

Introduction

Trabuco Canyon Little League (TCLL) is a community-based organization created to introduce, teach, and nurture the development of baseball among the boys and girls of our community.

Unless otherwise stated in this document, TCLL adheres to the rules and regulations stated in the Little League Rule Book.

1.0 Code of Conduct

As a community-based organization, TCLL mandates that all Players, Coaches, Umpires and Parents conduct themselves in a manner that maintains a pleasurable experience for all.

- Foul Language will not be tolerated. Players who use foul language, will be warned once per season. The second violation will result in a one-game suspension. Subsequent violation will result in an end-of-season suspension.
Coaches, Umpires and Parents, who use foul language, will be warned the first time. The second violation will result in being asked to leave the Fields. A subsequent violation will result in the person being banned from the Fields.
- Taunting a player, or another team, is not acceptable. Players who demonstrate a lack of respect for another player, will be warned once per season. The second violation will result in a one-game suspension. Subsequent violation will result in an end-of-season suspension.
- Volunteer Umpires will be respected for the role that they play in the game. While it is understood that Coaches and Players can ask for a clarification on a rule or a game call, any disrespect to the Umpire will be a warning to the Player or the Bench. The second violation will result in a one-game suspension. Subsequent violation will result in an end-of-season suspension.
If a Junior Umpire is assisting, the Manager must address any questions to the Plate Umpire only.

Rulings regarding Code of Conduct may be appealed to the TCLL President for review.

Prior to the start of each Season, the Player and his/her Parent(s) will be asked to sign a code of Conduct document.

2.0 General Rules

2.1 Start Date

TCLL declares the season officially begins on the first day of the Regular Season per each respective Division.

2.2 Refund Policy

Spring Season:

- Upper Divisions (AA to Seniors): Full refund, less a \$25 processing fee, is provided to the published date of the first tryout. No refunds will be provided after the tryouts have begun.
- Lower Division (T-Ball to Single A): Full refund, less a \$25 processing fee, is provided to the fourth Monday in January. No refunds will be provided after this date.

Fall Season:

- All Divisions: Full refund, less a \$25 processing fee, is provided to the fourth Monday in August. No refunds will be provided after this date.

2.3 Player Verification

All players are subject to verification of age and residence prior to the season.

2.4 Player Safety

The Manager, or team representative, shall have a copy of the Medical Release forms for all players in their immediate possession at all team functions.

Failure to produce such forms upon request of the Umpire or any Board of Director member will result in a postponement of the game or practice and subject the Manager to further discipline as deemed appropriate by the Board of Director.

No manager (or his designated coach) may leave the park after practice until all team players have been picked up or accounted for by a responsible adult.

3.0 Division Alignment

TCLL is chartered to present teams in the following Divisional classifications:

Division	League Age	Team Formulation	Player Requirements
T-Ball	4, 5 and 6	Assigned – Player Agent	None
Minor A	5, 6 and 7	Assigned – Player Agent	<ul style="list-style-type: none"> • Players of age 5 and 6, must have completed T-Ball.
Single A	7, 8	Assigned – Player Agent	<ul style="list-style-type: none"> • Players of Age 7 must have completed Minor A.
AA	8, 9, 10	Player Tryout and Draft	<ul style="list-style-type: none"> • Age 8 players are eligible for Draft after all Age 9 and 10 players are guaranteed space.
AAA	9, 10, 11	Player Tryout and Draft	<ul style="list-style-type: none"> • Age 9 players are eligible for Draft after all Age 10 and 11 players are guaranteed space. • Players below League Age 9 are ineligible for the Division.
Majors	10, 11, 12	Player Tryout and Draft	<ul style="list-style-type: none"> • Age 12 Players must play Majors. • Age 10 players are eligible for Draft after all Age 11 and 12 players are guaranteed space.
50-70	12, 13	Player Tryout and Draft	
Juniors	13, 14	Player Tryout and Draft	
Seniors	15, 16	Mixed: Tryout and Player Agent	
Big League	17, 18	Players assigned by District	

4.0 Manager and Coach Selection

4.1 Background Verification

All Managers and Coaches and any person coming in regular contact during the season or who will be in the dugout with the players must submit to a criminal background check.

No Manager, Coach or persons coming in regular contact that has not satisfied this requirement shall be permitted in the dugout or field at any time during practice or games.

4.2 Manager Selection

- AA, AAA, and Majors Divisions:

An in-person interview by an Interview Committee (created by the Board of Directors) will be conducted for each manager applicant for the AA, AAA, Majors Divisions. The Interview Committee will forward to the TCLL President a list of proposed Managers.

