



LAKESIDE NATIONAL LITTLE LEAGUE LOCAL RULES 2024

1. GENERAL RULES FOR ALL DIVISIONS

- a. Division Managers in **all** divisions are responsible for umpiring other games in the Majors, Minors A and Minors B divisions. Each manager will be given an umpire schedule for the season and will be responsible for covering their assigned times. The Manager will need to provide a minimum of two (2) trained umpires for Majors and Minors A games (one to cover home plate and one for the field). The Manager will need to provide a minimum of one (1) trained umpire for Minors B division. If the Manager cannot make the assigned game, it is their responsibility to find a replacement. If a replacement cannot be found, the Chief Umpire must be notified within three (3) days of the scheduled game. A warning will be issued on first offense. A one (1) game suspension from managing will be issued for the second offense. The Manager will be obligated to make up missed umpiring shift.
- b. Volunteers must take particular care when touching youth. Most people understand the difference between appropriate touching, like a handshake or a pat on the back, and touching which is sexual or disrespectful. Volunteers must also consider how any physical contact may be perceived.
- c. For the health of the other players, the Manager/Coach has the right to send a player home if he feels that the player constitutes a health risk to the other players. In the case of certain contagious illnesses (i.e., pink eye, lice), the Manager must receive a medical release before allowing the player back. We adhere to LUSD policies; if you cannot be at school, you cannot be at practice. The Board of Directors is to be consulted if abuse of rule is suspected. Medical release form from primary care physician must be provided in order to return to play.
- d. Base coaches will not assume their positions until all warm-up balls are returned from the field.
- e. All games will commence at their officially scheduled times.
- f. Time Limits: All Little League Major games will be played to completion. However, on weeknights, the game will be suspended by 9:00 pm with no new innings started after 8:30 pm if the game is not complete by then. The game will be completed on another date agreed upon by the Managers. For all other divisions, the games will be played to their completion or until the time limit expires (see specific times per division below), whichever occurs first. The only exception to this rule is if the ten (10) run rule is applied in the fourth

(4th) inning (see Rule 4.10[e]). The T-Ball time limit for games will normally be one (1) hour and fifteen (15) minutes.

g. Drop Dead time limits

1. Minors A - Two (2) hour and forty-five (45) minute time limit, no new inning to start after reaching two (2) hours and fifteen (15) minutes.
Opening inning will only be played in the 6th inning.
2. Minors B - Two (2) hours and fifteen (15) minute time limit, no new inning to start after reaching one (1) hour and forty-five (45) minutes.
Opening inning will be played as determined by the chief umpire.
3. Rookies - Two (2) hour time limit, no new inning to start after reaching one (1) hour and thirty (30) minutes.

*Drop dead to mean that the game will stop immediately and in the case of Minors A and Minors B, the score will revert back to what it was at the end of the last complete inning.

h. It shall be the responsibility of home team to prepare the fields prior to the start of each game. The visiting team will clean up, drag the field, broom the grass, and put equipment away at the end of the game. This includes placing the bases and other equipment on the field, as well as returning said bases and equipment to the shed as soon as the game and post-game repairs are complete.

i. It shall be the responsibility of the Managers of each team to police the area of the playing field after each game, including the dugout area and the team's stands. Parents will be responsible to pick up all trash from the stands following their games and practice.

j. Twenty (20) minute warm-up times (infield) are allotted prior to each game; ten (10) minutes per team, starting with the VISITING team 25 minutes prior to game start and HOME team 15 minutes prior to game start.

k. All protests must be in accordance with Rule 4.19 in the Official Regulations and Playing Rules handbook. Note that protests must be sent "in writing" to the league President within 24 hours to be considered (see Rule 4.19[e]). There are no protests in the T-Ball or Rookies divisions. Protests must be presented to the umpire prior to the next play. Umpire must declare. Any game under protest must be noted in the official scorebook. President and or Upper player Agent must be contacted immediately.

l. Managers must inform the Player Agent if any player misses more than two (2) consecutive games for any reason. The Player Agent must also be informed when the player returns. Failure to do so will be cause for corrective action against the manager (see regulation III [d]). Any player who is out of the lineup for more than three (3) consecutive weeks (or six (6) games) is subject to being removed from his/her team by action of the Board of Directors. However, the Board of Directors reserves the right to allow such player to remain on the roster.

m. Negative cheering is not allowed in Little League. Cheer for your team, not against or about your opponents. All cheers and chatter must stop when pitcher starts his wind up. Cheers or chants referring to the other team are not permitted. Managers of all divisions

will be responsible for controlling negative cheering. Offenders can be warned and/or removed by the Umpire (see Rule 4.06 [2 and 3]).

