up to four (4) approved volunteers (Manager/Coaches/Team Mom) in the dugout during games.

Regulation Game (Innings/Time Limits):

A Regulation Game consists of six (6) innings for Minors/Majors, and seven (7) innings for Intermediate/Junior/Seniors unless extended because of a tie score or shortened because the home team needs none of its half of the last inning; or because the umpire calls the game (**Little League Rule 4.10 (a)**).

If the umpire calls the game due to time expiring, weather, or curfew, it will be considered a regulation game if four (4) innings have been completed in the Minor/Major Division or five (5) innings in the Intermediate/Junior/Senior Division (**Little League Rule 4.10 (c)**).

A game determined by Run Rule, will also be considered a Regulation Game (**Little League Rule 4.10 (e)**).

	Intro to Tee Ball	Competitive Tee Ball	All Coach Pitch	Minors & Majors	Juniors & Seniors		
Pre-Game/ Coaches Meeting	5 – 10 minutes prior to start of game						
Clock Starts	Upon Umpire Starting the Clock						
Time Limit (NO NEW INNING)	45 min	1 hr	1 hr 10 min	1 hr 45 min	1 hr 45 min		
OR							
Inning Limit*	4 Innings	5 Innings	6 Innings	6 Innings	7 Innings		
Innings Needed for a Regulation Game	N/A			4 Innings	5 Innings		
Run Rule	N/A		15 runs after 3 complete innings 10 runs after 4 complete innings 8 runs after 5 complete innings	15 after 4 10 after 5 8 after 6			
Weeknight Start (Early Game)	6:00 PM (If Umpire is late, the game will start upon their arrival)						
Weeknight Early Game End/Susp. (if necessary)	8:20 PM (Play may continue if no late game is scheduled on that field)						
Weeknight Start (Late Game)	No later than 8:30 PM**						
Nightly End/Susp.	No new inning after 9:00 PM		No new inning after 10:00 PM		No new inning after 10:30 PM		
Freedom Park Curfew	11:00 PM						
½ Inning Start	Within 2 min***						

*When the time limit has expired, play shall continue until the inning is complete, unless the home team is leading in the bottom half of the inning.

** If games are running behind, teams will be allowed 10 minutes after the conclusion of the previous game for pre-game/coaches meetings. Games may start earlier if both teams and the umpire are present/ready to go.

*** Umpire regulates ½ inning start. If, in the umpires' judgement, the offense is delaying the game, the umpire may call a strike every 30 seconds until the batter is in the box. If the defense is delaying the game, the umpire may call a ball every 30 seconds.

NOTE: If a game is called (suspended) prior to being a Regulation Game, it shall be resumed at a later date determined by the scheduler and exactly where it left off (**Little League Rule 4.10 (d) and 4.12**).

Suspended & Make-Up Games:

1. The Scheduler shall re-schedule all make-up games and all suspended games at the earliest possible time on any day so long as thirty-six (36) hours of notice is given. If both managers agree, then the notice requirement can be waived
2. All games **MUST** meet **Little League Rule 4.10** requirements for a regulation game.
3. If a game is interrupted by weather after it has reached Regulation Game status, the game will not be resumed, and the final score will revert to the score at the last completed inning.
 - If reverting to the last completed inning results in a tied score, the game shall be rescheduled and resumed exactly where it left off (**Little League Rule 4.12**).
 - If either team is ahead after reverting to the last completed inning, the score is final and that team is declared the winner, regardless of any ties or lead changes in the incomplete inning.

Tie Games:

1. Competitive Tee Ball and Coach Pitch Divisions may end in a tie if time has expired and the current inning has been completed
2. Minors/Majors and Intermediate/Junior/Senior Division games shall not end in a tie.
 - a. If a game is tied after the appropriate inning or time limit, the teams will continue play until the tie is broken after an inning is completed.
 - b. Tie games halted due to weather, curfew, early game time suspension, or light failure shall be resumed from the exact point at which they were halted in the original game.
(Reference **Little League Rule 4.12**)
3. Tie Breaker Rule
 - a. After the completion of 6 innings in the Minor/Major Divisions (7 innings in the Intermediate/Junior/Senior Divisions) and the score is tied; in the 7th inning both offensive teams shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on 2nd base (reference **Little League Tournament Playing Rules 14 – Tie Game**).
 - b. As a local league rule, starting in the 2nd extra inning (8th inning for Minor/Majors Divisions and 9th inning for Intermediate/Junior/Senior Divisions), and each inning thereafter until the tie is broken, both offensive teams will begin its at bat with bases loaded and each batter will begin their at bat with a 1-1 count. Runners placed on base shall be the three players who are scheduled to bat last in that respective half inning. When assigning runners, the player who is scheduled to bat soonest shall be placed on the base closest to scoring
 - For example, if the 7th batter in the lineup is leading off the inning, the 4th batter in the lineup would be placed at third base, the 5th batter in the lineup would be placed at second base, and the 6th batter in the lineup would be placed at first base

League Winners:

1. Division winners in Coach Pitch, Minors, and Majors, may be determined by:
 - a. an end-of-season, double elimination tournament or,
 - Tournament seeding will be based off regular season standings with the team having the best record being the #1 seed and so on.
 - b. based off overall records in a twelve (12) game season.
 - c. Tie breakers for standings will be as follows:
 - Winning Percentage
 - Head-to-Head Winning Percentage
 - Head-to-Head Run Differential
 - Runs Against
 - Runs For
 - Coin Flip

2. Prior to the start of the season, the Board shall determine whether to implement a ten (10) game season followed by an end-of-season tournament or a twelve (12) game season. Practice Limitations:

1. Pre-season practice can begin on the day after the ALL draft (i.e. teams can practice on Sunday following a Saturday draft) so long as the Angleton Little League Charter and Insurance has been approved by Little League International.
2. Intermediate/Junior/Senior, Majors and Minors Divisions
 - a. May have unlimited team functions (i.e. practices, batting cage sessions, practice games, games, etc.) per week.
 - b. No team function should exceed 2 hours.
3. Coach Pitch and Tee Ball Divisions
 - a. May have no more than 3 mandatory and 1 optional team function(s) (i.e. practices, batting cage sessions, practice games, games, etc.) per week.
 - b. No team function should exceed 2 hours.

