

ARTICLE A. - GENERAL (ALL DIVISIONS) LOCAL RULES

SECTION 1

These LOCAL RULES supersede and replace all prior published and/or unpublished Local League Rules, for the Local League or any of its Divisions. These LOCAL RULES are the subset of the Tallmadge Little League Constitution. These LOCAL RULES represent all Local League Rules, and are only superseded by 1) The Little League Inc. Rule Books, 2) Little League Inc. Operating Guidelines, 3) other official Little League Inc. official publications, and 4) Tallmadge Little League Constitution. Before reading and enforcing these rules, confirmations should be made that this version is the most current version, via the Tallmadge Little League Board (specifically, the President or Secretary).

THESE LOCAL RULES WERE DEVELOPED BY THE EXECUTIVE BOARD AND COMMITTEES OF TALLMADGE LITTLE LEAGUE. THEY WERE THEN APPROVED BY THE EXECUTIVE BOARD FOR IMPLEMENTATION. COMMITTEES ARE LARGELY RESPONSIBLE FOR THE LOCAL RULES CONTAINED HEREIN. THESE BY-LAWS AND LOCAL RULES CANNOT BE SET, AMENDED OR ASIDE BY MUTUAL CONSENT OF THE MANAGERS, EMPIRES, COMMITTEE MEMBERS, AND/OR BOARD MEMBERS BEFORE A GAME.

SECTION 2

All-Stars - The following procedures shall outline the All-Star financial commitment. For the purpose outlined below, the terms. All-Star teams shall include Challenger tournament teams. Specifically a team shall be defined as the players rostered, one manager, and two coaches.

The budget shall be established by the Executive Board based on the number of All-Star teams, level of play they might aspire to, and other cost considerations. As these players represent 10% of the players in the league, the financial commitment in total must not exceed 10% of the total TLL annual income. Further, no division (i.e.: Baseball, Softball, Challenger) may exceed 10% of its annual income for its All-Star program. This disbursement shall be made as follows:

1. Additionally, if the team wins the State Championship, they will be given an additional amount (not to exceed \$200) to be used specifically for the trophies. The trophies will be inscribed with the highest level of play the team

reached during the All-Star season (i.e., State, Regional, or World Series Champs).

2. With regards to Regional & World Series tournaments, if at least two rooms are offered to the “coaching staff” (“coaching staff” meaning the manager and two coaches) then these accommodations must be accepted or no reimbursements will be made if any are incurred. If the “coaching staff” consists of both males and females, then the “coach or manager” being the minority will be given one of the two rooms to themselves and the other two of the “coaching staff” will be required to share the second room regardless of whether they are a coach or a manager.

If only one room is offered for the “coaching staff”, then the manager will be given the free room. The remaining coach(es) will be given the option of sharing another room which will be reimbursed at 100% or if they decide to each have a separate room the reimbursement will be at 50% for each room (maximum for one room \$100 or \$50 each if two rooms are chosen).

If no housing is provided, then the rules that apply to State tournaments will apply at these levels also.

Note: if there is any question as to what is being offered, the manger and/or coaches must immediately contact the Treasurer of Tallmadge Little League for a determination of what will be reimbursable and what will not be. The treasurer will be responsible for bringing any unusual situations to the attention of the rest of the Executive Board for an immediate decision or vote. If any unsolved questions arise or the situation is not specifically covered by the above-mentioned rules and it is not brought to the attention of those specified immediately, then no reimbursement will be made.

3. One Hundred Twenty-Five dollars is available for feeding players after each district game played in Tallmadge. Receipts must be provided to the treasurer for payment to be made.
4. State tournament reimbursement cap (baseball and softball):
 - \$250 per coach/manager for rooms
 - \$50 per coach/manager for gas
 - \$900 maximum per team

Equipment for All-Star teams will be provided as needed, such that it is in condition that will be permitted for use by tournament officials, TLL will reimburse each All-Star manager of Softball up to \$600 per team for the purchase of complete All-Star uniforms (head to toe) and Baseball \$65 per player.

Pins for All-Star teams will be ordered by the TLL President and stocked for purchase by fans at a profit, or sold to teams at cost. Pins must not contain a year designation.