- n. The use of tobacco, E-cigarettes, or alcoholic beverages in any form is prohibited within the Lakeside baseball park complex (including but not exclusive to the playing field, all bleachers, and the parking lot). This rule also applies when practicing on any school property.
- o. Zero Tolerance. The Board of Directors will review reported incidents. All reported incidents must be presented to the Board of Directors in writing. After investigation of the reported incident, the Board will provide an outcome of its review. This outcome may lead to disciplinary action of the person(s) and/or player(s) involved, up to and including removal from the league without refund of fees.
- p. During a game in the Intermediate, Majors and Minors A divisions, there is a maximum of three (3) approved adults (to include team manager and two (2) assistant coaches, allowed on the field and/or in the dugout. When necessary, one approved and badged adult may serve as an alternate. In the Minors B division, there is a maximum of four (4) approved adults (team manager and three (3) assistant coaches allowed on the field and/or in the dugout during games. When necessary one approved and badged adult may serve as an alternate. An approved adult must be in the dugout at all times (see I[c] 8 & 9 in the Playing Rules handbook). Rookies and T-ball can have up to six (6) adults which includes manager, coaches, and team parent on the field. Volunteers will receive approval from the LNLL Board of Directors and must display their badge at all times while on the field for practices and games.
- q. All catchers must wear a mask, a "dangling" type throat protector, a protective cup, and a catcher's helmet during infield/outfield practice, pitcher warm-up, and games (see Rule 1.17).
- r. The inability of a team to field nine (9) players is not an automatic forfeiture (see Rule 4.16, 4.17). Every effort should be made to play ball.
- s. Rookies division and below: The short team may borrow a player or players from the opposing team. The opposing team selects the player(s). If there are not enough players between the two (2) teams, the short team(s) may borrow a player(s) from another team in the same division.
- t. Exception: During end of season Playoffs, a team that is unable to field nine (9) players for a scheduled game will have an automatic loss.
- u. The pitch count will be followed per Little League International rules. Team managers will be responsible for keeping pitch count totals for his/her team's pitchers. Scorekeepers will notify the Umpire when the pitcher of record is ten (10) pitches from reaching the daily pitch total.

<u>League Age</u>	<u>Pitches Per Day</u>
13-16	95
11-12	85

9-10 75

7-8 50

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest is required.
 - If a player pitches 51-65 pitches in a day, three (3) calendar days of rest is required.
 - If a player pitches 36-50 pitches in a day, two (2) calendar days of rest is required.
 - If a player pitches 21-35 pitches in a day, one (1) calendar day of rest is required.
 - If a player pitches 1-20 pitches in a day, no rest is required.
- v. The Division representatives name and phone number will be placed in the scorebook for their respective divisions.
- w. Any balk, or illegal pitch, whether or not the pitch is actually delivered to a batter, counts as a pitch in determining the pitch count for that pitcher. The Umpire will be responsible for calling an illegal pitch.
- x. Electronic devices will be allowed in the dugout provided they are not used for communication. The use of cell phones is prohibited on the field. An exception will be made for emergency personnel. Violation of this rule will result in ejection of the offending manager or coach.

2. SPECIAL LEAGUE RULES BY DIVISION

T-Ball Division League Rules

- a. The T-Ball division baseball program will be administered in accordance with the official rulebook and the rules set forth therein.
- b. All players league age four (4), league age five (5), and league age six (6) are eligible for T-Ball.
- c. Manager shall have up to 4 picks for players to be on their roster. The rest are to be assigned by the player agents.
- d. T-Ball division teams must have two (2) adult base coaches.
- e. No score will be recorded in T-Ball.
- f. A T-Ball will be used for the entire season.
- g. In the T-Ball division, players will hit from the tee. Coach pitch is allowed, with a maximum of four (4) pitches per player. Both teams will bat half of their entire order each inning. Batters advance regardless of the result of the play.

Rookies Division League Rules

This is a non-competitive division and no score will be kept. The intent of this division is to give players experience in playing many different positions.