- Big League, Seniors, Juniors, Single A, Minor A and Tee-Ball Divisions:

Interviews shall be conducted by the Division Representative who may involve other Board of Director members as needed. The respective Division Representatives will provide the TCLL President with a list of proposed Managers.

The list of Managers presented to the full Board of Directors for ratification.

The President, with the Board of Director's approval, will appoint all managers.

4.3 Coach Selection

Approved TCLL appointed Managers will present their list of prospective Coaches to the President immediately after teams have been formed.

The President appoints Coaches, with Board of Director approval.

5.0 Volunteer Umpire Program

5.1 Program Overview

The TCLL Volunteer Umpire Program is designed to instruct, mentor, and develop volunteer Umpires to meet the needs of the TCLL Spring Season's Little League Schedule.

The Program is open to qualified male and female volunteers, who complete and submit the Volunteer Application Form, undergo a background investigation and complete training.

In addition to the Adult Program, TCLL maintains a Juniors Umpire Program for eligible individuals under the age of 18.

Umpires are volunteers. Paying any money to any Umpire, regardless of age, is strictly prohibited.

5.2 Training

Two Training Programs – conducted by District 68, are provided to educate Umpires. At the discretion of the TCLL Umpire-in-Chief, a local training program may also be implemented.

Attendance at these Programs is mandatory for prospective Umpires.

- Mechanics Clinic – outlining the proper positioning and technics for calling plays
- Rules Committee – reviewing the relevant rules for Little League Baseball

5.3 Team Responsibility

Managers are responsible to provide an umpire for each scheduled game.

- Lower Division (T-Ball to Single A): Home Team provides the Umpire. The Program will support a Parent to Umpire a game where his/her child is a player in the game.
- Upper Division (AA to Majors): Home Team is responsible for the Plate Umpire; Visiting Team is responsible for the Base Umpire. For AA, the Program will support a Parent to Umpire a game where his/her child is a player in the game. It is encouraged that Parents do not umpire their child's game at the AAA and Major's level.

5.4 Umpire Point System

TCLL has implemented an Umpire Point System (UPS) to ensure proper coverage across all scheduled games. Points will be earned by Adult Umpires only; Junior Umpires cannot earn Team points.

It is the Manager's responsibility that his/her team meets its Umpire program requirements - including the Umpire Point System requirements noted below.

Points are awarded based on the Division Level and Umpire Role according to the breakdown:

	Plate	Base
Single A	N/A	1 Point
AA	5 Points	2 Points
AAA	5 Points	4 Points
Majors	5 Points	4 Points
50/70*	6 Points	5 Points
Juniors*	6 Points	5 Points

3.5 Umpire Point System Requirements

Requirements are based on Division of play:

	A	AA	AAA	Majors
Attendance at District 68 Rules Clinic	<ul style="list-style-type: none"> Manager Umpire Designates (2) 	<ul style="list-style-type: none"> Manager Coaches (2) Umpire Designates (2) 	<ul style="list-style-type: none"> Manager Coaches (2) Umpire Designates (2) 	<ul style="list-style-type: none"> Manager Coaches (2) Umpire Designates (2)
Attendance at District 68 Umpire Mechanics	<ul style="list-style-type: none"> Umpire Designates (2) 	<ul style="list-style-type: none"> Umpire Designates (2) 	<ul style="list-style-type: none"> Umpire Designates (2) 	<ul style="list-style-type: none"> Umpire Designates (2)
Regular Season Game Requirements	<ul style="list-style-type: none"> Home Team provides Umpire 	<ul style="list-style-type: none"> Home Team: Plate Visitor: Base Two (2) Umpires Required. 	<ul style="list-style-type: none"> Home Team: Plate Visitor: Base Two (2) Umpires Required. 	<ul style="list-style-type: none"> Home Team: Plate Visitor: Base Two (2) Umpires Required.
Ability to Umpire Child's Game	<ul style="list-style-type: none"> Encouraged 	<ul style="list-style-type: none"> Permitted 	<ul style="list-style-type: none"> Permitted 	<ul style="list-style-type: none"> Not Permitted
Total Umpire Points Required	<ul style="list-style-type: none"> 8 Points Annual at A, AA 	<ul style="list-style-type: none"> 36 Points Annual at AA, AAA, Majors 	<ul style="list-style-type: none"> 32 Points per Half at AA, AAA, Majors 	<ul style="list-style-type: none"> 32 Points per Half at AA, AAA, Majors

Prospective Umpires are asked to register at TCLL's Umpire Scheduler, which can be found as a link from the TCLL Home Page. Reports on Umpire service are generated from this application. At conclusion of the regular season TCLL will recognize the Umpire Points Leader as well as those umpires that earn over 100 points during the regular season; TCLL's "Iron Man" umpires.