5. Any expenditures made by All-Star Managers and Coaches outside of sections 1, 2, and 3 above shall become the personal financial responsibility of the individual.
6. TLL shall be reimbursed for mileage by Williamsport as follows:
Each All-Star Team must log mileage for one vehicle to and from State tournaments and to Regional tournaments. If the team does not advance to the next level of play (World Series), mileage must be logged for the vehicle from the Regional tournament to home. Williamsport will then pay a flat amount per mile to the League for this vehicle for each team, upon the completion of the proper forms. After the Regional tournament ALL travel is handled by Williamsport to and from the World Series for the Manager, Coach, and players.
7. Housing for players and managers and coaches may be provided for all Regional and World Series tournaments by the host city. If the costs of housing are not fully provided then the players' parents or guardians are responsible.
8. Any special fundraising or donations must be made with executive board approval prior to the fundraising being held. With 100% of the funds being deposited into the TLL treasury and reissued via check to the appropriate team. Also, receipts must be provided for 100% of the funds dispersed.
9. Tallmadge Little League softball does not permit the use of special games for the purpose of evaluating children for placement on All-Star teams at any time. Players may only be evaluated for such during regular season games. Only games on the regular season schedule or make up games may be played. Any other games must be approved by the softball committee. Any manager or coach who violates this rule shall be brought before the disciplinary/protest board.
10. Any official Little League banners awarded to any Tallmadge Little League All-Star team are considered the property of Tallmadge Little League. Such banners must be placed in official housing no later than September 30th of the year awarded. Once housed banners may only be removed with the authorization of the appropriate committee for display, and must be immediately returned to housing after the event. No banners may be removed from housing for over 10 days without the approval of the Executive Board. Official housing of the banners shall be as follows:

Softball banners -Housed in the Washburn Garage or Mack Burleson equipment room. Baseball banners -Housed in the Mack Burleson garage. Managers or coaches of All-Star teams may under no circumstances keep the original banner that was awarded to the team. Managers or coaches who desire duplicate banners may purchase them from Williamsport with their own money, only with the approval of the Executive Board. Failure to comply with this procedure will subject the manager or coach to disciplinary action by the disciplinary/protest board and possible other actions required to obtain the banner or a replacement.

SECTION 3

Manager/Coach Selection -Only one Manager and two Coaches shall be chosen for each team.

- A. The power to appoint Manager and Coaches has been granted solely to the League President from the inception of the Little League Program. The Board of Directors has the right to approve or disapprove any appointments made by the President. This (the appointment of Managers, Coaches, and Umpires) is a local league administrator matter and is NOT subject to intervention by the membership of Little League headquarters. The selection of Managers, Coaches, and Umpires is the jurisdiction of the Local League and is not subject to intervention from District or Region.
- B. All Managers and Coaches are directly responsible to the President.
- C. Application Review Process -All applicants for Manager or Coach positions must be in writing, and must be presented to the League President.
 1. The Executive Board will then “Pre-approve” the applications for the appropriate committee evaluation.
 2. Any applicant not “Pre-approved” for committee evaluation will be notified within 48 hours and requested to appear before the Executive Board within seven (7) days of such notification, to discuss any concerns Executive Board members may have had regarding his/her application. Such notification should be in writing and should outline Executive Board concerns so the applicant can prepare for the meeting.
 3. Upon attending the Executive Board meeting, the applicant will be given five (5) minutes to speak followed by a question and answer period, not to exceed an additional ten (10) minutes. The question and answer period may be extended by the President, acting as Chair if the issue requires it.

4. Following the question and answer period, the Board will return to Executive Session, and make a final decision regarding “Pre-approval” of the application. If rejected, there is no process for further consideration. If “Pre-approval” is given, the application will be forwarded to the appropriate committee for evaluation.
5. The role of the committee is to evaluate ALL prospective applicants presented to it, and make recommendations to the Executive Board and President to aid them in the decision making process. After reviewing applications, the appropriate committee VP will make his/her recommendations to the President and Executive Board.
6. After hearing the appropriate VP report on the “Pre-approved” applicants, the President will formally appoint the Managers and Coaches with the approval of the Executive Board.