Player Placement:

League Age is defined by Little League Baseball.

1. Player Placement – Player Contracts and Roster Sizes
 - a. Junior/Senior and Major Division teams must have 12 players on their opening day roster & maintain a 12-player roster for the season. – Pending approval by Little League Baseball
 - b. Minor and Coach Pitch teams are intended to have no more than 12 player rosters. – Pending coach availability
 - c. Tee Ball teams will have no more than 12-player rosters – Pending coach availability

2. If a team loses a player due to injury, illness, change of address, or any other reason, the team Manager must notify both the Player Agent and Division Manager in writing (via text or email) within 48 hours of becoming aware of the situation.

If a Manager fails to notify the Player Agent and Division Manager within 48 hours of becoming aware of the loss of a player, the Manager may be subject to disciplinary action, including a suspension of one game or more, as determined by The Board.

- a. The Player Agent will attempt to fill the roster spot via the waitlisted players.
- b. If the Player Agent presents the Manager with a list of eligible players for addition, the Manager has 72 hours to identify three possible replacement players, in order of preference, to the Player Agent.
- c. The Player Agent will then contact the player's parents and get consent for the player to be added to the league.
- d. The Player Agent will then inform the Manager of his new player, which completes the transfer, and the Manager may then contact the player and his parents. Players will be eligible to play immediately after joining the team.
- e. Players will not be added to any team that has less than five games remaining on its schedule.
- f. If a waitlisted player is not available, the replacement players will be used to fill in on a game-by-game basis.
- g. Before the player transfer is made official by the Player Agent, the Manager (or anyone affiliated with the team) may not, under any circumstances, contact a player or a player's parents.
- h. Anyone who circumvents this player transfer process will be deemed to have committed a serious violation of Angleton Little League rules. The Player Agent must refer all violations to the Angleton Little League Board of Directors for appropriate action.

3. Player Placement – All Divisions

- a. **All players in the League Age 6 and up are required to participate in at least one available tryout to be eligible for the All-Star or Blue/Gray Tournament Selection. No tryouts for League Age 4-5 unless they are playing in Coach Pitch Division.**
- b. Players who do not attend at least one available tryout, without valid reason (ie. injury, illness), must contact the ALL Board prior to the ALL Draft, and discuss their reason for failing to attend a tryout.
- c. Players who register after the Regular Registration (determined annually by the ALL Board) will be placed on the "Waitlist" and added to team rosters on an as-needed basis.
 - No fees will be charged up front for any player who is placed on the waitlist.
 - A waitlisted player will be placed on a team in their appropriate division if there is a spot available.
- d. If a waitlisted player joins the team prior to the start of games, then the player will be responsible for paying all regular registration fees, including any fundraisers the league is participating in

- e. If a waitlisted player joins a team after games have started, the player will pay a prorated fee based on the number of games remaining in the season. **A minimum fee of \$50 will be charged to cover uniform and insurance costs.**
- f. League Age 4 -5: Players will participate in the Tee Ball Division or higher.
- g. League Age 6-7: Players must participate in Coach Pitch (CP1) but may try out for higher divisions.
- h. League Age 8: Players must participate in Coach Pitch (CP2) but can try out for higher divisions.
- i. League Age 9-10: Players will play at least in the Minors Division but can try out for any higher division.
- j. League Age 11: Players are eligible for the Majors draft unless they elect "Minors Preferred". Players not selected in the draft will play in the Minors Division.
- k. League Age 12: Players may participate in the Majors Division or the 50/70 Division.
- l. League Age 13: Players may participate in the 50/70 or Junior Divisions.
- m. League Age 14-16: Players must participate in the Junior/Senior Division.

***Exception: Players ages 6-12 may play up or down in any division if spots are available and approved by Player Agent and/or League President.**

- **To play down: Only allowed under special circumstances and with approval.**
- **To play up: Only if chosen in the draft and the player attended tryouts for both their League Age division and the division they wish to play up in. Notification of intent MUST be submitted in writing to the League President or designee before the scheduled tryouts for that division.**

Draft:

1. All divisions, Coach Pitch through Senior, will have snake drafts. The last round of each draft in which they do not have enough players for each team will continue the snake draft process; coaches can pass the last round. All registered players must be drafted.
Majors Division - Due to 12 year-old players having to be drafted in particular order, they will be drafted 1st.
2. **Parents may request that their child not be drafted by a specific coach or manager, subject to the following conditions:**
 - a. The League must receive the request before the draft.
LATE REQUESTS WILL NOT BE ACCEPTED.
 - b. Each request must identify the coach or manager by name and provide a specific reason or reasons for the request.
 - c. All requests will be reviewed by the Player Agent, who will honor only good-faith, reasonable, and legitimate requests.
 - d. If a request is honored, the named coach or manager will not be permitted to draft that player.
 - e. All requests will remain confidential.
3. No trades are permitted after the draft process is complete.
 - a. The draft process for a team is complete once a Manager has signed the draft sheet.

