

Royal Palm Orangewood Little League By-Laws for the 2011-2112 Season



Royal Palm Orangewood Little League follows the guidelines and rule established by LITTLE LEAGUE BASEBALL. This manual addresses those guidelines and rules left to the discretion of the individual league. Changes to League rules maybe changed during the season upon Board of Directors approval.

Definition of Terms Used

"RPOLL" – Royal Palm Orangewood Little League

'Board' – The Board of Directors of Royal Palm Orangewood Little League (voting members)

"Area of Control" – The area under control of the League as defined by the School District as the area inside the perimeter fences of Royal Palm Intermediate School. This area includes the concession area and the parking lot and basketball courts.

'LLB' – Little League Baseball, Inc.

'Regular Members of RPOLL' – Participants / Volunteers in RPOLL as defined in the Constitution (non-voting members)

1. Team Managers and Coaches

A. Selection Process

1. The President will submit names to the Board of Directors for approval as Managers of all divisions.
2. If a Managers Committee exists, the President will develop a list of candidate Managers for submission to the Board.
3. There are three phases in the selection process –
 - 3.1. **Volunteer Application / Approval** – Completion of the LLB Volunteer Application and passing of the required background check.
 - 3.2. **Approval to the slate of Manager Candidates** – This places the candidate in a list of eligible candidates, but does not assure appointment to a team. Appointment will be made dependent upon player registration and input from the Managers Committee.
 - 3.3. **Appointment to Division / Team** – This is made as far in advance as possible, but may be as late as the night before the Division Draft. It is directly related to the number of players registered and number of teams expected to be established in a Division.
4. Appointment of the managers and coaches is at the discretion of the President and the Board.
 - 4.1. Appointments may be "conditional" as specified in writing.
5. Appointments are made on an annual / seasonal basis.
 - 5.1. Assignment / approval as a Manager is not an assurance that appointment will be made in subsequent years
6. Unsuccessful or "conditional" Manager Candidates may NOT appeal but are encouraged to continue participation as a Coach, Assistant Coach or volunteer assistant.
7. Managers will submit volunteer forms ***with in the first week*** to the Board of Directors for assistant coach candidates. Upon review and Board approval, candidates will then be able to commence with team activities.

B. Team Manager Duties

Safety Program Compliance

1. The Manager must comply with RPOLL Safety Program guidelines at all times. This specifically includes (among others items provided in the Policy Manual)
 - 1.1. Verify the prep of the field 30 minutes prior to the start of a game.
 - 1.2. Warming up players with stretching exercises prior to the start of a game.
 - 1.3. Inspecting & maintaining player equipment and assuring it is in good repair.
 - 1.3.1. Bring any needed repairs to the attention of the Equipment or Fields Manager.
 - 1.4. Having first aid kits in the dugout at all times.
2. Other program requirements as detailed by the League Safety Officer and detailed in the Policy Manual.

Practices

1. Practices will be held at the manager's discretion. Utilizing RPOLL fields, city parks, and other baseball facilities such as batting cages.

Umpiring Duty

1. Any manager at the Major/Minor Level may be asked to umpire games as scheduled by the League.
 - 1.1. A Manager may provide a qualified substitute for scheduled games and must notify the Chief Umpire in advance of the game.
 - 1.2. Umpire clinics will be offered for all volunteer umpires

Monitor Player / Parent / Volunteer Behavior

1. The manager is responsible for the behavior, safety and welfare of the players and spectators during practices and games.
 - 5.1. Any person causing disruption of any practice or games or by creating a hazard in the Area of Control may be asked to cease such action by a manager, umpire or member of the Board.
 - 5.2. A failure to comply with the request may result in the removal of the offender and/or criminal action initiated by the Board. The offender may be barred from entry to the premise under control of the League by the Board for the remainder of the season.