SECTION 4

General Rules

- A. Player’s Conduct -All players shall remain seated in the dugout (area) during the game. For safety reasons, players should pay attention to the game and shall not talk to fans during the game. Foul or abusive language will be grounds for ejection. Use of tobacco on the field or in the dugout area will be grounds for ejection. Use of alcohol or clear signs of use will be grounds for ejection. A player shall be ejected immediately for intentionally throwing or otherwise abusing a bat, helmet, or other piece of equipment.
 1. Any player ejected from a game by the Umpire:
 - a. First Offense -Shall be removed from the game for the period of time specified by the Umpire. Any additional disciplinary actions at the discretion of the Manager or Coach.
 - b. Second Offense -Shall be suspended for the next two games. This can be appealed to the Disciplinary Board.
 - c. Third Offense -Shall be suspended for the next two games, and must appear with the Manager and/or Coach (parents are optional) before the Disciplinary Board for further disciplinary action.

2. Players shall not use the proper names of any opposing player during “chatter,” nor make any derogatory remarks to or about the opposition during the game.
- B. **Manager’s and Coach’s Conduct** -Managers and Coaches may not talk to fans, except to maintain (their) fan control, for which they are responsible. Managers and Coaches are responsible for their players’ conduct on and around the playing field. As representatives of Tallmadge Little League, Managers and Coaches shall act like gentlemen (or ladies) at all times. Foul or abusive language will be grounds for ejection. Use of tobacco on the field or in the dugout area will be grounds for ejection. Use of alcohol or clear signs of use will be grounds for ejection.
1. Any Manager or Coach ejected from a game by the Umpire shall leave the playing area, including the fan bleacher area, i.e., to the parking lot, at the least.
 2. Any Manager or Coach ejected from a game by an Umpire:
 - a. First Offense -Shall be suspended for two games, with no appeal.
 - b. Second Offense -Must appear before the Disciplinary Board. May be suspended for the remainder of the season at their discretion.
- C. **Procedure for reporting ejected personnel:** If an incident cannot be resolved reasonably and the ejection of players, Coach or Manager should occur, the following is the procedure that shall be followed. Within 24 hours following the game in which such an incident occurs, the Umpire shall write to the best of his/her ability a detailed account of the incident and present it to the Chairperson of the League involved. From there, the matter will go to the Umpire-in-Chief and then to the Committee.
- D. **Adults in the Dugout** -Only the Manager and two (2) Coaches are permitted in the dugout during the game. If the Manager or official Coach(es) cannot be present at the game, a suitable substitute will be allowed subject to approval from the League Chairperson.
- E. **Emergency Contingency:** If the Manager or official Coaches are unable to attend a game due to a last-minute emergency (and/or the League Chairperson cannot be contacted), a suitable substitute may be appointed subject to the approval of the opposing Manager and the assigned Head Umpire.

- F. Safety, Facilities and Equipment -All players, Managers, and Coaches must act and dress in a safe manner during all practices and games, as follows:
1. All male catchers must wear an athletic support, with protective cup.
 2. All other male players must wear an athletic supporter.
 3. Any players warming up a pitcher, at any time, must wear a cup (male only), mask with throat guard, and catcher's mitt.
 4. NO HEADFIRST SLIDING will be permitted, except when a runner is returning to the base they last touched. An offender will be called "out."
 5. No balls shall be intentionally hit or thrown into any fencing at any field. A letter of warning shall be written by Operations to any Manager in violation of this rule; second and subsequent violations will be handled like any ejection applicable to the next game, etc.
 6. Pitching shall not be allowed using the wooden fence adjoining the Washburn Park field as a backstop.
 7. Any time a player is injured seriously enough (or is ill enough) to require a doctor's care, a release from said doctor is necessary before the player shall be permitted to return to Little League sanctioned competition.
- G. Unplayable Conditions, Threatening Weather, or Canceled Game -The safety of the players and adults is of primary importance. No clear-cut rules can define all situations, although the following guidelines govern the playing field and inclement weather situations:
1. If either Manager, the Umpire, any Board member, or any Committee member considers the field dangerous for play, no pre-game activities will be permitted by either team.
 2. Prior to the start of a game, the Fields Manager can declare a field "off-limits" for play. Only the VP Baseball/Softball/Challenger can overrule this decision.
 3. Once a game has begun, the Head Umpire (behind the plate) has exclusive authority in determining "field playability" or may call

the game due to darkness, lightning, thunder, approaching or impending tornado warning, or other inclement weather.