4. **Manager's Option:** The manager's son or daughter may be claimed as a "Manager's Option" and may not be drafted by other teams.
 - a. The manager must draft his son or daughter by the fifth (5th) round of their respective age range
5. **Coach/Team Mom* Option:** A coach or Team Mom's son or daughter may be claimed as a "Coach's Option" and may not be drafted by other teams.
 - a. The 1st assistant coach's son or daughter must be drafted by the fifth (5th) round of their respective age range.
 - b. The 2nd assistant coach's son or daughter must be drafted by the fifth (5th) round of their respective age range.
 - c. The Team Mom son or daughter must be drafted by the fifth (5th) round of their respective age range (***applies to CP and CP2 only**).
 - d. To exercise a Coach Option during the draft, the coach's application must be in the hands of an ALL Board Member 2 days before the draft.
6. **Brother/Sister Option:** Any team selecting a player who has a sibling eligible as an option, must select the other sibling with the last draft choice.
7. **Hat Picks:** Any player who does not attend tryouts will either be a 9th-round "hat pick" or placed into the draft.
 - a. The decision to place a player into the draft or leave them as a "hat pick" will be decided by the Player Agent in consultation with the Division Manager.
 - b. In making this decision, the Player Agent and Division Manager will seek input from each Manager regarding players who did not try out.
 - c. If the Player Agent and Division Manager determine that the player's skill level is significantly greater than that of a typical 9th-round draft pick, the player will be placed into the draft.
 - d. Prior to the draft, the Player Agent or Division Manager will explain the player's skill level and value to the managers and coaches.
8. **Computer Draft:** For Tee Ball Division only, a computer draft will be used.
 - a. Sons or daughters of Managers, Coaches, and Team Moms will continue to be protected.
9. **Transportation Options:** No transportation options will be considered, honored, or accepted.

Pitch Count Procedures for Pitching Divisions:

1. Pitch count sheets will be kept by non-coaching representatives of both teams. Visiting Team will provide the Official Game Pitch Counter and Home Team will provide the Pitch Count Cross-Checker.
 - a. When the pitch count gets to 15 pitches from the maximum allotted number for that pitcher (dependent on player's age), the umpire and manager shall be alerted of the pitch count.
 - b. When a pitcher reaches the limit for his/her age, the umpire and manager will be informed and the pitcher must be removed from the game before the next batter (the pitcher can finish pitching to the current batter).
 - c. The Pitch Counter must provide the pitch count for any pitcher when requested by either Manager or Umpire (**Little League Regulation VI- Pitchers (f)**).
 - d. At every pitching change, both managers will confirm the previous pitcher's pitch count with the umpire and sign the official scorecard held by the umpire.
2. At the immediate conclusion of every game, both managers must sign the official scorebook maintained by the Official Scorebook Keeper to verify the final score and pitch counts.
3. After every game, the Home Plate Umpire will sign the official scorebook to confirm the final score.

Pitches Per Day by League Age		Mandatory Rest for League Age 14 and Under		Mandatory Rest for League Age 15 and 16	
8	50 Pitches	1-20 Pitches	0 Days	1-30 Pitches	0 Days
9-10	75 Pitches	21-35 Pitches	1 Day	31-45 Pitches	1 Day
11-12	85 Pitches	36-50 Pitches	2 Days	46-60 Pitches	2 Days
13-16	95 Pitches	51-65 Pitches	3 Days	61-75 Pitches	3 Days
		66+ Pitches	4 Day	76+ Pitches	4 Days

4. Little League Regulation VI – Pitchers

- a. Any player on a regular season team may pitch.
- b. ***Exception:** *Any player who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day.*

A player who played the position of catcher for three (3) innings or less, moves to the pitcher position, and delivers 21 pitches or more (15- and 16-year-olds: 31 pitches or more) in the same day, may not return to the catcher position on that calendar day. **EXCEPTION:** If the pitcher reaches the 20-pitch limit (15- and 16-year-olds: 30-pitch limit) while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to return to the catcher position, until any one of the following conditions occur: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half-inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat.

NOTE: If a pitcher reaches 40 pitches while facing a batter, the pitcher may continue to pitch, and maintain their eligibility to play the position of catcher for the remainder of that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; (3) the third out is made to complete the half inning or the game; or (4) the pitcher is removed from the mound prior to the batter completing his/her at-bat. The pitcher would be allowed to play the catcher position provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 41 or more pitches, and is not covered under the threshold exception, the player may not play the position of catcher for the remainder of that day.

***Approved Ruling from Little League:** The catcher receiving one pitch to a batter in the fourth inning constitutes having caught four (4) innings. Warm-up pitches do not count, only when the ball is live will the pitches count toward innings caught.

5. Little League Regulation VI – Pitchers (h): Use of an Ineligible Pitcher

- a. Anytime The Board is notified in writing that a team has used an ineligible pitcher or player, The Board shall form a committee to investigate the allegations.

The investigation committee shall not include any representative from the teams involved.

- b. If it is determined that a violation occurred and an ineligible pitcher or player was used, the offending Manager may be subject to disciplinary action, up to and including suspension from the next scheduled game.

Website Updates (Pitch Counts/Days Rest/Scores)

1. **Home Team Managers** must report the score and pitch counts for **BOTH** teams within 48 hours of game being played by entering the information on the league website.
 - a. If a game is played against a team outside of Angleton Little League, only ALL information is entered.
EXAMPLE: If ALL plays Danbury LL, ALL coaches will enter their team's information only. Danbury LL information is not entered into our system.
 - b. Penalty: If a manager fails to input this information, the Manager may be deemed ineligible to participate in their team's next scheduled game.

Rainout and Severe Weather Policy:

1. ALL will attempt to make decisions approximately 90 minutes before scheduled game times. Games may be canceled at any time, including close to the game's start time, if it becomes clear that the field will not be ready despite preparation efforts.
2. The decision to cancel games may or may not cancel all games for the day.
 - a. Ex1: The 6:00 p.m. game may be canceled while the 7:30 p.m. game is still played.
 - b. Ex2: A game on Field #4 may be canceled while a game on Field #1 is still played.
3. *Please check updates carefully to know which games are canceled and which may still be played.
4. On days that it rains, teams scheduled to play should send anyone available to the fields as early as possible to help prepare the fields for play.
4. In deciding whether to cancel a game, the following factors will be considered:
 - a. Amount of rain and current field conditions
 - b. Weather forecast (i.e. additional rain expected)
 - c. Likelihood of getting the field ready by game time
 - d. Amount of help available for field preparation
5. As soon as practical, cancellations and updates will be posted to Angleton Little Leagues website, ALL's Facebook page, and GroupMe app.