Should a team not meet these requirements, that team shall be subject to disciplinary action at the discretion of TCLL's UIC, Division Representative and President.

Discipline can include, but is not limited to:

- **Single A and AA** – Failure to meet the team's Annual Points commitment will render the team ineligible for the TCLL postseason tournament.
- **AAA and Majors** –
 - Failure to meet the team's 1st Half Points commitment – or – 2nd Half commitment will disqualify the team for TCLL's World Series.
 - Failure to meet the team's Annual Points commitment will render the team ineligible for TCLL's Postseason Tournament and the District 68 TOC Tournament.

6.0 Player Draft

6.1 Draft Eligibility

To be eligible, Players must register prior to the Draft – and – participate in the Draft Evaluation Tryout.

Prior to the draft, the Player Agent will publish a list of all eligible players for each Division's draft. Only those players on the list may be selected.

Managers are recommended to watch the entity of the tryout for which eligible players in their Division may be drafted.

6.2 Draft Mechanics

The Draft Room is limited to the Manager (or the Player Agent pre-approved replacement), the applicable Division Representative, and other persons designated by the TCLL President.

The draft order will be determined by a random draw prior to the commencement of the draft. The draft will be a serpentine style (i.e. 1-8, 8-1) through the rounds until all teams have selected the pre-determined number of players. If there are an odd number of draft rounds, for example 11, the last round is reversed so that the Manager with the first pick, is provided the last pick.

Players that have previously played in TCLL shall be drafted in the same or a higher division.

Players must play in the division appropriate to the typical playing division for their age (refer to Section 3.0).

Manager's son / daughter of a manager shall be drafted in or before the round in accordance with the table below.

League Age	Round
8, 9	5
10, 11	4
12	3

If there are two siblings of a Manager that were to play on the same team, both siblings must be drafted by the round specified for that League Age. Any exceptions to this rule to allow player to be draft after round listed below shall be approved by the Player Agent, Division Rep and TCLL President prior to the draft.

When there are two or more siblings in a division draft and the first brother/sister is drafted, the drafting Manager must draft the sibling in the in next round. This rule does not apply to manager son/daughter, which is explained above.

Trades are only permitted on draft night. At the time the Player Agent declares the draft complete and all trades finished, no further trading may take place. The Player Agent shall have the final word on when the draft is closed, and trading must cease. The Player Agent shall also have the final approval of all trades with two-thirds vote of the Board of Directors.

No Majors team may draft, or have on their team, more than eight (8) players of any one age group per team.

6.3 Special Draft Requests

Parents are encouraged to identify special needs / causes that would limit their son/daughter's playing ability. This includes, but not limited to, conflicts because of school, church, non-TCLL sports or other activities. The Player Agent will review these statements and present a summary at Draft.

Parents who request special consideration due to health and/or ability may appeal for consideration. These requests will be noted but may not be granted.

There are NO coaches' picks. If a Manager wishes to have a specific coach, the Manager must select the Coach's son/daughter through the draft.

7.0 Game Mechanics

7.1 Field Maintenance

The Home Team is responsible for the pre-game field preparation: rake, drag, water, paint fair/foul lines and batter's box.

The Visiting Team prepares post-game field: rake, drag and cover mound (weekday games).

Both teams shall remove trash from field, dugouts, and bleachers on their side.

Scoreboard operation is the responsibility of the team whose dugout resides on the same side as the control panel, regardless of Home or Visitor team.

7.2 Scorebook and Pitching Log (AA, AAA, Majors)

The Home team provides the Official Scorekeeper.

The Official Scorekeeper's role is to keep score, maintain the book and the pitch count for both teams.

Scorekeepers are assigned to the Plate Umpire and should only communicate with the Plate Umpire.

Managers will provide a Team Lineup as well as a Team Pitching Logs to the Plate Umpire at the Plate Meeting prior to the game.

After the game, the Umpire will review and sign the Scorebook and Pitch Logs. The Logs will be returned to the individual Managers.

Failure to provide a Pitching Log prior to the game may result in disciplinary action at the discretion of the Division Representative and President.

7.3 Game Time Limits – Darkness, Weekend Play

The last pitch time will be posted on the TCLL website.

The Plate Umpire's watch will be the official time. Any batter in the batter's box at the time of last pitch is permitted to complete his/her at bat.

