



# ***THE PURPLE BOOK***

*2023 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.

## Contents

<b>2023 Purple Book Rules Committee Members and Board members:</b>	3
<b>Field Rules:</b>	4
<b>Field &amp; Park Decorum:</b>	5
<b>Safety</b>	7
<b>Team Managers and Coaches</b>	7
<b>Game Time Limits:</b>	10
<b>Suspended &amp; Make-Up Games:</b>	11
<b>Tie Games:</b>	11
<b>League Winners &amp; Tie Breakers:</b>	11
<b>Practice Limitations:</b>	12
<b>Player Placement:</b>	12
<b>Draft:</b>	14
<b>Pitch Count Procedures for Pitching Divisions:</b>	16
<b>Website Updates (Pitch Counts/Days Rest/Scores)</b>	17
<b>Rainout Policy:</b>	17
<b>Angleton Little League All-Star Selection Process</b>	18
<b>Special Rules:</b>	20
<b>Special Rules for the Junior/Senior Division</b>	22
<b>Special Rules for the Majors Division</b>	22
<b>Special Rules for the Minors Division</b>	23
<b>Special Rules for the CP (8U)</b>	23
<b>Special Rules for the Machine Pitch 1 Division</b>	24
<b>Special Rules for the Tee-Ball Division</b>	25

## 2023 Board Members / Committees

PRESIDENT	PATRICK KRSAK
VICE PRESIDENT	ROBERT MARTIN
SECRETARY	COREY HASELOFF
TREASURER	TERESA GEORGE
PLAYER AGENT	ARMANDO BARRERA
SAFETY OFFICER	BEAU LARA
JR / SR OFFICER	LYHA THOMPSON
REGISTRAR	LYHA THOMPSON
MARKETING/PUBLICATIONS	JENNIFER ECKE
EQUIPMENT MANAGER	CARL KOWIS
SCHEDULER	COMMITTEE
CONCESSIONS	COMMITTEE
FIELD MAINTENANCE	COMMITTEE
SPONSORSHIP	COMMITTEE
PURPLE BOOK	COMMITTEE
OPENING DAY	COMMITTEE
RAFFLE	COMMITTEE
TRYOUTS / DRAFT	COMMITTEE
UNIFORMS	COMMITTEE
DIVISION MANAGERS	
MAJORS	ARMANDO BARRERA
MINORS	CARL KOWIS
CP	NATHAN MARTINEZ
CP 2	CAMERON MCCONATHY
TBALL / ITB	KRYSTAL NIXON

**Anyone wishing to join the A.L.L. Board or participating in a committee is encouraged to contact the League at [angletonlittleleague@gmail.com](mailto:angletonlittleleague@gmail.com)**

## Field Rules:

1. Protests of games are managed by Little League Rule 4.19. Before leaving the ballpark;
  - a. The manager and umpire should notify the Duty Board Member (DBM) about the protest.
  - b. The umpire(s) must fill out the Protest Report.

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

Summary: If a manager believes an umpire's decision to be in violation of the playing rules before the next pitch is thrown;

- c. The manager MUST inform the umpire that the game is being played under protest.
  - d. The umpire will consult with the other umpire(s) and/or the DBM to reverse or uphold the rules decision.
  - e. If the umpire does not reverse the decision, the umpire will announce the game is being played under protest and the current game situation will be logged in the official scorebook.
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 playable conditions. It is not the responsibility of the Board. The Board is there to help assist the coaches with the equipment and supplies.
  - a. **Home team:** *Third Base Side Dugout*

<b>BEFORE YOUR GAME</b>	<ul style="list-style-type: none"> <li>● Drag / Rake all base dirt areas to include home plate and the pitcher's mound.</li> <li>● PAINT the batter's boxes and PAINT the base paths and foul lines <b>after field is watered</b></li> <li>● For Tball, CP2 and CP, paint the "halfway" marks between bases (no line between 1<sup>st</sup> and home)</li> </ul>
<b>AFTER YOUR GAME</b>	<ul style="list-style-type: none"> <li>● Collect the garbage from inside the dugout, around the field and bleachers</li> <li>● 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.</li> </ul>

- b. **Visiting team:** *First Base Side Dugout*

<b>BEFORE YOUR GAME</b>	<ul style="list-style-type: none"> <li>● Water infield once home team as completed dragging infield</li> </ul>
-------------------------	--

<b>AFTER YOUR GAME</b>	<ul style="list-style-type: none"> <li>● Drag / Rake all base dirt areas to include home plate and the pitcher's mound.</li> <li>● Water the base dirt areas including home plate and the pitcher's mound. (unless told otherwise by a Board Member)</li> <li>● 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.</li> </ul>
------------------------	--