NOTE: South Texas weather can be unpredictable and many factors are taken into consideration when determining to cancel games. At times, the Safety Officer or a member of The Board may determine that outdoor practices must be canceled as well.

Coaches shall use sound judgment and consider the safety and best interest of players when determining to hold an outdoor practice. Factors may include ground conditions and saturation, expected storms/lightning or rain, cold fronts and windchills, or temperature extremes.

Angleton Little League All-Star and Blue/Gray Selection Process

The All-Star Manager Selection Committee shall consist of:

1. The League President
2. The League Vice President
3. The Player Agent
4. The Division Manager of the division being selected
5. The Coaching Coordinator

Eligibility Clause:

Managers - Managers and/or Coaches with a child registered in ALL who do not participate for one or more seasons will be ineligible to manage or coach an All-Star team until they reach their second consecutive spring season unless special circumstances are approved by The Board.

Players - To be eligible for the All-Star or Blue/Gray Tournament Selection, players must attend at least one tryout and have participated in at least 8 regular season games (**Little League Tournament-Tournament Rules and Guidelines/ Tournament Organization**). Players that fail to attend the initial tryout or the make-up tryouts will be declared ineligible. Players who do not meet the 8 game requirement due to injury or illness may still be deemed eligible if they provide a physician's note documenting the injury or illness during the season and the note includes a release for participation. The ALL Board will review and determine eligibility on a case-by-case basis.

All-Star and Blue/Gray Manager Selection

The Manager will be selected by the All-Star Selection Committee during a special meeting called for that purpose. Managers who wish to be considered must notify the All-Star Selection Committee in writing (via text or email) prior to the end of Week 4. Before the selection process, each manager in their respective division will be asked to provide the committee with a vote for who they believe would best represent the league as the All-Star or Blue/Gray Manager. These votes will be considered during the selection process. The All-Star Selection Committee will select the managers who best represent the values of Angleton Little League and offers the best overall opportunity for the league. The All-Star Selection Committee will finalize manager selections by the end of the 8th season game.

Once chosen, the All-Star Manager may select up to two eligible coaches of record to assist as All-Star coaches, subject to approval by the All-Star Selection Committee. These coaches must be regular-season managers or coaches.

All Managers and Coaches Must:

- Complete the Little League Diamond Leader Training Program
- Meet all requirements under Little League Tournament rules
- Have been a coach or manager in the same spring season prior to All-Stars

Player Selection and Announcement

1. Before March 31st, each parent must submit an All-Star Request Form to have their child considered for selection to an All-Star team.
 - a. Forms will be available on the Angleton Little League website, the concession stand, or provided by the Team Manager.
 - b. All forms must be submitted prior to April 15th.
2. The Player Agent will provide each Manager with a list of eligible players for consideration once they are chosen as an All-Star or Blue/Gray Manager.
3. Managers will diligently scout all players as equally as possible prior to All-Star selections.
 - a. After the league has completed a minimum of 10 games in each respective division, Managers may submit their proposed list to the Player Agent for review.
 - b. The Player Agent will verify that each player meets all requirements set by Little League or Blue/Gray Tournament rules. Players who do not meet these requirements will not be eligible for selection.
5. Once the league has completed the required number of games and is permitted by Little League to announce the teams, the League will post each team's roster and any alternates via Facebook, Angleton Little League website, or other official channels.
 - a. **At NO time prior to this official announcement may any Manager/Coach notify a player about their selection or non-selection to an All-Star or Blue/Gray team.**
 - b. **(Little League Tournament- Tournament Organization)** Violation of this rule reflects negatively upon Angleton Little League and may cause the Little League Tournament Committee to revoke tournament privileges. Managers or Coaches who are found to have violated this rule may be subject to disciplinary action up to and including removal from league activities.

The Board will determine annually how many All-Star and Blue/Gray teams will be formed based on coach and player availability.

- Jr/Sr/Intermediate League All-Stars – 16U
- Majors All-Stars and/or Blue/Gray – 12U, 11U
- All-Stars and/or Blue/Gray – 10U
- Blue/Gray – 9U
- Blue/Gray – 8U
- Blue/Gray – 7U

Local League Rules and LL Clarifications:

1. **Little League Rule 4.04 - "Continuous Batting Order" is adopted for all divisions within ALL excluding Intermediate/Junior/Senior League**
 - a. Any player declared ineligible by the Manager due to illness, injury, or disciplinary reasons may not enter the current game unless the game becomes suspended and is resumed later, in accordance with **Little League Rule 4.01(d)**.
 - b. **Little League Rule 4.04 NOTE 2**- When a player is injured or becomes ill after the start of the game, the team will skip over his/her at-bat without penalty (no out). If the player returns, they will return to their original spot in the line-up.
 - c. A player arriving late to a game may not enter the game once their team's lead-off batter has completed their second plate appearance. If the game is suspended, the late-arriving player may enter when the game resumes, per **Little League Rule 4.01 NOTE 2**.
2. **ALL has adopted the option under Little League Rules 4.16(a), 4.17, and 6.05(n) to permit teams to start and play a game with a minimum of 8 players. The 9th position in the batting line-up will be skipped over without penalty (no out will be called).**
 - a. If a team starts with 9 players and a player is ejected, their spot in the line-up will be called an out.

3. Substitution Rule – Little League Rule 3.03 NOTE 1 Approved Waiver

- a. A substitute may be removed from the game prior to completion of his/her mandatory play requirements, so long as mandatory play is reached before the game's completion.