An inning ends as soon as the third out is recorded on the home team.

Time Limit: Any new full inning that begins after the 4th inning and the 1-hour 45-minute mark will be declared the last inning for AA, AAA, and Majors divisions. A game can continue beyond the time limit, up to a 6-inning game length, if mutually agreed upon by both team managers before the call of last inning.

Reasonable exceptions can be made by the Plate Umpire to complete the game. For example, if four (4) innings have not been completed or if the game is tied.

7.4 Game Balls

The Home Team will supply a minimum of three new game balls prior to the start of each game; home team shall also supply any additional new balls necessary to complete the game.

7.5 Ground Rule Review

Home Plate Umpire will define ground rules for the field prior to the start of each game.

7.6 Mercy Rule

The 10-run rule will be in effect after 4 innings (3½ innings if the home team is ahead).

7.7 Late Arriving Players

Players arriving late to a game, should be immediately placed at the bottom of the lineup, and considered active, for meeting minimal play.

Minimum play requirements are not waived.

However, if the status of the game (advanced innings or game time) will not reasonably afford the achievement of minimal play – the Home Plate Umpire will determine a reduced applicable play – and share with both Managers.

8.0 Pool Players / Player Absence

8.1 Pool Player Definition

A Pool Player is a registered TCLL player, who serves as a substitute player for another team, who needs a player to avoid a game forfeiture.

The Pool Player model is only applicable for AA, AAA, and Majors Divisions.

8.2 Pool Player Mechanics

The list of Pool Players and their order of selection will be developed confidentially by the Player Agent using a random convention and disclosed only to the TCLL President.

- Pool Players must be requested by the Team Manager when he/she believes his team will have less than nine (9) players eligible to dress for an entire upcoming game.
- It is strongly recommended that a Pool Player is requested by a Manager when he/she believes the team will have only ten (10) eligible players.
- Pool Players should not be requested for teams who will have eleven (11) players, even if they are missing a player.

As soon as a Manager becomes aware that his/her team is short of players, he should contact the Division Representative and the Player Agent and request sufficient horizontal Pool Players such that he will have ten (10) players who can play the entirety of that game.

Pool Players are assigned on a game basis. Managers must make the Pool Player request for each game that they need a player.

8.3 Other Comments

- The Pool will be comprised of players from each Division that are willing to participate in extra games during the regular season.
- Managers and/or coaches will not have the right to randomly pick players from the pool.
- The first player on the Pool list (not on the opposing team) available to play on a given day is assigned to the first team requesting a player.
- Pool Players may not play pitcher or catcher when in the role of a Pool Player, but may play all other defensive positions. Pool Players are to bat last in the batting order.
- Pool players that are called and show up at the game site must play at least nine defensive outs.

8.4 Player Absence – Majors Division

The Major Division rosters will consist of 12 active players.

Managers must inform the Player Agent and Division Representative for any player missing two (2) consecutive games or a player suffering an injury which will not permit the player to play for two (2) or more games. Failure to comply may result in disciplinary action at the discretion of the Player Agent.

A player who has missed four (4) consecutive games at the Majors level for any reason must be replaced temporarily as provided by this Local Rule.

9.0 Managers and Coaches

9.1 Background Verification

All Managers and Coaches and any person coming in regular contact during the season or who will be in the dugout with the players must submit to a criminal background check.

No Manager, Coach or persons coming in regular contact that has not satisfied this requirement shall be permitted in the dugout or field at any time during practice or games.

9.2 Manager Selection

- AA, AAA, and Majors Divisions:

An in-person interview by an Interview Committee (created by the Board of Directors) will be conducted for each manager applicant for the AA, AAA, Majors Divisions. The Interview Committee will forward to the TCLL President a list of proposed Managers.

- Big League, Seniors, Juniors, Single A, Minor A and Tee-Ball Divisions:

Interviews shall be conducted by the Division Representative who may involve other Board of Director members as needed. The respective Division Representatives will provide the TCLL President with a list of proposed Managers.

The list of Managers presented to the full Board of Directors for ratification.

The President, with the Board of Director's approval, will appoint all managers.

9.3 Coach Selection

Approved TCLL appointed Managers will present their list of prospective Coaches to the President immediately after teams have been formed.

The President appoints Coaches, with Board of Director approval.

10.0 All-Star Team Development

10.1 All-Star Selection Process

The All-Star process will be overseen by the TCLL Tournament Director. The process is intended to begin the third week of May.

Confidentiality - because of District Rules and individual considerations - throughout the process is critical. The selection of the respective team Managers and Players for each All-Star Team must remain confidential until the league approved announcement date.