Contest Calls at Games

2. Decisions of the umpire are final. Protests and appeals will be handled in accordance with LL Rules.

Comments / Grievances

3. The manager must submit written comments about any umpire, player, coach, manager or spectator to the Player Agent for violation of the rules, misconduct or neglect of duty for possible disciplinary action by the Board.

Information On Hand

4. The manager must have a copy of player's registration forms with medical release information at all practices, games and any official functions.

Coaching Skills Development

5. Managers are asked to attend coaching clinics as designated by the Coaching Coordinator, President, and or District Administer.

C. Coach / Assistant Coach Duties

1. The Coach / Assistant Coach are responsible for such duties as designated by the manager.
2. In the manager's absence, the Coach shall assume the same responsibilities as the manager.

D. Managers, Coaches and Umpires Review

1. Managers, coaches and umpires will be subject to evaluation through Parent survey, Coaching Coordinator and division Player Agent during / at the end of the season.
2. Any written comments received during the season regarding managers, coaches, and umpires will be included in the review.
3. Evaluations, comments and recommendations received regarding managers, coaches and umpires will be used during the evaluation for assignment for the next season.
4. Review of managers, coaches and umpires are considered public record to all Regular Members of RPOLL and available on a request basis.
5. Will attend a mid-season "State of RPOLL" meeting to give the Mangers Committee an update/ideas for league improvement

E. Penalties for Non-compliance / Failure to Adhere to Rules / Policies

1. Sanctions or restrictions may be imposed as outlined in LLB Official Regulations, Playing Rules and in the RPOLL Constitution, or as deemed appropriate by the Board.
2. If any disciplinary action is deemed warranted under the Rules and Regulations of the League, the President will conduct a hearing at a regularly scheduled or special meeting of the Board.

3. The following is the order of discipline for non-compliance, failure to adhere to rules and/or regulations distributed by LL or RPO.
 - a. First offense – written warning
 - b. Second offense – a suspension for the next scheduled game (cannot be at playing facility)
 - c. Third offense – a suspension for the remainder of the season

If the violation is determined to have been intentional, a more severe penalty may be assessed by the Board of Directors. (page 32 of LL rulebook)

2. Umpires

A. Professional Umpires

1. Professional Umpires may/will be used when the League deems necessary and justifiable.

B. Volunteer Umpires

1. Play will be in accordance with LL Rules. A separate Umpire manual will be provided to Volunteer Umpires to clarify local League Policy and reinforce LL Rules.
2. Participation at clinics is expected.

3. Safety Officer

A. Selection

1. The President, with the approval of the Board, will appoint a Chief Safety Officer for the League.

B. Duties

1. The Safety Officer will act as an advisor to each team manager, coach and umpire. They will periodically attend practices and games to assure safe practice habits and that the team / league equipment is issued / maintained in safe condition.
2. The Safety Officer will maintain a comprehensive Safety Plan in accordance with the guidelines of Little League Baseball.
3. The Safety Officer will instruct suitable safety precautions to each manager and coach as an important part of his/her duties.
4. The Safety Officer will arrange for the prompt reporting and investigation of accidents, with a definite follow-up for the prevention of further accidents of a similar nature.
5. The Safety Officer will ensure that the League has coverage of insurance.
6. The Safety Officer will review the reporting of claims as well as follow up on the prompt payment of medical bills, as needed.
7. The Safety Officer will make available these claim forms and assist the parents of injured players in completing the forms.

4. Player Eligibility and Selection

1. Selection of players shall be in accordance with the Official Little League and Senior League Rules.
2. Any candidate must attain the specified Little League age as listed below, for the division to which they are assigned or drafted (age as of April 30th, of the year they'll play):

Tee Ball *	Little League age of 4, 5 and 6
Farm*	Little League age of 7 and 8
Minor*	Little League age of 9 and 10
Major*	Little League age of 11, and 12
Junior*	Little League age of 13, 14, and 15
Challenger	Little League age – any

*any exceptions must be approved by the Play Agent and Board of Directors and in part by tryout

results. The number of players moving up a division must be equal to the number of teams in said division.