4. Little League Rule 1.10 – Legal Bat Specifications

As of January 1, 2018, Little League Baseball adopted and implemented USA Baseball Bat Standard

- a. Managers are responsible for ensuring their teams are properly equipped prior to games under **Little League Rule 3.01(a)**.
- b. Bats used in Tee Ball, Coach Pitch, Minor, and Major Divisions must meet Little League's specifications and standards and feature the **USA BASEBALL** logo signifying that the bat meets the USABat-USA Baseball's Youth Bat Performance Standard.



- c. Bats used in the Intermediate (50/70) and Junior Divisions must meet the USA Baseball performance standards and feature the **USA BASEBALL** logo or meet the Batted Ball Coefficient of Restitution (**BBCOR**) performance standards and feature the **BBCOR** certification mark.



- d. Bats used in the Senior Division must meet the BBCOR performance standards and feature the BBCOR certification mark.
- e. **Little League Rule 6.06(d)** will apply to any bat used in a game and found to be illegal by **Little League Rule 1.10**. If the batter enters the batter box with an illegal bat or caught using an illegal bat prior to the next batter, the ball is dead, the batter is out, and runners must return if they advance on the play.
 - i. **PENALTY:** The Manager and player will be ejected from the game and the team will lose a base coach.
- f. Tee Ball bats must be marked with the **USA BASEBALL** logo as well as marked "**Tee Ball**".
 - i. Tee Ball bats can only be used in Tee Ball and Coach Pitch 1 (CP1 with approved baseballs only).
- g. Any bat that is NOT listed on the USABat Approved Bat List ([USABat Approved List](#)) will NOT be approved for use.
- h. Angleton Little League may form a committee consisting of the Safety Officer, the Division Manager, and managers from a given Division to investigate and determine the acceptability of any bat listed on the USABat Approved Bat List if there is a concern for player safety.

5. Little League Rule 1.09- Approved Baseballs

- a. Two approved baseballs will be provided at the start of each game.
- b. Please ensure parents and fans return foul balls to a coach or umpire.

6. Little League Regulation V- Selection of Players (Pick-Up Player) - A player may be selected from the player pool within the same division to fill roster spot and make nine (9) players for one game, upon approval by a Board Member and/or Player Agent, provided the following conditions are met (**Little League Regulations VII- Schedules, Regulation VI-Pitchers**):

- a. Minor/Major/Intermediate/Junior/Senior Division- game CANNOT be the 3rd game of the day for the selected player.
- b. Tee Ball/Coach Pitch Division- game CANNOT be the 2nd game of the day for the selected player.
- c. Pick-Up Players may NOT, under any circumstances, play the position of Pitcher.
- d. All catching rules apply- if a Pick-Up Player is playing in their 2nd game of the day and pitched more than 41 pitches for their regular team, the Pick-Up Player may NOT play Catcher.

- e. Where possible, the caliber of the Pick-Up Player should be equivalent or as close as possible to the skill level of the missing player(s).
- f. A player may be selected from the opposing team, provided both Managers and the player's parents agree.

7. Little League Rule 6.02 and Tournament Rule 3 -

- a. Batters are required to keep at least one foot within the batter's box throughout the at bat after entering the batter's box during the **Little League International Tournament** under **Tournament Rule 3**.

Exceptions:

- i. On a swing, slap, or check swing
- ii. When forced out of the box by a pitch
- iii. When the batter attempts a "drag bunt"
- iv. When the catcher does not catch the pitched ball
- v. When a play has been attempted
- vi. When time has been called
- vii. When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box
- viii. On a three ball count pitch that is a strike and the batter thought was a ball

- b. The Angleton Little League Board of Directors has voted, with respect to Little League International's determination to speed up game play, to implement this rule for the regular season for all levels of play.

8. Special Rule for Fall Season

- a. The Angleton Little League Board will coordinate with other local leagues and may elect to host a Fall League each year. If Angleton does not host a Fall League, players will be referred to neighboring league partners.
- b. During the Angleton Little League Fall League, a player must participate in at least their upcoming year's league age division. ALL has adopted this rule to ensure players develop the fundamental skills necessary for the upcoming Spring season. Parents are encouraged to follow this guidance even when participating in a Fall League outside of Angleton.

9. Little League Rule 6.08 (2)- The Batter- All Divisions: The defense may elect to "Intentionally Walk" a batter by announcing such decision to the plate umpire. A Manager must request and be granted "time" by the umpire and then announce such decision. The request may be made prior to or during an at-bat and a player may only be intentionally walked one (1) time during the game. This does not restrict a team from throwing four (4) balls outside of the strike zone to the player at another time during the game.

10. Little League Rule 7.08 (4)- The Runner- Majors and below: a runner is out for sliding head first while advancing. This does not include diving back to a base.

Local Rules/ LL Clarifications for Intermediate(50/70)/Junior/Senior Division

These divisions provide older players with expanded rules and field dimensions to prepare for advanced, upper levels of baseball. Games will follow **Little League Official Rules**, with **Angleton Little League approved modifications** to maintain safety, competitive balance, and player growth.

1. Standard Little League Rule Book applies for all Intermediate/Junior/Senior Division games with the following exceptions:
 - a. Time limit for these games is 1hr 45 min. See Game Time Chart on pg. 8 for further explanation.
 - b. **Little League Run Rule 4.10 (e):** 15 runs after 4 complete innings, 10 runs after 5 complete innings, or 8 runs after 6 complete innings. The team behind must concede the game.
 - c. Mandatory play of each player on the roster
 - i. 2 innings in the field per game
 - ii. 1 at bat per game
2. **Little League Rule 1.11 (h):** Shoes with metal cleats/spikes are permitted in this division (**EXCEPT WHEN PLAYING ON FREEDOM PARK TURF FIELDS**).
3. **Little League Rule 3.03: (Senior Division)** may utilize a Designated Hitter (DH).
4. Runners may slide head first.
5. Runners may take lead offs while on base.
6. **Little League Rule 8.05:** Balks will be called in these divisions and penalized in accordance with the rules of the game.