Any disclosure prior to the announced to possible sanctions to be determined by the President of TCLL.

10.2 Player Commitment

Selection to an All-Star team honors a player's contribution to the current Spring Season.

With the selection, comes the responsibility to represent TCLL not only in the Tournament, but also in the practices and team activities that precede the Tournament.

Players selected to an All-Star team, and their parents, are expected to be committed to their team throughout the duration of the team's tournament experience as stated in the Commitment Letter submitted with their application.

The signed Commitment Letter is a Parent / Player's acknowledgement of the commitment to the All-Star team.

If after being selected to an all-star team a player leaves or fails to participate in team activities without Manager approval, or injury / medical reasons, then that player is subject to be removed from the team.

Once selected to an All-Star Team, no player may be removed from without consent of the TCLL President and the approval of the Board of Directors.

10.3 All-Star Selection Meeting

Working with the TCLL President, the Tournament Director will schedule the All-Star Selection Meeting for both Manager and Players.

Attendance by the respective Division Managers and Division Representatives is mandatory. In the meeting, the All-Star Managers will be announced, and the Players will be voted.

Additionally, two (2) independent auditors from the TCLL Board of Directors that are appointed by the President will attend to count and validate the vote. The auditors may not have a child playing in the division that they are auditing.

10.4 All-Star Manager Selection

Prospective Managers should provide a notice of interest to manage by May 15, to the Tournament Director and TCLL President.

Prospective Managers will discuss their candidacy with the TCLL President. Should multiple, qualified candidates share an interest to Manage an All-Star Team, all TCLL Players eligible for selection to that Age Team will have the ability to vote. For example, if two (2) or more qualified candidates indicate a desire to Manage the Age 9 team, all Age 9 Players within TCLL will vote.

Once tallied, the vote will be reviewed by the TCLL President, who will appoint the Manager.

Managers selected to manage an All-Star team are expected to be committed to those duties throughout the duration of the team's tournament experience. If after being selected, a Manager leaves, or fails to participate in either games or scheduled practices with a team for any reason other than injury or medical reasons, then that manager shall be deemed to no longer be the manager of that team.

The TCLL President shall then select a replacement manager from among the existing assistant coaches. The original manager may be reinstated to the team upon their return as either the Manager or an Assistant Coach at the discretion of the President.

10.5 All-Star Player Selection

Players will be selected by a vote of the "eligible" managers of the various levels (please see below) from a ballot that includes all "eligible" players.

When submitting their Commitment Letter, Players may indicate if they would like consideration for selection at their Age level, or if they would like to be considered for a 'step' Age. For example, an Age 8 Player may submit for consideration on the Age 9 Team; an Age 9 Player may submit for consideration for the Age 10 team, etc.

The intent of TCLL is for players to represent the League in their respective Age Teams.

Only the votes of the Managers (or approved alternates) that are in attendance will be counted. Managers are expected to provide input on the candidacy of the Player for All-Star selection.

- Juniors / Seniors All-Star Manager – Twelve to fourteen players will be voted by the Juniors / Seniors Managers' and Division Representative.
- All-Star Team (Age 12) – Voting is conducted in two (2) phases:
 - Player Vote: All Majors Players will be able to vote for up to seven (7) Age 12 players that they deem 'worthy to represent TCLL in All-Star competition'. The top four (4) players automatically become named to the All-Star Team. Players are not permitted to vote for players on their current team.
 - Manager Vote: Majors Division Managers will be presented with a ballot of all 'non-selected' All-Stars (aka the list of potential Age 12 players less the Player's Vote selection). Majors Managers will vote for six (6) additional players.

- Age 11 All-Star Team – Majors Division Managers will vote for a minimum of seven (7), and no more than twelve (12) players for the Age 11 All Star Team. Managers in the first round, cannot vote for players on their team. The top ten (10) vote receiving Players will be named to the All-Star Team.
- Age 10 All-Star Team – AAA and AA (with eligible players) Division Managers will vote for a minimum of seven (7), and no more than twelve (12) players for the Age 10 All Star Team. Managers in the first round, cannot vote for players on their team. The top ten (10) vote receiving Players will be named to the All-Star Team.
- Age 9 All-Star Team – AAA and AA (with eligible players) Division Managers will vote for a minimum of seven (7), and no more than twelve (12) players for the Age 9 All Star Team. Managers in the first round, cannot vote for players on their team. The top ten (10) vote receiving Players will be named to the All-Star Team.