4. Games will not start on any field unless the field is prepared properly.
  - a. Paint the dirt baselines and batter's box, no Paint in grass areas
  - b. Halfway lines marked for CP, CP2, T-ball, and - if no line is present
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 in suspension for the Manager. This suspension will be applied immediately to the following game.
6. Approved waiver of Little League Rule 3.04 with regard to "Courtesy Runner":
  - a. With two outs, all teams can insert a courtesy runner for the pitcher or catcher of record. This is encouraged to aid in speeding up play but is not required. The courtesy runner must be the player who made the last recorded out.
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 TBall division through Minor division must be completed by the end of the 4<sup>th</sup> 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 can't field enough players

### **Field & Park Decorum:**

1. Little League Regulation XIV outlines appropriate behavioral expectations for members of Angleton Little League. 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 the reputation 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 A.L.L. 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. Further 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 walking trail**
6. In providing the safest and most positive experience at the park:
  - a. Directors of Angleton Little League are granted the authority to remove anyone from the park at their discretion for the **remainder of any calendar day** for violations of Field Decorum that the Director witnesses directly.
    - a. Further, a parent, coach or individual is not allowed back on the premises of the ballpark regardless if they have another child player in a later event.
  - 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 (rule 4.07) against any member of the league without first receiving consent of the Board of Directors. Suspensions may or may not be immediately appealable at the discretion of the Board of Directors.
  - d. Directors must follow the incident resolution process (appendix A) and, within one week, provide notification to The Board and the impacted individuals of any actions or penalties that result from the incident.
7. A specific acts of unsportsmanlike conduct may include:
  - a. Taunting
  - b. Name calling
  - c. Fowl language
  - d. Touching an umpire
  - e. Refusing to field a team due to disagreement with umpires calls

## **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. Coaches are asked to 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;
  - a. 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 or not contact is made
  - b. Also, base runners may not advance.
5. Smoking is permitted in the parking lot on the south and north side parking lots or any pavilion in the park. It is also permitted in the grass areas north of the concession stand area. This includes electronic cigarettes and vaping.
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 will not be allowed.

## **Team Managers and Coaches**

1. Manager Applications will be accepted during the registration period for the upcoming year. All Manager, assistant coaches, team moms, and volunteers applications must be completed online using the ALL website (<http://clubs.bluesombrero.com/angletonll>) with a picture of their driver's license copy prior to any coach being confirmed or being allowed to have any contact with a team. All volunteer applications and declarations must be given to the President of the league and/or his designee (Coaching Coordinator or Executive Board Member).
2. All managers, coaches and volunteers are appointed annually by the League President, with approval of the A.L.L. Board. No coach will be approved if the A.L.L. 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 A.L.L. 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 successive years. Splitting of 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.

5. An individual will only be approved to manage/coach one team within Angleton Little League unless board approved.
6. 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.
7. 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.
8. Each Manager is responsible for providing the following volunteers for game duties:

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

\*Designated areas are the score booths on all four fields or 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.

9. 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.**
10. 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.
11. Regulation IV(a) NOTE 2 and Tournament Rule "Participation in Other Programs" (T-4). Angleton Little League recognizes that Little League allows players to participate in multiple baseball programs and participate in the Tournament program. Consistent with the Manager's ability to conduct the affairs of the team, a player who repeatedly misses practices or games for any reason first must be referred to the Division Manager for investigation immediately.
  - a) If the Division Manager is unable to resolve the truancy issue, the player and the parents 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.
  - b) A manager may request a game suspension of a player provided the Division Director has notice at least 48 hours prior to the proposed suspension to validate the circumstances for the absences and if the suspension is in alignment with the treatment of other players. The division Director must approve or deny the Manager's request no later than 12 hours prior to the start of the game or the suspension is allowed.
12. All Managers/Coaches/Team Moms must submit a completed Volunteer Application and the Coaching Committee must approve each Volunteer Application.
13. During games, there will be 1 adult at all times in the dugout for safety reasons.
14. During Juniors/Seniors, Major, and Minor games; Three approved Managers/Coaches/Team Moms may be in the dugout, unless coaching the bases.
15. During games, four approved Managers/Coaches/Team Moms may be in the dugout for CP2, and CP, Tball and ITB.

## Game Time Limits:

All Divisions: Teams must be ready to start every game at the scheduled start time.