Local Rules/ LL Clarifications for Majors Division

The Majors Division represents the highest level of traditional Little League play for younger players, emphasizing competition, teamwork, and sportsmanship. Games will follow **Little League Official Rules**, with **Angleton Little League approved modifications** to ensure consistency and player development.

1. Standard Little League Rule Book applies for all Majors Division games with the following exceptions:
 - a. Time limit for these games is 1hr 45 min. See Game Time Chart on pg. 8 for further explanation.
 - b. **Little League Run Rule 4.10 (e):** 15 runs after 3 complete innings, 10 runs after 4 complete innings, or 8 runs after 5 complete innings. The team behind must concede the game.
 - c. There is a 7-run limit per inning. Continuation scoring is not allowed past 7 runs, except in the case of an over-the-fence homerun, which allows all runs to be scored.
2. **Little League Rule 6.09 (b):** A batter may run to first base on a dropped third (3rd) strike if:
 - a. First base is unoccupied or,
 - b. First base is occupied with two (2) outs.
3. **Little League Rule 8.00- The Pitcher:** In Majors and Minors, there are no “balks”, only illegal pitches. Acts that would be considered a balk, are ruled an illegal pitch.

4. Mound Visits per **Little League Rule 8.06:** (Majors and up) A manager or coach may visit a pitcher once (1x) per inning or two (2x) times in a game. The second (2nd) time in an inning or the third (3rd) time in a game, the pitcher must be removed from the mound.
 - a. A manager or coach calling time to confer with any defensive player will be charged as a mound visit to that pitcher.
 - b. A conference with the pitcher or any defensive player after an injury will not be charged as a mound visit.

Local Rules/ LL Clarifications for Minors Division

The Minors Division is designed to continue developing fundamentals and introduce kids to pitching in a structured environment. Games will follow **Little League Official Rules**, with **Angleton Little League approved modifications** to enhance learning, maintain fairness, and prioritize safety.

1. Standard Little League Rule Book applies for all Minor Division games with the following exceptions:
 - a. Time limit for these games is 1hr 45 min. See Game Time Chart on pg. 8 for further explanation.
 - b. **Little League Run Rule 4.10 (e):** 15 runs after 3 complete innings, 10 runs after 4 complete innings, or 8 runs after 5 complete innings. The team behind must concede the game.
 - c. There is a 7-run limit per inning. Continuation scoring is not allowed past 7 runs, except in the case of an over-the-fence homerun, which allows all runs to be scored.
2. The “infield fly rule” is in effect for Minors and up.
3. **Little League Rule 6.05 (2)- Batter:** Batters may not advance to first on a dropped third (3rd) strike.
4. Stealing is permitted, however, per **Little League Rule 7.13**, when a pitcher is in possession of the ball and on the pitcher’s plate, base runners shall not leave the base until the ball reaches the batter. attempt a steal after the ball has reached home plate and my advance at their own risk on a passed ball.
5. **Little League Rule 8.00- The Pitcher:** In Majors and Minors, there are no “balks”, only illegal pitches. Acts that would be considered a balk, are ruled an illegal pitch.
6. Mound Visits per **Little League Rule 8.06:** (Minors) A manager or coach may visit a pitcher twice (2x) in one (1) inning or three (3x) times in a game. The third (3rd) time in an inning or the fourth (4th) time in a game, the pitcher must be removed from the mound.
 - a. A manager or coach calling time to confer with any defensive player will be charged as a mound visit to that pitcher.
 - b. A conference with the pitcher or any defensive player after an injury will not be charged as a mound visit.
7. **Regulation VI – Pitchers (i)-** A player who has attained the league age of twelve (12) and is participating in the Minor Division, is not eligible to play the position of pitcher.

Local Rules for Coach Pitch (CP1/CP2) Divisions

The Coach Pitch Division introduces players to hitting a pitched ball while maintaining a fun and instructional environment. Games will follow **Little League Official Rules**, along with **modifications approved by Angleton Little League** to promote skill development, improve game flow, and ensure player safety.

1. Time limit for these games is 1 hr 10 min. See Game Time Chart on pg. 8 for further explanation.
2. Pitching distance - The Coach pitching must release the ball no closer than 35' from the tip of home plate. Both coaches must agree on the pitching distance at the start of the game.
3. A Coach Pitcher is prohibited from coaching while in the pitching position either physically or verbally. Including verbal and non-verbal communication between coaches. Communication can start again after the at-bat is complete, signified by the play being called dead or a new batter coming to bat. (One (1) warning will be allowed. The second violation will result in the coach being removed from the mound)
4. Each batter is allowed a maximum of six (6) pitches or three (3) strikes. If a batter hits a foul ball on the sixth (6) pitch, he or she is allowed to continue batting until he or she either does not make contact with the ball or puts the ball in play. A strike is defined as a batter offering at a ball with a swing or check swing crossing the plate and fouling a pitch. Everything else will be called a ball regardless of location.
5. **CP1 ONLY, Tee Ball bats may be used with approved baseballs (Little League Rule 1.10).**
6. No walks are permitted. A batter shall not become a base runner unless he or she hits the ball into fair territory, or the umpire calls catcher's interference (**Little League Rule 6.08 (c)**).
 - a. If a pitched ball hits a batter, the ball is dead, the pitch will count, and the batter will finish his or her turn at-bat. If a pitched ball hits a batter on the 6th pitch, the at-bat is over and the batter is out.
7. A fair, batted ball that hits a coach is declared a foul ball if the umpire rules that the coach's contact with the ball was unintentional. If, in the umpire's judgment, a coach intentionally makes contact with a batted ball, the batter is out, and no runner can advance.
8. Bunting shall not be allowed
9. **Umpires call time after every play and declare the ball dead. Time should be called as soon as all three of the following occur: 1) The lead runner stops attempting to advance. 2) The ball is in the possession of an infield player inside the baselines. 3) No defensive play is imminent.**
 - a. "Juking" on and off the base is not considered advancing to the next base