- a. The Rookies division baseball program will be administered in accordance with the official rulebook and the rules set forth therein.
- b. All players league age five (5), league age six (6), league age seven (7), and league age eight (8) are eligible for Rookies. All league age five (5) players must have played one (1) year of T-Ball minimum. No 9 year olds to play in Rookies division. League age 8 has to be first year playing, safety issue or parent request.
- c. Manager shall have up to 4 picks for players to be on their roster. The rest are to be assigned by the player agents.
- d. A pitching machine is to be used in this division. In the event the pitching machine is not available, Manager/Coach pitch will be used. The batter will receive three (3) pitches from the blue flame pitching machine and two (2) pitches from a coach. If the batter hits the third ball from the pitching machine foul, the play moves to coach pitch. If the batter hits the second coach pitch foul, the batter continues to receive pitching until the ball is put into play or the batter strikes out. Manager/Coach must keep one (1) foot in the pitching circle throughout the delivery of pitches. At no time may a player enter the pitching circle. If batted ball enters and stops within pitching circle, batter will be given first base.
- e. Each player will receive a maximum of five (5) pitches during each at bat throughout the season. The first half of the season, if a hit is not earned after five (5) pitches, the player will hit from a tee. The second half of the season, if a hit is not earned after five (5) pitches the player will be out.
- f. Walks are not permitted.
- g. The Manager or Coach shall not hinder the game and will be considered a part of the playing field. If the batted ball hits the Manager/Coach pitching, it is a live ball and it should be played accordingly.
- h. Rookies can have 10 defensive players on the field: 4 outfield players, 4 infield players, one pitcher, and one properly equipped catcher.
- i. The Manager/Coach pitching shall not touch the ball or aid his players in fielding it; he/she is to remain neutral while on the field.
 1. An offensive inning for the Rookies division shall terminate after three (3) outs or four (4) runs have been scored, whichever comes first. The only way to score more than four (4) runs in an inning would be if a ball were hit over the fence (home run). Then, all runs scoring on that home run would count.
- j. There is no base stealing in the Rookies division.
- k. If a ball is hit past the outfielders, it will be treated as a double and runners may only advance two (2) bases.
- l. If a play results in an overthrow, the runner may only advance one (1) base at their own risk. Should another overthrow result from trying to get the runner out as he/she advances one base, no additional bases are allowed.

- m. Rookie division players will not have tryouts.
- n. If a parent puts "Rookies Only" on the Player Registration Form, then that player MUST be drafted to a Rookies team and is not eligible for Minors B, Minors A, or Majors. The player must remain in the Rookie division for the entire season.
- o. Weekday games will be played to the completion of the game or until the time limit is reached (see general rules A.4).
- p. A continuous batting order will be used. Regulation Minors B baseball to be used in all Rookies games

Minors B Division League Rules

- a. All players must tryout. If you do not try out you will not be part of the draft. Player will default to previous division played per District 41.
- b. Board will have to approve players that do not attend tryouts.
- c. The Minors B division baseball program will be administered in accordance with the official rulebook and the rules set forth therein.
- d. All players league age seven (7), league age eight (8), league age nine (9), are eligible for Minors B.
- e. An offensive inning for the Minors B division shall terminate after three (3) outs or five (5) runs are scored.
- f. Each player will have a minimum of nine (9) defensive outs in a six-inning game. These need not be consecutive. No player will sit on the bench for two (2) consecutive innings. The last declared inning by the umpire is an open run inning (the five (5) run rule is waived). Any regular season will be considered an official game in 4 innings or once time limit is reached. Whichever comes first. Should time limit be reached prior to inning completion score will revert back to previous.
- g. A continuous batting order will be used. All players present will bat whether they are playing defensively or not.
- h. Stealing is allowed in Minors B, but no extra bases are allowed in the event of an overthrow. There is no stealing of home. Runners on third (3rd) may only advance on a batted ball or a bases loaded walk.
- i. Once the pitcher has the ball on the pitcher's rubber runners may not advance.
- j. A player will be removed from the mound when he/she hits three (3) batters in one (1) game.
- k. The pitcher will pitch to a batter until the batter strikes out, hits safely, hits into an out, receives four (4) balls, or is hit by pitch. When a batter is walked in the Minors B division, the coach will come in for two (2) pitches to the current batter. In the event the player makes contact with the second pitch, you continue until the player does not make contact

with a pitch. The coach must have one (1) foot touching the pitcher's mound. Coach pitch will only be allowed during the first half of the season.

- j. Infield fly rule does not apply in the Minors B division.
- k. Pool play is allowed in Minors B. The team must be able to field at least nine (9) players to start the game, but may finish with eight (8). If a pool player cannot be assigned, players can be borrowed from the opposing team. "Borrowed" players cannot pitch, must play in the outfield, and will bat last. Each team must provide minimum of 3 players to the pool. Should a team not adhere to rule team will not be eligible to receive pool player to accommodate games resulting in forfeit.
- l. A fourth (4th) outfielder may be used at the defensive coach's discretion.
- m. All players must try out and will be drafted.
- n. If a parent puts "Minors B Only" on the Player Registration Form, then that player MUST be drafted to a Minors B team and is not eligible for Minors A. The player must remain in the Minors B division for the entire season.
- o. If a Minors B team loses a player through a player moving, quitting the team or being drafted to Minors A division team, or if a player is disabled for the duration of the playing season (with a doctor's excuse), that team shall be brought up to a full strength (eleven (11) players) within seven (7) days. All Managers MUST notify the Player Agent of any and all injuries within twenty-four (24) hours of an injury.
- p. The Player Agent will select a player either league age seven (7) or league age eight (8) from a team in the Rookie division. The Player Agent will create a list of players that are interested in moving up to the next division. This list will be formed by having the parent/guardian of the player sign a form stating they will move up if the situation arises. The list will be in order of oldest to youngest of those that have volunteered. If the player changed his/her mind and no longer wants to move up after the form has been signed by the parent/guardian, that player will then be placed on another team in the same division. If there are no players that have volunteered, the Player Agent will use oldest in division, safety and evaluation of player to select the replacing player. The Player Agent will notify the player. If the Player does not move up, the player will be placed on another team in the division. Coach's kids are not protected. AT NO TIME SHALL ANY MEMBER ASSOCIATED WITH THE TEAM CONTACT A PLAYER OR PLAYER'S PARENTS TO DISCUSS A PLAYER FROM ANY OTHER TEAM. This is tampering and will NOT be tolerated. Tampering is grounds for a Manager losing his team.
- q. No player is to be brought up in the last four (4) weeks or thirty (30) days of the regularly scheduled playing season. The regular playing season includes all games through Lakeside National TOC.
- r. There are two (2) special draft options in the Minors B division: Manager Option and Brother/Sister. There can be a Gentlemen's Agreement for one (1) manager's option. The Manager must notify Player Agent's of his/her pick one week before draft and the parent/guardian of the player must agree in writing prior to the draft. The gentlemen's