3. The Player Agent, with the concurrence of the manager, parent / guardian and the approval of the Board may place the player in T-Ball, Farm or Minor / Major divisions after the start of the season, as deemed prudent based on skill level of the player. Players cannot move down from previous years division of play, excluding fall ball season.
4. All players registering prior to the deadline and attending at least ONE tryout session will be eligible for draft.
 - 4.1. Players registering late may be placed on a team at the discretion of Player Agent, on a first come basis, to the next scheduled team
 - 4.2. If teams are filled, the player may be placed on a waiting list and/or then placed on teams that have lost players.
 - 4.3. Managers must accept these players as assigned by the Player Agent
5. Any candidate failing to attend at least ONE of the tryouts shall forfeit eligibility for draft.
 - 5.1. Players in Major/Minor division who do not participate in at least 50% of the tryouts shall be placed on the next team based on the draft order at the conclusion of the draft by the Player Agent
6. In the event a player becomes ineligible for whatever reason, another player can be obtained to replace the player lost, per LLB guidelines.
 - 6.1. No player may be drafted up from the Minor Division during the last three (3) weeks of the regular season.
 - 6.2. The Manager of an affected team must trade players electing to change teams because their parent/guardian has become a manager or coach of another team for another player - draft choices are not allowed.
 - 6.3. Managers must have the approval of the Player Agent for all releases and trades and may be appealed to the Board.
7. Physically Disabled players may be placed on specific teams by the President, providing the parent/guardian submits this request prior to player draft.
8. Player selection to specific teams shall be conducted in accordance with LLB Guidelines and in the following manner in a process supervised / managed by Player Agent and Selection Committee. The Committee will consist of 1 manager, 1 or more board members, 1 or more non-board members. The Selection Committee will have no less than three and no more than five committee members.

Tee Ball	Placed by Player Agent & Selection Committee
Farm	Tryouts and placed by Player Agent & Selection Committee
Minors / Majors	Tryouts and draft by Manager Major Division select first Minor Division select second
Junior / Senior	Tryouts and draft by managers.
Softball	Tryouts and draft by managers.

 - 8.1. Drafts are NOT open to public attendance.
 - 8.2. Total 10 year olds allowed to be drafted or called up (due to loss of a player) to Majors shall not exceed the total number of Major teams. (i.e. ; 4 Major teams only 4 10 yr olds can be drafted. 1 per team)
 - 8.3. Only Board members, other persons named by the Player Agent to help conduct a draft session, participating Division Managers are authorized to attend the draft.
 - 8.4. Managers are allowed up to 2 minutes to make their draft selection. After that time, the Player agent will assign the next player in order from the average of the independent ratings.
 - 8.5. If there is an injury, change of address or other reason that renders the player gone for the remainder of the season, the Player Agent must replace such player on the Major team as authorized under this or other applicable rules.
 - 8.6. For Tee Ball and Farm divisions only, parent requests for managers and coaches will be considered, but not a guarantee of placement.

Draft Rules

PENDING – WILL BE RELEASED BEFORE DRAFT

5. General Division Game Rules

1. All divisions shall play in accordance with the Official Little League/Senior League Rules and as modified in these Royal Palm Orangewood Little League Rules and Regulations.
2. See Addendum 'A' for Division specific playing rules. If not specified, Official LL Rules will govern.
3. All Managers, Coaches and Assistant Coaches will use this as Section 1 of the portion of the Addendum pertaining to their Division.