10. **CP1 Overthrow Rule:** Runner(s) will be permitted to advance one (1) additional base at their own risk on the first overthrow from the outfield or infield. A second overthrow is irrelevant and does not allow for additional bases. If a runner is tagged out while advancing in any way, they are out. An overthrow is defined as- a thrown ball that goes past a fielder attempting to put out a runner. The next base is set based on where the runner is going when the throw is made. If a runner goes past the furthest base allowed and is not tagged out, they must return to the last base that was legally achieved when "time" is called.
 - a. Ex1: If the shortstop overthrows the first baseman, the batter can advance to second at his own risk.
 - b. Ex 2: If more than one runner is on base, the batter and the other runners can at most advance to the base they are in progress of going to at their own risk.
 - c. Ex 3: If a runner is not advancing at the time of an overthrow, at most they can gain is the next base at their own risk.
11. **CP2** division does not have an overthrow rule.
12. Teams may play 10 players defensively. However, with 10 players, there shall be 4 outfielders who shall play no closer than 30 feet to the infield dirt. No "rovers" are allowed.
13. Player at the Pitcher position must be positioned behind the Coach Pitcher on either side of them and must have at least one foot inside the dirt area. If a pitcher charges in front of the Coach Pitcher before the ball reaches the plate, the umpire shall rule a dead ball and direct base runners to advance one base.
14. Stealing is not allowed in Coach Pitch and runners may not advance on passed balls.
15. The infield fly rule is not in effect.
16. Base Coaches MUST stay within the coaches' box unless required to vacate per **Little League Rule 7.11**.
17. **CP1 ONLY**- Two (2) defensive coaches are allowed along the foul line, in foul territory and behind the infield dirt. Defensive coaches shall not enter the field of play.
18. To avoid unnecessary delays, each team on defense shall also provide a coach behind the catcher to retrieve passed balls.

REMEMBER: An approved adult volunteer must be in the dugout when occupied by players. If a team only has three (3) approved volunteers, one (1) will have to stay in the dugout if occupied, one (1) will have to be behind the catcher, and one (1) will be allowed along the foul line.
19. **CP2**, with the exception of the defensive coach behind the catcher, no other defensive coaches are permitted on the field or along foul lines
20. CP will have at least 1 umpire per game
 - a. Umpires will be an approved Little League Umpire
21. Every team will furnish a Catcher. Catchers shall be properly equipped per **Little League Rule 1.17**.
 - a. Male catchers must wear a protective cup.
 - b. Catcher's mask must have the "dangling" type throat guard. This includes hockey style masks.
22. There is a 7-run limit per inning. Continuation scoring is not allowed past 7 runs, except in the case of an over-the-fence homerun, which allows all runs to be scored.
23. **Run Rule: 15 after 3 complete innings, 10 runs after 4 complete innings, or 8 runs after 5 innings. The team behind must concede the game.**

Local League Rules for Competitive Tee Ball Division

Competitive Tee Ball is designed for players ready to advance beyond basic fundamentals while still maintaining a fun and positive environment. Games will follow **Little League Official Rules**, along with **modifications approved by Angleton Little League** to promote skill development, introduce competitive elements, and prepare players for higher levels of play.

1. Each team will be provided with a batting tee at the beginning of the season and both teams shall bring the tee to the games. Coaches may agree to utilize the same tee but both should bring theirs to ensure one is available (Tees will not be loaned out).
2. Each batter is allowed a maximum of four (4) swings off the tee. The batter is out if the 4th swing does not result in a fair ball.
 - a. "Measuring up" does not constitute a swing, even if the ball is knocked off the tee.
3. A ball hit into the infield is fair only if it reaches the grass in front of home plate.
 - a. Balls stopping before the grass are foul balls (Out if on the 4th swing).
4. Coaches must remove the tee from home plate **EVERYTIME** a fair ball is hit to maintain a safe environment for runners.
5. Midway through the season (sooner if both managers agree), coaches will throw three (3) pitches from 15 ft from the front of home plate to each batter. If the batter does not put the ball in play within three (3) pitches, they will get one (1) swing off the tee. The batter is out if the 4th swing does not result in a fair ball. (Coaches should work to develop players to hit a thrown ball and prepare for the next level of play. **The Tee Ball Division Manager will determine when the division will transition from tee to thrown pitches is made but no later than halfway through the season.**)
 - a. Coaches must remove the tee after the 4th swing.
6. Bunting is NOT allowed. An intentional bunt is an automatic out. The batter must take a full swing and follow through.
 - a. Judgment of a full swing will be the coach's decision.
7. In the spirit of development, coaches should teach and encourage players to throw the ball when appropriate and not ALWAYS run with it.
8. All infielders must stay on the infield dirt until the batter has hit the ball.
 - a. On Field 1 (Turf Field), the infielders may not cross the baseline until the ball is hit.
 - b. The pitcher must have both feet touching the pitching rubber until the ball is hit. **Penalty:** If a violation of this rule occurs, the manager on offense can; (1) Accept the play As-Is or (2) Request a replay (*In the event of a replay, the prior pitch will not count & runners will return to their prior bases*).
9. All outfielders must stay in the outfield grass until the ball is hit.
10. Catchers must wear a catcher's helmet with throat guard or batter's helmet with face guard and throat guard. All Catchers shall be properly equipped per **Little League Rule 1.17** and be positioned behind the plate once transitioned to thrown pitches (Full protective gear, males must wear a cup, and catcher's mask must have "dangling" type throat guard. This includes hockey style masks).
11. When using the tee, the catcher must stand in the catcher's circle on the first base side when a right-handed batter is hitting, and in the catcher's circle on the third base side when a left-handed batter is hitting.
12. Stealing is not allowed and runners may not advance on passed balls.