	T-Ball / ITB	CP	CP2	Minors & Majors	Juniors & Seniors
<b>Pre-Game</b>	If possible, 5 – 10 minutes prior to start of game				
<b>Clock Starts</b>	Upon Umpire Starting the Clock				
<b>Time Limit (NO NEW INNING)</b>	1 hr	1 hr 30 min	1 hr 30 min	1 hr 45 min	1 hr 45 min
<b>Weeknight Start no earlier than (Early Game)</b>	6:00PM (If Umpire is late, the game will start upon their arrival)				
<b>Weeknight End/Susp. (Early game)</b>	7:30PM	8:00PM	8:00PM	8:00PM	8:00PM
<b>Weeknight Start (Late Game)</b>	8:00 PM+				
<b>Nightly End/Susp. (Curfew)</b>	N/A	10:00PM	10:00PM	10:00PM	10:00PM
<b>Weekend Game Susp.</b>	1 hr	2 hr*			
<b>½ Inning Start</b>	Within 2 min				

+ Or 10 minutes after the conclusion of the previous game, whichever is later. Games may start earlier if both teams and the umpire are present/ready to go.

++ If no late game is scheduled, the early game will be allowed to continue play until the designated curfew time.

\*The last game on a weekend will be allowed to continue play until the designated curfew time.

\*\* The weeknight late game can begin early, but cannot start later than 8:30 PM.

\*\*\* Umpire regulates ½ inning start. Should the offense team cause the game delay, the umpire can use judgment and begin calling strikes every 30 seconds, until the batter is in the box. Should the defense team cause the game delay, the umpire can use judgment and begin calling balls every 30 seconds.

\*\*\*\*Coaches meeting starts 10 minutes prior to start time.

NOTE: If time expires before an official game is completed, then the game must be resumed at a later date, determined by the scheduler. All games MUST meet Little League's requirements for a complete game.

### **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's complete game requirement
3. If a game is interrupted by weather after it has reached official status, then the game will not be resumed, and the final score will revert to the score at the last completed inning.

### **Tie Games:**

1. CP and CP2: If tied after six (6) innings, the game will be recorded in the standings as a tie. No additional innings should be played regardless if time allows.
2. Minors, Majors and Junior/Senior games shall not end in a tie.
  - a. If tied after six (6) innings and the game is within the Game Time Limits above, the teams will play until time runs out (finish the inning) or the tie is broken after an inning is completed.
  - b. Tie games halted due to weather, curfew, 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)

### **League Winners & Tie Breaker:**

#### **1. Winning percentage**

- a. Highest of: (Total Number of Wins plus (Total Number of Ties times 0.5)) divided by Total Number of Games played. This could also be written as: "(wins + (ties \* 0.5)) / games"

**2. Head to Head agent all teams in tie**

**3. Strength of victory**

- a. For example: If Team A and Team B finished tied with a 12-2 record and the twelve opponents beaten by Team A won 84 games and the twelve opponents beaten by Team B won 82 games, then Team A has a better strength of victory.

**4. 1 game playoff**

**Practice Limitations:**

1. Pre-season practice can begin on the day after a league's 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. Junior/Senior, Majors and Minors
  - 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. CP, CP2, T-Ball & ITB
  - 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 as 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, CP and CP2 teams are intended to have no more than 13 player rosters. – Pending coach availability
  - c. T-Ball teams will have no more than 12-player rosters – Pending coach availability
  - d. If a team loses a player through injury, illness, change of address, or any other reason, the team manager must notify both the Player Agent and Division Director within 24 hours.
    - 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 a team that has less than five games remaining on its schedule. A manager's failure to notify the Player Agent and Division Director about the loss of a player within the 72-hour period will result in the manager's immediate suspension for 2 games & possible further discipline as determined by the ALL Executive Board.
- f. If a waitlisted player is not available, the replacement players will be used to fill in on a game-by-game basis. See "Replacement Player Rules".
- e. 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.
- f. 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.

## 2. **Player Placement – All Divisions**

- a. All players League age 6-yrs old and up must participate in at least one available tryout to be eligible for All-Star or Blue/Grey Tournament Selection.
  - a. League age 4-5 will NOT try out.
- 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 Regular Registration, determined each year by the ALL Board, will be placed on the "Waitlist", and added to the roster on an as-needed basis.
  - a. No fees will be charged up front for any player who is placed on the waitlist.
  - b. A waitlisted player will be placed on a team in their appropriate division if there is a spot open for a player.
  - c. 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
  - d. If a waitlisted player joins the team after the start of games (due to the departure of one of the team's original roster players) then the player will pay a prorated fee based on the number of games left in a season. A minimum of \$50 will be charged to cover uniform and insurance costs.
- d. League age 4 -5 year old players will play in the T-Ball Division or higher but must try out if playing coach pitch.
- e. League age 6-7 year old players must participate in Coach Pitch but can try out for higher divisions and must try out to be eligible for the Blue/Grey Tournament All-Stars.
- f. League age eight (8) year old players must participate in the CP2 but can try out for higher divisions and must try out to be eligible for the Blue/Grey Tournament All-Stars.