agreement does not automatically place the player on your team and said player is still draftable by the opposing managers.

1. Managers Option: If a Manager's Option is declared, it is based on the age of the player and that player must be selected by the respective draft round as follows:

Age Group	League Age	Draft Priority
7 – 9 Year Olds	7 Years Old	5 th round
	8 Years Old	4 th round
	9 Years Old	3 rd round

2. Brother/Sister Option: This option is declared as soon as the first brother or sister is drafted. The remaining brother or sister will then be drafted in the very next round. In the case of more than two (2) siblings, each subsequent player will be drafted in the next round until all siblings declared in the option have been drafted. In the event of a Manager Option, the second (2nd) sibling would be taken by the third (3rd) round (or next available round).
- s. Any player that signs up after the time of the draft may be assigned to a Minors B division team (discretion of the Player Agent). The Player Agent will decide the order the players are placed on teams in order to keep the teams even.
 - t. The Minors B division champion will be determined by the winner of the double elimination tournament held at the end of the season. Tournament rules will apply. Seeding for the tournament will be determined by the order of finish in the regular season. Should the win/loss record at the conclusion of play result in two (2) or more teams having the same record, the below "tie breaker" rules will apply to determine first place. Regular season highest seed is Home Team during TOC.
 1. The team with the best "head to head" record.
 2. If the "head to head" record is equal, the team with the least amount of runs allowed.
 3. If the first (1st) and second (2nd) "tie breakers" above still result in a tie, a coin toss with both team managers present will be used to break the tie. The League President will conduct the coin toss.
 - u. Minors B championship game(s) will be played in five (5) completed innings. Run rules will apply.
 - v. All suspended games will be re-scheduled and/or completed if the schedule permits. Line-ups in continued games must be the same as it was when the game was halted to start the continuation, as long as all original players are present. Once the play begins, legal substitutions may take place. The pitching statistics will all be new, but the pitcher must be eligible on the day the game is continued per Little League Rules. This rule does not

apply to games ended because of the drop-dead time limit. Revert to last inning completed.

- w. The "ten run rule" will be in effect for the Minors B division (See Rule 4.10[e]).
- x. The Minors B division will follow the "five run" per inning rule. The offensive inning will be concluded when the batting team reaches a run total of five (5) runs. The last declared inning will be an "open" run-scoring inning, as declared by the umpire.
- y. A batter hit by a pitch that is thrown by the opposing pitcher (not a coach pitch) will be awarded first (1st) base.
- z. The pitching mound will be set in accordance to Green Book Rules.

7/8 Year Old Little Stars Team Selection

- a. Up to (13) players may be selected for the (7/8) year old Little Stars team
- b. The Managers in the Minors A and Minors B division will meet and discuss eligible players to allow Little Stars team Manager to take input. The votes cast by individual ballot by the managers will determine the first nine (9) players that will be assigned to the 7/8 Little Stars team. The Little Star Manager will select the remaining Little Star players, up to the 13th roster spot.
- c. All league age 7 and 8 year old players in the Minors A and Minors B divisions, are eligible for Little Star team selection.
- d. Should your player be selected to an All Star Team, that player shall not miss a game due to other sport commitments and/or play in multiple games on the same day. The players priority is to the All Star Team. All Star games may not be missed unless a medical note or extenuating circumstance is presented.
- e. All Star coach selection will be based on managers/coaches who were in good standing in all aspects of the league (did not miss umpiring, fulfilled field clean up duties, etc) throughout the season. A Manager or Coach will be deemed ineligible if they have been suspended for any reason in the current season. The process for all star coach selection will be as follows: Player Agents will ask for and Managers/Coaches who are interested in the position. The President will meet with them and then make a proposal to the board to vote on. The vote must pass with 2/3 of the present voters.