Section 1 - Field/Game Setup and Cleanup (All Divisions)

1. **The Home Team -**
 - 1.1. Responsible for field setup, including chalking, dragging, watering, put out bases, water jugs
 - 1.1.1. It is suggested that parents be recruited to assist with field prep duties and water jugs
 - 1.2. Will occupy the third base dugout
 - 1.3 Responsible to supply 1 new ball and 1-2 slightly used ball for game
2. **The Visiting Team -**
 - 2.1. Responsible for field take down; dragging, watering, put bases away, proper storage of all equipment
 - 2.2. Will occupy first base dugout.
3. Use of the field for warm up prior to each game shall be split evenly among both teams based on availability so that the game shall begin at its' scheduled time.
 - 4.1. Under ideal conditions, each team shall have exclusive use of the field for a 10-minute period for warm-up prior to the start of the game.
 - 4.2. Games are to begin at their scheduled start time regardless of the amount of warm up time per team.
4. Pitchers (minor/major) may have eight (8) or 2 minutes of on-field warm up pitcher per inning.
 - 5.1 Penalty for pitcher "delay of game", opposing batter begins at bat with a 1-0 count
 - 5.2 Penalty will be enforced by residing umpire
 - 5.3 Batters may have 2 minutes to prepare to bat
 - 5.3.1 Penalty for batter "delay of game" will begin with an 0-1 count
 - 5.3.2 Penalty will be enforced by residing umpire
5. Each team is responsible for cleaning up their dugout after the game.
6. Both teams are responsible for general cleanup of all spectator areas.

6. All Star Team Selection and Rules

Manager:

JRs/Little League

- Must be available for ALL PRACTICES & GAMES during the ENTIRE PERIOD.
- Must be approved to manage All Stars by the Board of Directors
- Selected manager may appoint all adult assistant coaches based on the following
 - Any number of players to the team – two (2) adult coaches
- Must have managed/Coached in the division during the regular season

Minors

- Having the best record of a division, is not the sole criteria for being the All Star Manager
- The manager/players/umpire will vote for manager and players
- The manager with the most votes and approved by the Board of Directors will represent his division
- Must be available for ALL PRACTICES & GAMES during the ENTIRE PERIOD.
- Must be approved to manage All Stars by the Board of Directors
- Selected manager may appoint all adult assistant coaches based on the following

- 12 players or less to the team – one (1) adult coach
- 13 players or more to the team – two (2) adult coaches
- Must have managed/Coached in the division during the regular season

Players:

- The players will select the top twelve (12) from their ENTIRE division roster
- Coaches from each team will submit top three (3) from their team
- Umpires will select the top nine (9) from the ENTIRE division roster
- Minor/Major Managers will gather and confirm eligibility, availability, and submit team statistics
- Board of Directors will tally the four different group submissions and determine the player selections.
- The selected manager for each all-star team may then choose 1-3 players from the remaining pool to increase roster size, if the manager deems necessary

Additional Tournament Team Selection

If additional All-Star Tournaments are created at the Local or District Level, similar or identical selection criterion and procedures will be used.

Tournament of Champions (TOC)

- 1 The Major team with the best regular season record may participate in TOC
2. The manager of said Major team will continue to manage throughout the TOC
 - a. Manager must maintain good standing throughout the course of the regular season by following the guidelines set forth by this manual for manager candidates.

ADDENDUM A

2012 RPOLL Division Playing Rules

Official rules are covered in the green handbook entitled "OFFICIAL REGULATIONS AND PLAYING RULES" for all divisions of Little League Baseball.

All Managers and Coaches will have been provided these handbooks and are required to become knowledgeable in the rules.