- g. League age nine (9) year old players will play at least in the Minors but can try out for any higher division. They must try out to be eligible for the Blue/Grey Tournament All-Stars.
- h. League age ten (10) year old players will play at least in the Minors but can try out for any higher division. They must try out to be eligible for the All-Stars.
- i. League age eleven (11) year old players will play in the Majors Division and are eligible for the Major draft unless they elect "Minor Preferred". Players not selected into the Major Division will play in the Minors Division. Players **must** try out to be eligible for the All-Star team.
- j. League age twelve (12) year old players may participate in the Major Division or the 50/70 Division. Players **must** try out to be eligible for All-Stars.
- k. League age thirteen (13) year old players may participate in the 50/70 or Junior Divisions. Players **must** try out to be eligible for All-Stars.
- l. League ages fourteen (14), fifteen (15), and sixteen (16) year old players must participate in the Junior/Senior division. Players **must** try out to be eligible for All-Stars.

***\*Exception: Players (ages 6,7,8,9,10,11 and 12) may play up or down in any Division level as long as identified spots are available and approved by player agent and/or president of Angleton Little League.***

***To play down – only if special circumstances apply and are approved.***

***To play up – Only if they are chosen in the draft and have attended tryouts in both their "play up" and "regular age" divisions. Notification of intent MUST be submitted in writing to the President or designee before the scheduled tryout for that division.***

## **Draft:**

1. All divisions, CP through Senior, will have snake drafts by age. 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 have to be drafted.
2. **No Draft Requests:** Parents may request that their child not be drafted by a coach or manager.
  - a. The League must receive each request before the draft.
  - b. LATE REQUESTS WILL NOT BE ACCEPTED.
  - c. Each request must identify the coach or manager by name and must provide a specific reason or reasons for the request.
  - d. All requests will be reviewed by the Player Agent, who will only honor good faith, reasonable and legitimate requests.
  - e. If such a request is honored, then the manager or coach will not be permitted to draft that player.
  - f. The 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 coach has signed off his team on 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
  - b. All divisions will be drafted in age order.
    - i. EXAMPLES:
      1. Juniors/Seniors Division - Exception due to 16, 15, 14 and 13-year-old players having to be drafted in particular order.
        - a. A manager’s child must be taken by the 5th round of their respective age group. Ex. If the child is age 15, the child must be taken by the 5th round of the 15 year old draft options.
      2. Majors Division - Exception due to 12 and 11 year old players having to be drafted in particular order.
        - a. A manager’s child must be taken by the 5th round of their respective age group. Ex. If the child is age 11, the child must be taken by the 5th round of the 11 year old draft options.
5. **Coach’s / (Team Mom Option CP/CP2 only):** The coach’s / Team Moms son or daughter may be claimed as a “coach’s option” and may not be drafted by other teams.
  - a. The 1<sup>st</sup> assistant coach’s son or daughter must be drafted by the fifth (5th) round of their respective age range.
  - b. The 2<sup>nd</sup> 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 next available consecutive draft choice.
  - a. If the siblings are different ages, the other sibling will be picked in the 1<sup>st</sup> round of their respective age group.
  - b. If neither sibling is drafted prior to the 9<sup>th</sup> round, one sibling will become a hat pick to be selected at random during the Hat Pick round, with the sibling becoming their teammate during the last full round of the draft.
7. **Hat Picks:** Any player who does not try out will either be a 9<sup>th</sup> round ‘hat pick’, or placed into the draft.
  - a. The decision to place a player into the draft or leave him as a ‘hat pick’ will be decided by the Player Agent in consultation with the Division Director.
  - b. In making that decision, the Player Agent and Division Director will seek input from each team, on the players who did not try out.