Minors A Division League Rules

- a. The Minors A division baseball program will be administered in accordance with the official rulebook and the rules set forth therein.
- q. All players league age eight (8), league age nine (9), league age ten (10), are eligible for Minors A. 11 or 12 year olds to play in Minors A division if player has safety issue or parent request upon board approval. Twelve (12) year olds are allowed to play Minors A per the green book rules. Twelve (12) year olds cannot pitch.

- b. An offensive inning for the Minors A division shall terminate after three (3) outs or five (5) runs scored. The last declared inning, based on time, is an "open" inning, as declared by the umpire.
- c. Each player will have a minimum of nine (9) defensive outs in a six (6) inning game. These need not be consecutive.
- d. A continuous batting order will be used. All players present will bat whether they are playing defensively or not.
- e. All players must try out and will be drafted.
- f. If a parent puts "Minors A Only" on the Player Registration Form, then that player MUST be drafted to a Minors A team and is not eligible for Majors. The player must remain in the Minors A division for the entire season.
- g. If a Minors team loses a player through a player moving up to a Majors Division team, or if a player is disabled for the duration of the playing season (with a doctor's excuse), that team shall be brought up to a full strength (ten (10) players) within seven (7) days. All Managers MUST notify the Player Agent of any and all injuries within twenty-four (24) hours of an injury.
- h. The Player Agent will select a player either league age nine (9) or league age ten (10) from a team in the Minors B division. The Player Agent will create a list of players that are interested in moving up to the next division. The list will be formed by having the parent/guardian of the player sign a form stating they will move up if the situation arises. The list will be in order of oldest to youngest of those that have volunteered. If the player changes his/her mind and no longer wants to move up after the form has been signed by parent/guardian, that player will then be placed on another team in the same division. If there are no players that have volunteered, the Player Agent will use the oldest in the division to select the replacement player. The Player Agent will notify the player. If the player does not move up, the player will be placed on another team in the Minors A division. Coach's kids are NOT protected. AT NO TIME SHALL ANY MEMBER ASSOCIATED WITH THE TEAM CONTACT A PLAYER OR PLAYER'S PARENTS TO DISCUSS A PLAYER FROM ANY OTHER TEAM.. This is tampering, and will NOT be tolerated. Tampering is grounds for a Manager losing his team!
- i. No player is to be brought up in the last four (4) weeks or thirty (30) day of the regularly scheduled playing season. The regular playing season includes all games through Lakeside National TOC.
- j. There are two (2) special draft options in the Minors A division: Manager and Brother/Sister. There can be a Gentlemen's Agreement for one (1) manager's option. The Manager must notify Player Agent's of his/her pick one week before draft and the parent/guardian of the player must be notified and must agree in writing prior to the draft. The gentlemen's agreement does not automatically place the player on your team and said player is still draftable by the opposing managers.

1. Manager's Option: If a Manager's option is declared, it is based on the age of the player and that player must be selected by the respective draft round as follows:

Age Group	League Age	Draft Priority
8 – 10 Year Olds	8 Years Old	5 th round
	9 Years Old	4 th round
	10 Years Old	3 rd round

2. Brother/Sister Option: This option is declared as soon as the first brother or sister is drafted. The remaining brother or sister will then be drafted in the very next round. In the case of more than two (2) siblings, each subsequent player will be drafted in the next round until all siblings declared in the Option have been drafted. In the event of a Manager Option, the second (2nd) sibling would be taken by the third (3rd) round (or next available round).
- I. Any player that signs up after the time of the draft may be assigned to a Minors B or Minors A division team (discretion of the Player Agent). NO PLAYER is eligible to go directly into the Majors division. NOTE: If a player finished the preceding season in another league in the Majors Division, he cannot be placed in the Minors A division. Once a player has participated in the Minors A division for one (1) year, he cannot be dropped back or placed in the Minors B division the following year. The Player Agent will decide the order the players are placed on the teams in order to keep the teams even.
 - m. The Minors A division champion will be determined by the winner of the double elimination tournament held at the end of the season. Tournament rules will apply. Seeding for the tournament will be determined by the order of finish in the regular season. Should the win/loss record at the conclusion of play result in two (2) or more teams having the same record, the below "tie breaker" rules will apply to determine first place. Regular season highest seed is home team for TOC.
 1. The team with the best "head to head" record.
 2. If the "head to head" record is equal, the team with the least amount of runs allowed.
 3. If the first (1st) and second (2nd) "tie breakers" above still result in a tie, a coin toss with both team managers present will be used to break the tie. The League President will conduct the coin toss.
 - n. All suspended games will be re-scheduled and/or completed if the schedule permits. Line-ups in continued games must be the same to start the continuation, as it was when the game was halted as long as all original players are present. Once the play begins, legal substitutions may take place. The pitching statistics will all be new, but the pitcher must be eligible on the day the game is continued per Little League Rules. This rule does not apply to games ended because of the drop-dead time limit.