JUNIOR DIVISION RULES CLARIFICATIONS

Section 1 - Field/Game Setup and Cleanup

See General Playing Rules / Section 5 of the Local League Policy Manual above, Section 1

- Games Rules

1. The batting order is made up of 9 players.
2. A game must start with all nine positions fielded. A game can be completed with only 8 players due to injury. The 9th spot counts as an out only the 1st time thru the batting order.
3. Player Pool will be utilized if less than 8 players are planned to be at the game.
 - a. Player Pool players must be submitted to Player Agent ***by end of first week of play***
 - b. Player Pool players must be within same division
4. Substitutions are required to get all of the players in the batting order and field (per the LL rule book).
5. 3 coaches maximum in dugout at one time (1 coach minimum in dugout at all times)
6. Games are 7 innings – No run limit per inning
 - a. Game can be called if lead is 10 runs after 5 innings
 - b. Game can be called if lead is 8 runs after 6 innings
7. Weekday games start at 5:30PM and/or 7:00PM for the later games (unless otherwise noted)
8. Saturday games start at 8:30AM (unless otherwise noted)
9. No new innings after 2 hours

Section 3 - Playing Rules - Defense

1. Rules will be administered in accordance with LL Rules.

Section 4 - Playing Rules - Offense

Rules will be administered in accordance with LL Rules.

MAJOR DIVISION RULES CLARIFICATIONSSection 1 - Field/Game Setup and Cleanup

See General Playing Rules / Section 5 of the Local League Policy Manual above, Section 1

Section 2 – Game Rules

10. The batting order is made up of 9 players.
11. Teams may play with a minimum of 8 players.
12. Player Pool will be utilized if less than 8 players are planned to be at the game.
 - a. Player Pool players must be submitted to Player Agent ***by end of first week of play***
 - b. Player Pool players must be within same division unless approved by Player Agent
13. Pitch count for Majors – See Page 38-39, LL rule book
14. Substitutions are required to get all of the players in the batting order and field
 - a. *Every rostered player present at the start of the game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time (Rule IV – I pg 32)*
15. 3 coaches maximum in dugout at one time (1 coach minimum in dugout at all times)
16. 5 run maximum per **LAST** inning may be put in use at the discretion of the umpires and team managers at the **START** of the game
17. Weekday games start at 7:30PM unless otherwise noted
18. Saturday games start at 8:30AM and or 6:30PM for later games unless otherwise noted
19. No new innings after 1 hour and 45 minutes
 - a. Refer to Rule 4.10-c for a “Regulation Game”
 - i. If four innings have been completed
 - ii. If the home team has scored more runs in three and a half innings than the visiting team has scored in four completed half-innings
 - iii. If the home team scores one or more runs in its half of the fourth inning to tie the score
20. Pitchers may have eight (8) or 2 minutes of on-field warm up pitcher per inning.
 - 5.1 Penalty for pitcher “delay of game”, opposing batter begins at bat with a 1-0 count
 - 5.2 Penalty will be enforced by residing umpire
 - 5.3 Batters may have 2 minutes to prepare to bat
 - 5.3.1 Penalty for batter “delay of game” will begin with an 0-1 count
 - 5.3.2 Penalty will be enforced by residing umpire

Section 3 - Playing Rules - Defense

2. Rules will be administered in accordance with LL Rules.

Section 4 - Playing Rules - Offense

1. Rules will be administered in accordance with LL Rules.

MINOR DIVISION RULE CLARIFICATIONS

Section 1 - Field/Game Setup and Cleanup

See General Playing Rules / Section 5 of the Local League Policy Manual above.