- c. If the Player Agent and Division Director determine that the player's skill level is significantly greater than a 9<sup>th</sup> round draft pick, then the player shall be placed into the draft.
  - d. Prior to the draft, the Player Agent or Division Director shall explain the value/skill of the player to the managers and coaches.
8. **Computer Draft:** For Tball division only, a computer draft will be used.
- a. Players for managers and coaches 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 parents on both teams.
  - 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 will be alerted of the pitch count.
  - b. When a pitcher reaches his maximum allotment, the umpire and manager will be told and the pitcher must be removed from the game before the next batter (the pitcher can finish pitching to the current batter).
  - c. At every pitcher 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 will sign the official scorebook held by the Official Scorebook Keeper, which will verify the final score and pitch counts.
3. After every game, the Home Plate Umpire will sign the official scorebook and verify the final score.

### **Website Updates (Pitch Counts/Days Rest/Scores)**

1. Home Team Managers must report score & pitch counts for **BOTH** teams within 48 hours of game being played by entering it into the league website.
  - a. If a team is played out of Angleton Little League, only ALL information is entered.
    - i. EXAMPLE: If ALL plays Danbury LL, then ALL coaches will enter their team's information only. Danbury LL data doesn't get entered into our program.
  - b. Penalty: If a manager fails to perform its assigned duties, then that team's Manager will be deemed ineligible to participate with their team during the team's next scheduled game.



## **Rainout Policy:**

1. Although decisions will frequently be made 90 minutes before the scheduled game time, games can be canceled at ANY TIME (i.e. at a time close to the game's start time, after it becomes clear that the field will not be ready despite the preparation being done on the field).
2. The initial decision to cancel games may or may not cancel all games for the day.
  - a. Ex1: The 6:00 p.m. game could be canceled and the 7:30 p.m. game could still be played.
  - b. Ex2: A game on Field #4 may be canceled & a game on Field #1 still played.

*\*Please be aware of what games have been canceled and what games may still be played*
3. On days that it rains, teams scheduled to play, anyone available should come to the fields as early as possible to help get the fields ready for play.
4. In deciding whether to cancel a game, the following factors will be considered:
  - a. The amount of rain and the current condition of the field
  - b. The weather forecast (i.e. is additional rain expected)
  - c. The likelihood of getting the field ready by the game start time
  - d. The amount of help available to get the field ready
5. As soon as practical, cancellations and updates will be made available via Angleton Little Leagues website, ALL's Facebook page, and GroupMe app.

## **Angleton Little League All-Star Selection Process**

The All-Star Selection Committee shall consist of; (1) The Little League President, (2) The Little League Vice President, (3) The Player Agent, (4) The Division Manager of division being selected, (5) The Coaching Coordinator.

### ***Eligibility Clause:***

In order to be eligible for consideration for the 7/8/9 (Blue/Grey), 10, 11, 12, 13/14, 15/16-year-old All-Star teams, the player must attend at least one tryout. Any candidates that fail to attend the initial tryout or the make-up tryout will be declared ineligible to be considered for their division all-star game. Must play in and complete 8 games per little league rules.

Managers and/or coaches with a child registered in ALL who choose to leave the league for one or more seasons will be ineligible, unless special circumstances are approved by the angleton little league board, to manage or coach an ALL All-Star team upon returning to the league until they reach their second consecutive spring season.

### **All-Star Manager Selection**

The All-Star manager will be selected by the All-Star Selection Committee in a special meeting called for that purpose. Managers that wish to be selected as All Star Manager must notify the Allstar selection committee in writing prior to the end of week 3. The All-Star Selection Committee should select the Manager that it believes best represents the values of A.L.L. and offers the best overall opportunity for

Angleton Little League. The All-Star Selection Committee will select managers by the end of the 4th week.

Once approved, the All-Star manager may select up to two eligible coaches of record to assist as All-Star coaches. 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 submits an All star request form to be considered for selection to the All-Star team. Forms to be found on the Angleton little league website or provided at the concession stand.
  - a. All forms must be submitted prior to April 15th
2. Player Agent will provide each Manager with his or her available kids to consider for all star selection when they are chosen as Managers.
3. Managers will diligently scout all kids as equally as possible prior to all star selection.
4. Once the league has completed a min of 10 games in each respective division the manager may provide his or her list for approval to the player agent for review.
  - a. The player agent will review each child and ensure they meet all requirements set out by Little League / blue gray to be eligible for selection; anyone that does not meet these requirements will not be eligible for selection.
5. Once the league has completed the required amount of games and is allowed by little league to announce the teams the League will post each teams roster and any available alternates via FB, Website, etc. **at that time and at no time sooner will the coach notify ANY kid that they have or have not made any all star / blue gray team.**

The Board will determine annually how many All-Star and Blue/Grey teams there will be. This is based upon coach and player availability.