- o. The "ten run rule" will be in effect for Minors A division (See Rule 4.10[e])
- s. Pool play is allowed in the Minors A division. A team must field the required nine (9) players to start the game. If a pool player cannot be found, the short team can borrow a player from the opposing team. Borrowed players cannot pitch, must play in the outfield, and will bat last. Teams that cannot field the required nine (9) players will forfeit. Each team must provide minimum of 3 players to the pool. Should a team not adhere to rule team will not be eligible to receive pool player to accommodate games resulting in forfeit.

8/9/10 Year Old All Star Team Selection

- a. Up to fourteen (14) thirteen (13) minimum players may be selected for the 8/9/10 Year Old All Star team.
- b. All league age 10 year old players will vote to determine the top two 10 year old All Stars.
- c. The top two (2) 10 year old All Stars will be assigned to either the 8/9/10 Year Old All Star Team, the 9/10/11 Year Old All Star team, or the 10/11/12 Year Old All Star team.
- d. Managers will vote for the remainder of the 8/9/10 Year Old All Star team after the top two (2) 10 year old players have been assigned to a team.
- e. The votes cast by managers will determine the remainder of the nine (9) players, after the top two (2) 10 year old players have been assigned to a team, that will be assigned to the 8/9/10 Year Old All Star team. In the case of a tie for the final roster spot, the All Star Manager will determine the 9th roster spot. The All Star Manager will select the remaining All Star players, up to the 14th roster spot.
- f. The Balloting and The manager meeting will be conducted by the Little League Player Agent and will consist of the selected all star managers and player agents only.
- g. Any player who quits All Stars without a valid excuse approved by the Board of Directors will not be eligible for All Stars the following season.
- h. A player that does not make 80% of practices can be removed if the Board of Directors deems it appropriate.
- i. All Star Managers and coaches must have coached all season for the league.
 - j. Should your player be selected to an All Star Team, that player shall not miss a game due to other sport commitments and/or play in multiple games on the same day. The players priority is to the All Star Team. All Star games may not be missed unless a medical note or extenuating circumstance is presented.

9/10/11 Year Old All Star Team Selection

- a. Up to fourteen (14) thirteen (13) minimum players may be selected for the 9/10/11 Year Old All Star team.

- b. The 9/10/11 Year Old All Star team will be selected as follows:
 - 1. All league age 11 year old players will vote to determine the top four (4) All Stars.
 - 2. The top four (4) 11 year old All Stars will be assigned to either the 9/10/11 Year Old All Star team or the 10/11/12 Year Old All Star team.
 - 3. All league age 10 year old players will vote to determine the top two 10 year old All Stars.
 - 4. The top two (2) 10 year old All Stars will be assigned to either the 8/9/10 Year Old All Star Team, the 9/10/11 Year Old All Star team, or the 10/11/12 Year Old All Star team.
 - 5. After any spots on the 9/10/11 year old team are filled by any of the top four (4) 11 year old players and/or top two (2) 10 year old players, Managers will vote for the remaining players up to the 9th roster spot. In the case of a tie for the 9th roster spot, the All Star Manager will determine the 9th player.
 - 6. The 10th, 11th, 12th, and optional 13th players will be selected solely by the All Star Manager.
- c. All league age 9, 10, and 11 year olds, regardless of division played in regular season, are eligible for the 9/10/11 Year Old All Star team selection.
- e. The balloting and manager meeting will be conducted by the Little League Player Agent and the meeting will consist of the selected all-star managers and player agents only.
- f. Ballots will be counted by the following three (3) members of the Board of Directors:
 - 1. Recording Secretary
 - 2. Player Agent #1
 - 3. Player Agent #2
- g. Any player who quits All Stars without a valid excuse approved by the Board of Directors will not be eligible for All Stars the following year.
- h. A player that does not make 80% of practices can be removed if the Board of Directors deems it appropriate. All Star games may not be missed unless a medical note or extenuating circumstance is presented.
- i. All Star Managers and coaches must have coached all season for the league.
 - k. Should your player be selected to an All Star Team, that player shall not miss a game due to other sport commitments and/or play in multiple games on the same day. The players priority is to the All Star Team.