Section 2 - Game Rules

1. The batting order is made up all players on the roster
2. If a player arrives late, he/she shall be placed at the bottom of the batting order.
3. Teams may play with a minimum of 8 players.
4. Player Pool will be utilized if less than 8 players are planned to be at the game.
 - a. Player Pool players must be submitted to Player Agent ***by end of first week of play***
 - b. Player Pool players must be within same division
5. Pitch count for Minors – See Page 35, option 1 of LL rule book
6. Substitutions are required to get all of the players in the batting order and field
 - a. *Every rostered player present at the start of the game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time (Rule IV – 1 pg 32)*
7. 3 coaches maximum in dugout at one time (1 coach minimum in dugout at all times)
8. 3 outs or 5 run maximum per inning (whichever comes first) (complete the play that the 5th run scores on but only 5 runs count)
9. Weekday games start at 5:30PM unless otherwise noted
10. Saturday games start at 8:30AM and or 6:30PM unless otherwise noted
11. No new innings after 1 hour and 30 minutes
12. Game Stopped at 1 hour 45 minutes and refer to the score from the last completed inning
 - a. Refer to Rule 4.10-c for a “Regulation Game”
 - i. If four innings have been completed
 - ii. If the home team has scored more runs in three and a half innings than the visiting team has scored in four completed half-innings
 - iii. If the home team scores one or more runs in its half of the fourth inning to tie the score
13. Pitchers may have eight (8) or 2 minutes of on-field warm up pitcher per inning.
 - 5.1 Penalty for pitcher “delay of game”, opposing batter begins at bat with a 1-0 count
 - 5.2 Penalty will be enforced by residing umpire
 - 5.3 Batters may have 2 minutes to prepare to bat
 - 5.3.1 Penalty for batter “delay of game” will begin with an 0-1 count
 - 5.3.2 Penalty will be enforced by residing umpire

Section 3 - Playing Rules - Defense

1. Rules will be administered in accordance with LL Rules.

Section 4 - Playing Rules - Offense

1. Rules will be administered in accordance with LL Rules.

Section 5 – Major League Call Ups

1. When a Minor Division player is “Called Up” to a Majors Division team, it will be governed by the following –
 - 1.1. Only Major Division eligible players may be called up from the Minor division.
2. A Manager may **not** contact any player being considered for draft up to the Majors.
 - 2.1. If a violation of the this rules occurs, disciplinary action by the Board will result and the player in question will not be eligible to play for the offending Manager or team and there may be punitive action taken against the offending Manager.

FARM DIVISION RULE CLARIFICATIONS

Section 1 - Field/Game Setup and Cleanup

See General Playing Rules / Section 5 of the Local League Policy Manual above.

Section 2 - Game Rules

1. The batting order is comprised of all players on the roster
2. If a player arrives late, he/she shall be placed at the bottom of the batting order.
3. Maximum of 9 players in the field at one time
4. 3 outs or 5 run maximum per inning (whichever comes first) (complete the play that the 5th run scores on but only 5 runs count)
5. 3 strikes (swinging) or 7 pitches Maximum (exception if foul ball on last pitch - continue until another pitch is not fouled off) constitutes an out
6. Walks are not allowed
7. 3 coaches plus one helper maximum in dugout at one time (helper not required - manager's discretion)
8. Offensive coach pitches
9. Offensive coach is the "umpire" (he/she can always ask for help on plays that they don't see – just make the right call)
10. Two (2) defensive coaches allowed in field (out of way behind outfielders if utilized and are not required)
11. Players must bat in each position in the batting a minimum of 2 times a season
12. The catcher must be prepared ahead of time to keep the game moving (get their catchers gear on them before the inning is over - plan ahead)
13. Weekday games start promptly at 5:30PM (unless otherwise noted)
14. No new innings after 1 hour and 30 minutes (7:00PM)
15. Game Stopped at 1 hour 45 minutes or at Dusk and refer to the score from the last completed inning
16. Player at the pitcher position, must have foot on the pitching plate until coach has released the ball for safety
17. At both managers discretion, introduce player pitch after the first half of the season is completed. Pitch counts will apply

Section 3 - Playing Rules - Defense

1. Players must play at least one (1) inning at an infield position within the first four innings of play. For purposes of this rule, the infield positions are pitcher, 1st base, 2nd base, 3rd base and shortstop.
2. No player shall sit out two (2) consecutive innings unless extenuating circumstances require it.
3. Outfielders must remain at least forty-five (45) feet behind the baselines, until the ball is hit
4. While on defense, each team may station up to two (2) coaches in the field. The outfield coach shall assist in positioning the outfielders only. Neither coach shall enter the playing surface of the field between the foul lines and the forty-five (45) foot minimum distance behind the baselines that must be maintained by the outfield coach, at any time during an inning.