Should the vote result in a tie, the following tie-breaker process will be enacted to achieve a team of ten (10) players:

- The names of the Players involved in the tie shall be placed on a separate ballot, with each Manager receiving a single vote to be cast for any player on ballot. Manager can vote for player on his team.
- If this process results in a subsequent tie vote, then the ballot shall be adjusted to only include those players still involved in the tie and another vote taken with each manager being provided a single vote.
- This process shall be repeated as many times as necessary to complete the portion of the roster that is determined by manager voting.

After the Manager and Player voting, the results will be verified and validated by the TCLL President. The respective All-Star Manager will receive the list of the ten (10) players voted on their All-Star Team.

The Manager is requested to provide the President and Tournament Director with the names of the additional two (2) to four (4) players who will be added to the team as 'Manager's Picks' within 72 hours of voting.

11.0 Seniors Division Specific Rules

11.1 Eligibility

Players that are Little League Age 15 and 16 (14 only if necessary) and live within the boundaries of Trabuco Canyon Little League will be eligible for the Seniors Division. Any exceptions to these eligibility requirements will be made by the Regional Committee by way of accepted waiver.

Should a player register late, the Division Representative shall determine whether and when these players shall be assigned to a team. In the event it is decided to assign these players to a team, a supplemental draft date shall be set by the Seniors Representative and the teams shall select players in an order that is the inverse of their regular season standing at the time of the draft (any second round will be in serpentine manner). Teams shall continue to draft until all players are assigned or a team reaches 14 players. No team shall have more than 14 players on their roster after the supplemental draft. These players will be eligible for post season tournament play in accordance with established Little League tournament rules as supplemented by these local rules.

11.2 Rules of Play

Specific modification to the rules of the game will be decided by District Wide Seniors Meeting.

12.0 Juniors Division Specific Rules

12.1 Eligibility

Players that are Little League Age 13 and 14 and live within the boundaries of Trabuco Canyon Little League (TCLL) will be eligible for the TCLL Juniors Division.

Should a player register late, the Division Representative shall determine whether and when these players shall be assigned to a team. In the event it is decided to assign these players to a team, a supplemental draft date shall be set by the Seniors Representative and the teams shall select players in an order that is the inverse of their regular season standing at the time of the draft (any second round will be in serpentine manner). Teams shall continue to draft until all players are assigned or a team reaches 14 players. No team shall have more than 14 players on their roster after the supplemental draft. These players will be eligible for post season tournament play in accordance with established Little League tournament rules as supplemented by these local rules.

12.2 Rules of Play

The season shall consist of a regular season and a local post season tournament (double elimination for TCLL teams only). All TCLL teams will qualify for the Juniors Little League post season Tournament of Champions (TOC).

13.0 Majors and AAA World Series, Tournament and District Tournament of Champions Tournament

TCLL will qualify two (2) teams to compete in the District 68 Tournament:

- Seed Number 1: World Series Winner between the 1st Half and 2nd Half ~~Winner~~.
- Seed Number 2: Post Season Tournament Champion

If the same team wins both the World Series and the Post Season Tournament, then the runner-up team in the Post Season Tournament will earn Seed Number 2.

13.1 World Series

The participants in the World Series will be the teams with the record in the 1st half of the season and the team with the best record in the 2nd half of the season. If the same team wins both halves of the season, then the other World Series participant will be the team with the next best over-all win/loss record for the entire season.

The World Series shall be played over three consecutive days (weather permitting) and be a “best two out of three” format.

The team that is designated as the winner of the 1st half of the season will have the option of selecting Home/Visitor Team in Game 1.

The 2nd Half winner will have the option to select Home/Visitor for Game #2.

If there is a Game #3, there will be a coin flip – with a TCLL designated representative - to determine which team has the right to be Home/Visitor selection.

The winner of the World Series will be considered the Regular Season Champion and earn a spot in the District 68 Tournament of Champions as the Number 1 Seed.

13.2 Post Season Tournament

A tournament will be played after the conclusion of the World Series that includes all eligible teams in the division. The winner of the World Series will be the #2 Seed in the Tournament, and the other team participating in the World Series will be the #1 Seed. The remaining seeding will be based upon the teams’ cumulative win/loss records for the entire season.

The winner of the Post Season Tournament will earn a spot in the District 68 Tournament of Champions. However, if the winner of the Post Season Tournament and the World Series are the same team, then the 2nd place team in the Tournament will represent TCLL in TOC. This team will be the Number 2 seed.

During the Tournament, the higher seeded team will retain the option of Home/Visitor selection if they remain in the Winner’s Bracket. If both teams in a game have the same number of losses in the tournament, Home/Visitor selection will be determined by a coin flip.