Majors Division League Rules

- a. The Majors division baseball program will be administered in accordance with the official rulebook and the rules set forth therein.
- b. All players league age ten (10), league age eleven (11), and league age twelve (12) are eligible for Majors.
- c. All Majors teams will have a max of nine (9) league age twelve (12) year old players on their roster.
- d. A continuous batting order will be used the first half of the season. The second half of the season will change to Green Book Rules.
- e. During the first half of the season, each player will have a minimum of nine (9) defensive outs in a six (6) inning game. These need not be consecutive.
- f. All eligible eleven and twelve (11/12) year old players MUST be drafted to the Majors division. The only exception is when a player has been deemed a safety risk by the Player Agent. Player Agent will discuss with parents.
- g. There are two (2) special draft options in the Majors division. Manager and Brother/Sister. There can be a Gentlemen's Agreement for one (1) manager's option. The Manager must notify Player Agent's of his/her pick one week before draft and the parent/guardian of the player must be notified and must agree in writing prior to the draft. The gentlemen's agreement does not automatically place the player on your team and said player is still draftable by the opposing managers.
 1. Manager's Option: If a Manager's option is declared, it is based on the age of the player and that player must be selected by the respective draft round as follows:

Age Group	League Age	Draft Priority
10 – 12 Year Olds	10 Years Old	5 th round
	11 Years Old	4 th round
	12 Years Old	3 rd round

2. Brother/Sister Option: This option is declared as soon as the first brother or sister is drafted. The remaining brother or sister will then be drafted in the very next round. In the case of more than two (2) siblings, each subsequent player will be drafted in the next round until all siblings declared in the Option have been drafted.

In the event of a Manager Option, the second (2nd) sibling would be taken by the third (3rd) round (or next available round).

- h. Any player that signs up after the draft (or does not participate in at least one of the tryouts) may be assigned to Minors A division team. If the player finished the previous season in a different league as a Majors division player (verified from another league), they cannot be drafted or placed in a lower division. For example: A Majors division player, after one (1) year cannot be dropped or placed in the Minors A division. The Board of Directors must meet to determine placement of the player.
- i. A player will not be drafted into the Majors division without attending a tryout or evaluation, unless they played within our league the prior season. If a player registers after teams are selected, he/she will be placed on a waitlist until enough players are registered to maintain balanced teams.
- j. The Player Agent will create a list of players that are eligible to move up to the Majors division. The list will consist of all league age eleven (11) year olds and some league age ten (10) year olds as the player agent sees fit to move up to the next division. The list will be formed by having the parent/guardian of the player sign a form stating they will move up if the situation arises. The list will be in order of oldest to youngest of those that have volunteered. If the player changes his/her mind and no longer wants to move up after the form has been signed by parent/guardian, that player will then be placed on another team in the same division. If there are no players that have volunteered, the Player Agent will use the oldest in the division to select the replacement player. The Player Agent will notify the player. If the player does not move up, the player will be placed on another team in the division. Coach's kids are NOT protected. AT NO TIME SHALL ANY MEMBER ASSOCIATED WITH THE TEAM CONTACT A PLAYER OR PLAYER'S PARENTS TO DISCUSS A PLAYER FROM ANY OTHER TEAM. This is tampering and will NOT be tolerated. Tampering is grounds for a Manager losing his team!
- k. No player is to be brought up in the last four (4) weeks or thirty (30) days of the regularly scheduled playing season. The regular playing season includes all games through Lakeside National TOC.
- l. The Majors division champion will be determined by the winner of the double elimination tournament held at the end of the season. Tournament rules will apply. Seeding for the tournament will be determined by the order of finish in the regular season (regular season to include any interleague games played). Should the win/loss record at the conclusion of play result in two (2) or more teams having the same record, the below "tie breaker" rules will apply to determine first place. Regular season highest seed is Home team for TOC.
 - 1. The team with the best "head to head" record.
 - 2. If the "head to head" record is equal, the team with the least amount of runs allowed.
 - 3. If the first (1st) and second (2nd) "tie breakers" above still result in a tie, a coin toss with both team managers present will be used to break the tie. The League President will conduct the coin toss.
- m. See time limit exceptions for Playoff games. Refer to Green Book.

- n. All suspended games will be re-scheduled and/or completed if the schedule permits. Line-ups in continued games must be the same to start the continuation, as it was when the game was halted as long as all original players are present. Once the play begins, legal substitutions may take place. The pitching statistics will all be new, but the pitcher must be eligible on the day the game is continued per Little League Rules.
- o. The "ten run rule" will be in effect for Majors (See Rule 4.10[e])
- p. The Majors division will be allowed the use of pool players. Little league International rules for pool players will be adhered to (see Rule V[c]). All managers must submit the names of eligible pool players from their team to the Player Agent by the end of the first week of play. The Player Agent runs the pool and assigns players. Managers/Coaches do not have the right to randomly select players. Pool players can only be used to bring teams up to nine (9) players, and the pool player must play the outfield, cannot pitch, and must bat last. Each team must provide minimum of 3 players to the pool. Should a team not adhere to rule team will not be eligible to receive pool player to accommodate games resulting in forfeit.
- q. Local TOC (Tournament of Champions) will play by District TOC rules.