- Sr League All-Stars – 16U
- Majors All-Stars – 12U, 11U
- Minors All-Stars – 10U
- Minors Blue/Grey – 9U
- CP Blue/Grey – 8U
- CP2 Blue/Grey – 7U

## **Special Rules:**

1. **Little League Rule 4.04 - "Continuous Batting Order" is adopted for all divisions at A.L.L. excluding Junior/Senior League**
  - a. Any player who the Manager declares as ineligible for the game due to illness, injury, or disciplinary reasons may not enter the current game unless the game becomes suspended and resumed later per Rule 4.01(d).
  - b. 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 player arriving late to the original scheduled game may enter the game per Rule 4.01(d).
2. **A.L.L. has adopted the option under Rules 4.16, 4.17, and 6.05 (n) to permit teams to start and play a game with 8 players. The 9th position will be skipped over without penalty (no out will be called).**
3. **Substitution Rule – 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 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.*

**Official Clarification from Little League:** In player pitching divisions, a player who has played the position of catcher in any part of four innings cannot be used as a pitcher for the rest of the day, regardless of the number of games remaining in the day.
5. **Little League Regulation VI – Pitchers (f)**
  - a. To improve communication, the official pitch count at A.L.L. will keep the current pitch count for both teams. However, the responsibility to follow the pitching rules rests solely on each manager.
6. **Little League Regulation IV – Pitcher (h): Use of an Ineligible Pitcher**
  - a. If it is determined by The Board that a team used an ineligible pitcher, then the offending team shall forfeit the game in question.
  - b. A team's use of an ineligible pitcher and the subsequent forfeiture of the game can be protested at any time.
  - c. In addition, managers will be subject to discipline by the A.L.L. Executive Board whether the violation was protested or discovered later.
7. **Little League Rule 1.10 – Legal Bat Specifications/ALL Stickers**
  - a. Managers are responsible for ensuring their teams are properly equipped prior to games under Little League Rule 3.01(a).
  - b. To help facilitate quick identification of legal bats, all bats used in Angleton Little League must be submitted to a Board Member or Certified Umpire for inspection prior to each game played. Those bats which meet Little League's specifications and standards will feature the **USA BASEBALL** mark.

- c. Little League Rule 6.06(d) will apply to any bat used in a game and found to be illegal by Little League rule. 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 and runners must return if they advance on the play.
      - i. Penalty: For the first violation, the offensive team will loss 1 eligible base coach for the duration of the game. For the second violation, the manager will be ejected from the game.
- 8. **Approved Bats - T-Ball bats and the LLI Approved Bat list**
  - a. Tee Ball bats must be stamped with the USA BASEBALL mark as well as stamped TeeBall.
    - i. Tee Ball bats can only be used in Tball. They are illegal in any other division.
  - b. Any bat that is NOT listed on the approved bat list issued by LLI at the beginning of the season will NOT be approved for use in a sanctioned Angleton Little League game. This rule supersedes Rule 1.10.
  - c. Angleton Little League reserves the right to identify and implement any safety rule out of concern for both the player, coaches and umpires on the field of play. These rules can go above/beyond but may not violate/redefine LLI established safety rules.
- 9. **Approved Baseballs - LLI approved baseball list**
  - a. For Tball, soft core baseball will be used.
  - b. For all other divisions, Diamond DLLR-2 will be used for regular season play.
- 10. **Pick-up Player** - A player may be selected from the player pool from that division to fill roster spot to make nine (9) players for one game upon approval by a Board Member And/or Player Agent so long as;
  - a. For a Senior/Juniors Division game, the game can NOT be the 3<sup>rd</sup> game of the day for the player selected.
  - b. For a Majors Division game, the game can NOT be the 3<sup>rd</sup> game of the day for the player selected.
  - c. For a Minors/CP/Machine Pitch 1/T-ball/ITB Division game, the game can NOT be the 2<sup>nd</sup> game of the day for the player selected.
  - d. Players selected for pick-up may NOT, under any circumstances play the position of Pitcher.
  - e. All catching rules apply; if this is the second game of the day for the Majors player, he/she may NOT play the position of catcher for a second game in the day.
  - f. If possible, the caliber of player picked up shall be equivalent or as close to the skill level of the player/s that are missing from the team.
  - g. A player CAN be selected from the opposing team so long as both Managers AND player parents agree.
- 11. **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.

- 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.