14.0 Majors Division Specific Rules

14.1 Game Length

- Games are six (6) innings in length or as limited by time as specified in Sec 7.3.

14.2 Batting

- Continuous Batting Order (CBO) will be leveraged.

14.3 Defense

- Mandatory play is nine (9) outs, with no less than six (6) outs recorded before the 4th inning.

14.4 Rules of Play

- The Mercy Rule is ten (10) run differential after four (4) innings (3½ innings if the home team is ahead).

14.5 Coaches

14.6 Next Level Development

15.0 AAA Division Specific Rules

15.1 Game Length

- Games are six (6) innings in length or as limited by time as specified in Sec 7.3.

15.2 Batting

- Continuous Batting Order (CBO) will be leveraged.
- A five-run maximum per inning rule is in effect. No more than five (5) runs may be scored by a team in any inning prior to the 6th (or “last inning” declared by umpire) – unless the additional runs were the result of an over the fence home run.
- For the 6th Inning, or the last inning as identified by the Umpire, the five-run maximum rule is waived. For the last inning, teams may score until either three (3) outs are recorded, or a Mercy Rule is applied.

15.3 Defense

- Mandatory play will be 9 defensive outs (with 3 outs in the Infield) by the end of the 4th inning, and 12 defensive outs (with 6 outs in the Infield) by the 6th inning.
- Players must not sit out two consecutive innings.

15.4 Rules of Play

- The Mercy Rule is ten (10) run differential after four (4) innings (3½ innings if the home team is ahead).
- The drop 3rd Strike Rule is not in effect. As such, a strikeout, whether caught or dropped, is an Out.

15.5 Coaches

15.6 Next Level Development

16.0 AA Specific Rules

16.1 Game Length

- Games are six (6) innings in length or as limited by time as specified in Sec 7.3.

16.2 Batting

- Continuous Batting Order (CBO) will be leveraged.
- A five-run run maximum per inning rule is in effect. No more than five (5) runs may be scored by a team in any inning prior to the 6th (or “last inning” declared by umpire) – unless the additional runs were the result of an over the fence home run.
- For the 6th Inning, or the last inning as identified by the Umpire, the five-run maximum rule is waived. For the last inning, teams may score until either three (3) outs are recorded, or a Mercy Rule is applied.

16.3 Defense

- Mandatory play will be 9 defensive outs (with 3 outs in the Infield) by the end of the 4th inning, and 12 defensive outs (with 6 outs in the Infield) by the 6th inning.
- Players must not sit out two consecutive innings.

16.4 Rules of Play

- The Mercy Rule is ten (10) run differential after four (4) innings (3½ innings if the home team is ahead).
- The drop 3rd Strike Rule is not in effect. As such, a strikeout, whether caught or dropped is an Out.
- Pitch count is as noted in Little League Rule book.
- Batter runner is limited to First Base after a walk. Runner may only advance to second base after a pitch.
- Runners on 1st or 2nd Base shall only advance by straight steal, wild pitch, passed ball, batted ball in play, or forced to do so by batter (e.g. hit by pitch, walk). If a runner advances in any other manner (I.E. runs on an overthrow from the catcher back to pitcher) and is put out in the process, he is out. Otherwise, he is returned to the original base without penalty.
- Players cannot steal Home. Should the defense initiate a pick-off at 3rd Base, the Runner is required to return safely to 3rd Base.
- The Infield Fly Rule does not apply.

16.5 Coaches

16.6 Next Level Development

17.0 Single A Specific Rules

17.1 Game Length

- Games are six (6) innings in length, or as limited by Time Limit.
- Time Limit: No new inning shall start after 75 minutes.

17.2 Batting

- Three (3) recorded outs – or – a maximum of ten (10) players bat each inning, regardless of number of players on the team.
- Batters receive five (5) good (in the strike zone) Machine pitches. Machine should be set at 35 mph, or as agreed upon otherwise by managers before game.
- If the fifth pitch is not placed into play, or fouled off, the batter is retired. After midseason, this is recorded as a Defensive Out.
- If the fifth pitch is fouled, the batter remains at bat until ball is successfully hit fair, fouled again, or the batter is retired.
- The ball is considered 'dead' whenever ANY ball hits pitching machine. If batted, the batter is awarded 1st base and all runners on base advance one base.
- Batting order should rotate each game to avoid players always batting high or low in order.