10/11/12 Year Old All Star Team Selection

- a. Up to fourteen (14) players may be selected for the 10/11/12 Year Old All Star team.
- b. The 10/11/12 Year Old All Star team will be selected as follows:
 1. All league age 12 year old players will vote to determine the top four 12 year old all stars
 2. The top four voted 12 year old all star players will be assigned to the 10/11/12 all star team
 3. All league age 11 year old players will vote to determine the top four 11 year old All Stars.
 4. The top four 11 year old All Stars will be assigned to either the 9/10/11 Year Old All Star Team or the 10/11/12 Year Old All Star team.
 5. All league age 10 year old players will vote to determine the top two 10 year old All Stars.
 6. The top two (2) 10 year old All Stars will be assigned to either the 9/10/11 Year Old All Star team or the 10/11/12 Year Old All Star team.
 7. After any spots on the 10/11/12 year old team have been filled by any of the top four 11 year old players and/or the top two (2) 10 year old players, the balance of players 1-6 will be filled by the top four 12 year old players as voted by all league age 12 year old.
 8. The 7th, 8th, and 9th players will be selected collectively by managers ballot
 9. The 10th, 11th, 12th, and optional 13th or 14th players will be selected solely by the All Star Manager.

- c. All league age 10, 11, and 12 year olds, regardless of division played in regular season, are eligible for the 10/11/12 Year Old All Star team selection.
- d. The balloting and manager's meeting will be conducted by the Player Agent and the meeting will consist of the selected all-star managers and player agents only
- e. Ballots will be counted by the following three (3) members of the Board of Directors:
 - 1. Recording Secretary
 - 2. Player Agent #1
 - 3. Player Agent #2
- f. Any player who quits the All Star team without a valid excuse approved by the board will not be eligible for the All Star team the following year.
- g. A player that does not make 80% of practices can be removed if the Board of Directors deems it appropriate. All Star games may not be missed unless a medical note or extenuating circumstance is presented.
- h. All Star Managers and coaches must have coached all season for the league.
 - i. Should your player be selected to an All Star Team, that player shall not miss a game due to other sport commitments and/or play in multiple games on the same day. The players priority is to the All Star Team.

Challenger Division Rules:

- a. Challenger Division games are played on Saturdays from 8:30 AM – 10:30 AM. The games should finish no later than 10:15 AM allowing for cleanup of dugouts and transition for the next scheduled game. There is no minimum number of players required to start a game. Players may be borrowed from the opposing team if needed. No score will be kept, nor outs tallied. Challenger Division will not have an end of season tournament. Managers are encouraged to give a game ball at the end of each game. Each player will receive a game ball at least once during the season.
- b. Offense: The batting order will be the entire roster. The half inning will end when the offensive team bats through its entire roster in its half inning. A batting tee may be used, if needed. Players tagged out may remain on base. Fly balls that are caught are outs. Helpers may assist players as needed. The Manager/Coach will pitch to their team. A coach or helper will serve as the catcher for their team.
- c. Defense: All players will play defense and will use a glove. There will be at least two coaches/helpers on the field.

Field Preparation

All Divisions

Home Team will be responsible for field set up before the game.

1. Setup all bases and Inspect field for holes and other hazards.
2. Rake/drag the infield to create a level playing surface (DO NOT pull the drags onto the turf areas).
3. Chalk the batters boxes, coach boxes, pitcher circle (T-Ball only), and foul lines.
4. Water down the field as needed.
5. Rake and level batters boxes, around the bases, around the pitching rubber, and any bad spots in the infield. The purpose for this is so the field will pack to a better condition when it rains or the sprinklers come on during the night or the next day.
6. Put the flags up at the start of the day/game.
7. Sweep dirt off grass.
8. Sign log books for maintenance.

Visiting team will be responsible for clean up after the game.

1. Put away chalkers, batter box templates, water hoses, rakes
2. Put away bases in the equipment boxes.
3. Take down flag and put away.
4. Double check bleachers, dugouts, and trashcans.

Both teams are responsible for:

1. Cleaning out their dugouts and bleacher areas after each game.
2. Emptying their trashcans and taking it to the main dumpster.
3. Manager or Umpires of the last game waiting for the snack bar to close and escorting the last snack bar worker to their car.

All equipment (hoses, rakes, bases, etc.) removed from the equipment shed or (green) equipment boxes should be returned and placed in a neat and orderly position upon completion of use.

Managers should encourage parents to help with the field set-up and clean-up so the managers and coaches can spend more time working with the players.

All Managers in Minors B, Minors A, and Majors: Managers that fail to complete required duties and responsibilities will receive a warning on the first offense. The second offense of failing to complete duties and responsibilities will result in a one game suspension from game where manager is not allowed in the dugout. Teams will also be responsible to work their shift for make-up games.

Scorekeepers are responsible for informing the managers and the umpire when a pitcher's pitch count is ten (10) pitches from the daily maximum allowed under International rules.

Note: Please do not allow players to hit or throw against any of the fences. Over time, this causes extensive/expensive damage to the chain link fences. Fields should not be used when saturated by rain or over irrigation.

Approved by the Lakeside National Board of Directors: November 16, 2023

Jim Rosa

President

Lakeside National Little League