#### 12. **Special Rule for Fall Season**

- a. **In the Fall Season, a player must play in, at minimum, their upcoming years league age division. A.L.L has adopted this rule, to ensure players are developing fundamentally for the upcoming spring season.**

### **Special Rules for the Junior/Senior Division**

1. Standard Blue Book rules apply for all Junior/Senior Division games with the following exceptions.
  - a. Time limit for these games is 1hr 30 min regardless if it is the last game of the evening. See Game Time Chart on pg.6 for further explanation.
  - b. **Run Rule: 15 after 3 complete innings or 10 runs after 4 complete innings 8 after 5 complete innings. The team behind must concede the game.**
  - c. Mandatory play of each player on the roster
    - i. 2 inning in the field per game
    - ii. 1 at bat per game

### **Special Rules for the Majors Division**

2. Standard Blue Book rules apply for all Majors Division games with the following exceptions.
  - a. Time limit for these games is 1 hr 45 min regardless if it is the last game of the evening. See Game Time Chart on pg.6 for further explanation.
  - b. There is a 7-run limit per inning. Note: continuation scoring will not be allowed past 7 runs. The only way more than 7 runs can be scored is on a home run (over the fence) in which case all runs scored count.
  - c. **Run Rule: 15 after 3 complete innings or 10 runs after 4 complete innings 8 after 5 complete innings**
  - d. After a pitcher has thrown forty-one (41) pitches in a game, he/she will not be allowed to play the position of catcher for the remainder of the game.
  - e. After a catcher has caught fifty-one (51) pitches or four (4) innings, he/she will not be allowed to play the position of Pitcher for the remainder of the game. If the catcher takes the position of catcher at the start of the 4<sup>th</sup> inning and receives one (1) official pitch, this constitutes four (4) innings thus making the player ineligible to pitch for the remainder of the game.

### **Special Rules for the Minors Division**

1. Standard Blue Book rules apply for all Minors Division games with the following exceptions.

- a. Time limit for these games is 1hr 45 min regardless if it is the last game of the evening. See Game Time Chart on pg.6 for further explanation.
- b. There is a 7-run limit per inning. Note: continuation scoring will not be allowed past 7 runs. The only way more than 7 runs can be scored is on a home run (over the fence) in which case all runs scored count.
- c. **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.**
- d. After a pitcher has thrown forty-one (41) pitches in a game, he/she will not be allowed to play the position of catcher for the remainder of the game.
- e. After a catcher has caught forty-one (41) pitches or four (4) innings, he/she will not be allowed to play the position of Pitcher for the remainder of the game. If the catcher takes the position of catcher at the start of the 4<sup>th</sup> inning and receives one (1) official pitch, this constitutes four (4) innings thus making the player ineligible to pitch for the remainder of the game.

## **Special Rules for the CP2 (8U)**

1. Time limit for these games is 1 hr 30 min regardless if it is the last game of the evening. See Game Time Chart on pg.6 for further explanation.
2. Pitching distance - The Coach pitching must release the ball no closer than 35' from the tip of home plate.
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 warning will be allowed. Two violations will result in immediate removal from the mound)
4. Each batter is allowed six pitches or three strikes. If a batter hits a foul ball on the sixth 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. No walks are permitted.
6. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, the batter is out, and no runner can advance.
7. Bunting shall not be allowed
8. **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 base paths ahead of the lead runner. 3) No defensive play is imminent.**
  - a. **"Juking" on and off the base is not considered advancing to the next base**

9. Overthrow rule: Runner is allowed to advance at his or her own risk on an overthrow the ball is considered live until the umpire calls the play dead
10. 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.
11. Pitchers must be positioned behind the coach pitching 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 before the ball reaches the plate, the umpire shall rule a dead ball and direct base runners to advance one base.
12. Stealing is not permitted in Coach Pitch.
13. The infield fly rule is not in effect.
14. Base Coaches MUST stay within the coaches’ box.
15. Only the Catcher can retrieve a passed ball
16. CP will have at least 1 umpire per game
  - a. Umpires will be approved little league umpire
17. Every team will furnish a catcher, with all provided equipment a catcher requires per little league rules.
18. There are no walks. 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.
  - 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.
19. There is a 7-run limit per inning. Note: continuation scoring will not be allowed past 7 runs. The only way more than 7 runs can be scored is on a home run (over the fence) in which case all runs scored count.
20. **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.**

## **Special Rules for the CP Division**

1. Time limit for these games is 1 hr 30 min regardless if it is the last game of the evening. See Game Time Chart on pg.6 for further explanation.
2. Pitching distance - The Coach pitching must release the ball no closer than 35’ from the tip of home plate.
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 warning will be allowed. Two violations will result in immediate removal from the mound)
4. Each batter is allowed six pitches or three strikes. If a batter hits a foul ball on the sixth 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. No walks are permitted.