Section 4 - Playing Rules - Offense

1. A batter shall have seven (7) hittable pitches or three swinging (3) strikes, whichever occurs first, to put the ball in play.
 - 2.1. An at bat cannot end on a foul ball. The batter shall be declared out after seventh (7) pitches, unless the 7th pitch is hit into foul territory.
2. A batter may NOT bunt the ball.
3. Base sliding is permitted, and proper technique is encouraged with in accordance with LL rules.
4. Base stealing is not permitted.
5. Base runners shall not advance on an overthrown ball
6. Base runners may not advance on a passed ball
7. Any ball hit on the fly past the outfield fence and/or cones shall be declared a home run.
8. Any hit ball that touches the playing field or a defensive player and then continues past the outfield fence and/or cones shall be declared a ground rule double.
9. Any ball hit into the outfield, runners may continue to run until the ball reaches the infield playing surface

T-BALL DIVISION RULE CLARIFICATIONS

Section 1 - Field/Game Setup and Cleanup

See General Playing Rules / Section 5 of the Local League Policy Manual above.

Section 2 - Game Rules

1. Games shall be three (3) innings in length or no new inning may be started after 1 hour. Any inning started shall be completed. The game will end after 1 1/2 hours.
2. A half inning shall conclude once the entire roster has batted once.
3. The last batter of the inning hits a homerun
4. The infield fly rule shall not be enforced
5. A base runner that is out on the play, is removed from the base path
6. Outs are not counted but players will be removed from the base paths
7. Each batter will receive three (3) pitches, if the ball is not hit into play, then a tee must be brought in for the batter to use. **MANAGERS USE DISCRETION** (if the player is a first year or cannot hit a pitched ball at this time, the manager may use the tee first)
8. A ball is foul if it is not hit off the tee and out of the batters 15 foot arc.
9. A batted ball will be considered fair and in play only if hit past the 15 foot arc.
10. Score will not be kept for the purpose of determining a game winner or loser.
11. Base coaches may consist of two adults, as long as a third coach is in the dugout.
12. One (1) adult is required in the dugout at all times.

Section 3 - Playing Rules - Defense

1. A defense shall consist of ten (10) players:
 - 1.1. Pitcher, catcher, 1st baseman, 2nd baseman, shortstop, 3rd baseman, left-fielder, left center-fielder, right center-fielder and right-fielder.
2. No player shall sit out more than one consecutive inning
3. No one player may sit on the bench alone
4. Outfielders must remain at least twenty five (25) feet behind the baselines, until the ball is hit.
5. Except in cases of injury, illness or disciplinary action, defensive players will play one set position per inning (i.e., defensive players may not switch positions during an inning).
6. The pitcher must have 1 foot in contact with the pitcher's line until the ball is hit.
7. The catcher, in full protective equipment, shall stand at a location in a safe distance behind the batter and shall remain there until the ball is hit off the tee.
8. While on defense, each team may station up to two (2) coaches in the field. Maintaining the outfielders to be twenty five (25) foot minimum distance behind the baselines that must be maintained by the outfield coach, at any time during an inning.

Section 4 - Playing Rules - Offense

1. All players on the roster shall bat. If a player arrives late, he/she shall be placed at the bottom of the batting order.
2. When all defensive players are in position only the home plate coach shall place the ball on the tee and advise all defensive players that the ball is on the tee. The batter may then hit the ball.
3. An at-bat cannot end on a foul ball. A foul ball is considered a ball that does not travel passed the 15 foot arc
4. A batter may NOT bunt the ball.
5. Batters and/or base runners may only advance one base on a hit baseball, unless it is the last batter of the inning, it will be declared a homerun.
6. Adjust your lineup so each player can hit the "homerun" a minimum of 2 times during the season
7. Base stealing is not permitted.
8. Base runners shall not advance on an overthrow.