13. Teams shall select a different player for the pitcher and catcher position each inning.
14. The tenth (10th) player on a team's defense must be utilized as a 4th outfielder.
15. No infield "rovers" allowed. All infielders must be positioned in traditional infield positions.
16. For instructional purposes, defensive coaches will be allowed on the field of play provided they stay behind the infield or in foul territory. Coaches must not interfere with a live ball or physically direct the movement of a player. When the teams transition to throwing to the batter, the defense shall also provide a coach behind the catcher to retrieve passed balls.
17. Coaches call "time" when:
 - a. a defensive player has control of the ball and has stopped the progress of the lead runner,
 - b. or when the pitcher has possession of the ball in the pitching circle.
 - c. If a pitcher fields a ball on the rubber, he or she may in a reasonable amount of time (2-3 seconds) make an attempt to make a play or the umpire may declare the play dead.
18. When "time" is called:
 - a. Runners must return to the last legally touched base unless advancing to the next base and beyond the halfway point.
19. **Overthrow Rule:** Runner(s) will be permitted to advance one (1) additional base at their own risk on the first overthrow from the outfield or infield. A second overthrow is irrelevant and does not allow for additional bases. If a runner is tagged out while advancing in any way, they are out. An overthrow is defined as- a thrown ball that goes past a fielder attempting to put out a runner. The next base is set based on where the runner is going when the throw is made. If a runner goes past the furthest base allowed and is not tagged out, they must return to the last base that was legally achieved when "time" is called.
 - a. Ex1: If the shortstop overthrows the first baseman, the batter can advance to second at his own risk.
 - b. Ex 2: If more than one runner is on base, the batter and the other runners can at most advance to the base they are in progress of going to at their own risk.
 - c. Ex 3: If a runner is not advancing at the time of an overthrow, at most they can gain is the next base at their own risk.
20. Games will be scored. A scorebook will be provided and the Home Team shall provide the Official Scorekeeper. The Visiting Team will provide the scoreboard operator.
21. Each $\frac{1}{2}$ inning will end when:
 - a. the defense records 3 outs,
 - b. five (5) runs have scored,
 - c. or the offense has batted through the lineup.
Example: The 5th batter in the lineup is the leadoff hitter in the 2nd inning because the defense successfully recorded three (3) outs in the 1st inning and did not give up five (5) runs. If three (3) outs are not recorded and five (5) runs are not scored, the $\frac{1}{2}$ inning ends, and teams switch sides when the 4th batter completes their at-bat and "time" is called.
22. Game Time Limits:
 - a. Games will be five (5) innings or 60 minutes in length. No new inning shall start after 60 minutes.

Local League Rules for Tee Ball Division

Tee Ball is an entry-level, developmental program designed to provide a fun and positive experience while preparing players for the next level of play. Games will follow **Little League Official Rules** with modifications approved by **Angleton Little League intended to enhance learning, skill development, and player safety.**

1. Each team will be provided with a batting tee at the beginning of the season and both teams shall bring the tee to the games. Coaches may agree to utilize the same tee but both should bring theirs to ensure one is available (Tees will not be loaned out).
2. Each batter is allowed a maximum of four (4) swings off the tee. The batter is out if the 4th swing does not result in a fair ball.
 - a. "Measuring up" does not constitute a swing, even if the ball is knocked off the tee.
3. A ball hit into the infield is fair only if it reaches the grass in front of home plate.
 - a. Balls stopping before the grass are foul balls (Out if on the 4th swing).
4. Coaches must remove the tee from home plate **EVERYTIME** a fair ball is hit to maintain a safe environment for runners.
5. Each team will bat their full roster each inning. If an out is made on a batter or runner, the player will return to the dugout.
 - a. A completed inning is considered after both teams have batted their entire roster regardless of the number of outs.
 - b. The $\frac{1}{2}$ inning is over and teams switch sides when the last rostered player completes their at-bat.
6. No score will be kept.
7. All infielders must stay on the infield dirt until the batter has hit the ball.
 - a. On Field 1 (Turf Field), the infielders may not cross the baseline until the ball is hit.
 - b. The pitcher must have both feet touching the pitching rubber until the ball is hit.
Penalty: If a violation of this rule occurs, the manager on offense can; (1) Accept the play As-Is or (2) Request a replay (In the event of a replay, the prior pitch will not count & runners will return to their prior bases).
8. All outfielders must stay in the outfield grass until the ball is hit.
9. The catcher position is not required. If the catcher position is utilized, the catcher must wear a catcher's helmet with throat guard or batter's helmet with face guard and a throat guard.
 - a. The catcher must stand in the catcher's circle on the first base side when a right-handed batter is hitting, and in the catcher's circle on the third base side when a left-handed batter is hitting.
10. Teams shall select a different player for the pitcher position and catcher position (if utilized) each inning.
11. The tenth (10th) player on a team's defense must be utilized as a 4th outfielder.
12. No infield "rovers" allowed. All infielders must be positioned in traditional infield positions.
13. For instructional purposes, defensive coaches are permitted on the field during play. Coaches must not interfere with a live ball and should strive to provide minimal physical assistance to fielders.

14. Coaches call "time" when any of the following occur;
 - a. a defensive player has control of the ball and has stopped the progress of the lead runner,
 - b. or when the pitcher has possession of the ball in the pitching circle,
 - c. or when an overthrow is made at any base (Runners cannot advance on overthrows).
15. When "time" is called;
 - a. Runners must return to the last legally touched base unless advancing to the next base and beyond the halfway point.
16. Game Time Limits:
 - a. Games will be four (4) innings or 45 minutes in length. No new inning shall start after 45 minutes.