6. A fair batted ball hitting a coach pitcher is declared a foul ball if the umpire rules that the coach pitcher's contact with the ball was unintentional. If, in the umpire's judgment, a coach pitcher intentionally makes contact with a batted ball, the batter is out, and no runner can advance.
7. Bunting shall not be allowed
8. **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 base paths ahead of the lead runner. 3) No defensive play is imminent.**
  - a. **"Juking" on and off the base is not considered advancing to the next base**
9. **Overthrow rule:** The runner will be permitted to advance at his own risk on the first overthrow to first base, from the outfield or infield, but not more than one additional base. A second overthrow is irrelevant and does not allow for further additional bases. If a runner is tagged out while advancing in any way, then they are out. An overthrow is defined as a ball that goes past the fielder the thrower intends to throw, regardless of a misplay by the baseman or the thrower. The next base is set when the throw is made, based on where the runner is going at that time. If a runner goes past the furthest base allowed and is not tagged out, they will be allowed to return to the furthest base they achieved legally.
  - a. Ex 1: The runner can at most advance to the base they are in progress of going to and the one after
  - b. Ex 2: If the runner is not advancing at the time of an overthrow, at most he can gain the next base at his own risk.
10. 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.
11. Pitchers must be positioned behind the coach pitching 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 before the ball reaches the plate, the umpire shall rule a dead ball and direct base runners to advance one base.
12. Stealing is not permitted in Coach Pitch.
13. The infield fly rule is not in effect.
14. Base Coaches MUST stay within the coaches' box.
15. 2 defensive coaches are allowed along the foul line in foul territory behind the infield dirt
16. Each team on defense to provide a coach behind the catcher to retrieve past balls to speed up the game
17. CP will have at least 1 umpire per game
  - a. Umpires will be approved little league umpire
18. Every team will furnish a catcher, with all provided equipment a catcher requires per little league rules.
19. There are no walks. 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.
  - 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.



20. There is a 7-run limit per inning. Note: continuation scoring will not be allowed past 7 runs. The only way more than 7 runs can be scored is on a home run (over the fence) in which case all runs scored count.
21. **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.**

## **Special Rules for the Tee-Ball Division**

1. The batter is allowed a total of four (4) swings. The batter is out if the 4th swing is a foul ball.
  - a. "Measuring up" does not constitute a swing, even if the ball is knocked off the tee.
2. When a ball is hit into the infield, it will be considered a fair ball only if it travels into the grass in front of home plate.
  - a. Balls that come to a stop before the grass in front of home plate will be considered foul balls.
3. Coaches must remove the tee from home plate ***EVERYTIME*** the ball is hit into the infield and considered a fair ball in order to maintain the safest environment for runners potentially running home.
4. Each team will bat their full lineup each inning but if the opposing team makes an out on any base the player will be considered out and will return to the dugout.
5. All infielders must stay on the infield dirt until the batter has hit the ball.
6. All outfielders must stay in the outfield grass until the ball is hit.
  - a. On fields with an entire dirt infield, the infielders must not cross the line of the bases until the batter has hit the ball.
  - 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*).
7. The catcher must wear approved catching gear (helmet, leggings, chest protector, and throat guard) and sit or stand in the normal position of a catcher.
8. 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.
  - b. Tapping the ball is not considered a swing and is not a foul.
9. The tenth (10<sup>th</sup>) player on a team's defense must be utilized as a 4<sup>th</sup> outfielder.
10. Coaches call "time" when;
  - a. A defensive player has control of the ball and has stopped the progress of the lead runner
  - b. When the pitcher has possession of the ball in the pitching circle.
11. When the "time is called;

- a. Any runner who has not completely passed the halfway mark must return to the previous base.
  - b. Any runner who has completely passed the halfway mark will be awarded the next base.
12. **Overthrow Rule:** The runner(s) will be permitted to advance at their own risk on the first overthrow, from the outfield or infield, but not more than one additional base. A second overthrow is irrelevant and does not allow for further additional bases. If a runner is tagged out while advancing in any way, then they are out. An overthrow is defined as a ball that goes past the fielder at any base the thrower intends to throw, regardless of a misplay by the baseman or the thrower. The next base is set when the throw is made, based on where the runners are going at that time. If a runner goes past the furthest base allowed and is not tagged out, they will be allowed to return to the furthest base they achieved legally.
- 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 and the one after
  - c. Ex 3: If a runner is not advancing at the time of an overthrow, at most they can gain the next base at their own risk.
13. **Game Time Limits:**
- a. Game will be 60 minutes in length; finish the current inning.