17.3 Defense

- A maximum of ten (10) players play defense each inning.
- Infield play is limited to six (6) players, including Catcher. The remaining players must play in the Outfield grass.
- Outfielders are not eligible to make an unassisted play in the Infield.
- Minimum play is twelve (12) defensive outs – with a minimum six (6) outs in Infield.
- No player can be benched two (2) consecutive innings.
- All players must have been benched for an inning prior to a player being benched a 2nd inning.
- The Pitcher must wear a protective batting helmet.
- The Pitcher must have one (1) foot touching the mound dirt as the ball is pitched from the machine.

17.4 Rules of Play

- A defensive out will retire the batter or runner. The player will return to the dugout.
- A ball hit into the outfield is considered 'live' until it is returned to the Infield. Players may advance while the ball in play is retrieved – at the Umpire's discretion.
- Players can attempt – at their peril – to advance on an overthrow; a maximum one (1) base is permitted on an overthrow.

17.5 Coaches

- Offensive: No more than three (3) coaches can be on the field at any time –Machine Coach + 2 Base Coaches.
- Defensive: No more than two (2) coaches can be on the field at any time.

17.6 Next Level Development:

- At midseason, the Game's score will be kept. A five (5) run rule is effect, in addition to the three (3) Defensive out rule.

- At midseason, Player pitch will be introduced for the 1st Inning. An umpire will call balls and strikes, with the outcome of the At-Bat recorded following standard baseball rules, inclusive of a strikeout and a base on balls.
- At midseason, a strikeout – defined as failing to place any of the five (5) Machine pitches, or three (3) strikes from a player-pitched ball into play, is recorded as a Defensive out.
- At midseason, no Defensive Coaches will be allowed on the field.

18.0 Minor A Specific Rules

18.1 Game Length

- Games are six (6) innings in length, or as limited by Time Limit.
- Time Limit: No new inning shall start after 60 minutes.

18.2 Batting

- Six (6) players bat each inning, regardless of number of players on the team, or number of outs recorded.
- Batters receive five (5) good Coach pitches.
- If the fifth pitch is not placed into play, or fouled off, the tee will be introduced for the remainder of the At-Bat.
- Players stay at bat until ball is successfully hit fair.
- Batting order should rotate each game to avoid players always batting high or low in order.

18.3 Fielding

- All players play defense each inning (i.e. no bench sitting).
- Infield play is limited to seven (7) players, including Catcher. The remaining players must play in the Outfield grass. A Catcher is expected to play Catcher with the proper equipment.
- Players are expected to minimally play half of the game in Infield.

18.4 Rules of Play

- A defensive out will retire the batter or runner. The player will return to the dugout.
- A ball hit into the outfield is considered 'live' until it is returned to the Infield. Players may advance while the ball in play is retrieved.
- No advance on an overthrow.

18.5 Coaches

- Offensive: No more than three (3) coaches can be on the field at any time – Coach Pitch, Base Coaches.
- Defensive: No more than two (2) coaches can be on the field at any time.

18.6 Next Level Development

- At midseason, Machine Pitch will be introduced.
- Coaches will provide up to five (5) machine pitches. The first ball hit into play is considered 'live'.
- If the fifth pitch is not placed into play, or fouled off, Coach Pitch will be introduced for the remainder of the At-Bat.

19.0 Tee Ball Specific Rules

19.1 Game Length

- Games are six (6) innings in length, or as limited by Time Limit.
- Time Limit: No new inning shall start after 45 minutes.

19.2 Batting

- Six (6) players bat each inning, regardless of number of players on the team, or number of outs recorded.
- In the last inning (either Inning 6, or the last inning due to time) the entire batting order bats regardless of outs made.
- Players stay at bat until ball is successfully hit fair.
- Batting order should rotate each game to avoid players always batting high or low in order.

19.3 Fielding

- All players play defense each inning (i.e. no bench sitting).
- Infield play is limited to seven (7) players, including Catcher. The remaining players must play in the Outfield grass.
- Players are expected to minimally play half of the game in Infield.

19.4 Rules of Play

- For the first seven (7) games, players / runners are to remain on the base even if out.
- At midseason, a defensive out will retire the batter or runner. The player will return to the dugout.
- No advance on an overthrow.

19.4 Coaches

- Offensive: No more than three (3) coaches can be on the field at anytime.
- Defensive: No more than three (3) coaches can be on the field at anytime.

19.5 Next Level Development

- At midseason, Coach Pitch will be introduced.
- Coaches will provide up to four (4) pitches. The first ball hit into play is considered 'live'.
- If the fourth pitch is not placed into play, or fouled off, the tee will be introduced for the remainder of the At-Bat.