SOFTBALL DIVISION RULE CLARIFICATIONS

Minors/Majors/Jrs.

1. All rules in the "Official Regulations and Players Rules" will apply.
2. Rule #5 of the R POLL By-Laws will apply

Minors/Majors

1. No new inning will begin after 1hr., 30 min. and game will end at 1hr., 45 min.
2. The 5 run per ½ inning will apply. The maximum either team can score in their half of the inning is 5 whether or not 3 outs have been made.
3. The 10 run "Mercy" rule will also apply. If the home team is ahead by 10 runs after 4 ½ innings or if the visitors are ahead by 10 runs after 5 complete innings, the game shall end.
4. Player Pool will be utilized if less than 8 players are planned to be at the game.
 - a. Player Pool players must be submitted to Player Agent ***by end of first week of play***
 - b. Player Pool players must be within same division
5. All All-Star manager and player section rules per the LL regulations and the R POLL By-Laws will apply.
6. A game is complete after 6 innings unless shortened by time or score.
7. Minor team softballs will be the 11" softballs.
8. Major team softballs will be the 12" softballs.
9. Minor team pitching distance will be 35' from the front of the pitching rubber to the back of home plate.
10. Major team pitching distance to be 40' from the front of the pitching rubber to back of home plate.

Jr. Girls

1. All rules in the "Official Regulations and Player Rules" will apply.
2. No new inning will begin after 2hrs. and the game will end at 2hrs. 15 min.
3. There is no 5 run per ½ inning rule.
4. There is a 10 run Mercy rule will apply. If the home team is ahead by 10 runs after 4 ½ innings or if the visitors are ahead by 10 runs after 5 complete innings, the game shall end.
5. All-Star selection rules of players and Managers shall apply per the LL rules and the R POLL By-Laws.
6. A complete game is 7 innings unless shortened by score or time.
7. Pitching distance to be 40' from the front of the pitching rubber to the back of home plate.
8. Softballs to be 12" softballs
9. Player Pool will be utilized if less than 8 players are planned to be at the game.
 - a. Player Pool players must be submitted to Player Agent ***by end of first week of play***
 - b. Player Pool players must be within same division

SOFTBALL INTERLEAGUING BYLAWS

Minors

1. Coaches/Umpires will establish a pitching "rubber/line" **35 feet** from the back of the plate.....the league will not have the fields set up this way. **It will be up to the coaches to make sure that pitchers pitch from 35 feet.** The 2 rubber mats on all 4 fields are 40 and 46 feet from the plate. Coaches must not field the ball nor may they interfere with the play when pitching.
2. There are NO walks. Pitchers will pitch to the batter until one of the following happens....the batter has a count of 4 balls, the batter strikes out, or the batter hits the ball in play. If the batter reaches 4 balls then the coach of the batter will come in to pitch the final pitches based on the count. The number of pitches that the coach may throw is determined by the batter's count. If a batter has 0 strikes, the coach has up to 4 pitches. If the batter has 1 strike the coach has up to 3 pitches.....etc. The batter will receive an additional pitch if they foul the final pitch off.....There are no called non-swinging strikes when a coach is pitching, however a coach can and will strike a player out on a swing that does not contact the ball.

3. **Stealing is allowed, including home base. A runner may steal any base after the pitch crosses the plate. A runner leaving early will be called out by rule. By rule the runner may not leave the base until the ball reaches the home plate when stealing.**
4. **A runner may advance on an overthrow.....Unlimited.**
5. **The league will provide a PAID umpire, however if no umpire is available the coaches/parents must umpire the game per little league rule.**
6. An 11 inch little league approved ball is used for all games and practices.
7. No more than 9 players on the field defensively at any one time.
8. No new inning after 1 hour and 20 minutes. Games should be completed in 1 hour 45 minutes or less. One minute between innings.