- a. If thunder is heard or lightning is seen, the game must be postponed for 20 minutes and the players moved to safety.
 - b. If conditions do not improve after 40 minutes, the game must be rescheduled. In this case, the Home Team Manager is responsible for rescheduling the game with the Visiting Team Manager, and the League Chairperson must be notified within 24 hours.
 - c. If no attempt is made to reschedule the game by the Home Team Manager, the League Chairperson and the Visiting Team Manager will reschedule the game.
 - d. All make-ups will be rescheduled (although not necessarily played) within seven (7) days from the original scheduled game date.
- H. Concession Stand -Each team may be assigned week(s) during the season to supply workers for the concession stands. Three (3) adult workers, plus one (1) back-up will be scheduled for a period of 1 hour prior to game start until 1 hour following the conclusion of the game.
- I. Work Parties -Each team will be assigned Saturday morning(s) during the season to supply workers for field maintenance. Work parties will start at 9:00 A.M. and end at Noon. As many adults and players as possible should participate. Tools and supplies should be coordinated via the Equipment Manager at Mack Burleson and Washburn field.
- J. Practice Locations -Managers may schedule practices for any field(s) in or outside Tallmadge. However, every location must be listed with Little League Inc. for insurance purposes. Hence, every location must be communicated in writing to the President, via the VP before use. The location does not need to be a regulation baseball facility; safety of the players, Coaches, and other adult helpers should be the primary consideration in selection of practice location(s). Occasionally, a location requires a “permit” before use. Any charges or associated expenses will NOT be reimbursed by the Local League. All request(s) for use of Tallmadge Public City School property must be made by the Local League President only! Individual teams are not permitted to make such requests. This is to minimize the

traffic for the School System and insure fair and equitable use by all Divisions and Leagues. All school rules shall be adhered to.

- K. Pre-Game -The Manager will advise the Opposing Manager and Umpire of player(s) that will not play due to injury or disciplinary action. Disciplinary reasons for non-play must be discussed with the Umpire and opposing Manager prior to the game. The Manager will advise the Opposing Manager and Umpire of a player's pitching ineligibility status.
- L. Games -All games will be played and start precisely at the time scheduled. No games shall start AFTER 6:45 P.M. Scorekeepers (if score is kept) should confirm score after every half-inning; no half-inning will start until both scorekeepers are in agreement.
- M. Post-Game Field Use -The losing team has the option of using the field immediately following the game, if no game follows. If that team does not exercise that option, the winning team can use the field. The team that uses the field assumes responsibility for securing the field and associated equipment in the field's storage facility when done.
- N. Protests -Protests should be avoided if at all possible. If unavoidable, the protest must be announced as soon as the situation occurs, and must be submitted in writing by both the manager and the Head (home plate) Umpire to the League Chairperson and League VP. If a Manager states that he/she is playing under protest, the Umpire shall try to resolve the matter so as to avoid the protest. Umpire's judgment calls cannot be protested; only rules interpretations and enforcements can be protested. (For Baseball Only: A processing fee of \$50 is to be paid by the protesting manager for each protest filed. If the protest is won, the \$50 is refunded, otherwise the money goes into the TLL general fund.)
- O. Acceptable Attire -Managers and Coaches may wear "walking shorts" during games, but shall not wear "short" shorts. Managers and Coaches are not permitted to wear halter tops during games.
- P. Equipment Pick-up Return -In March, all equipment and key(s) will be picked up at the Hole or Mack Burlison Field by the Manager or Coach as scheduled by the Equipment Manager. All equipment and key(s) will be returned to the Equipment Manager at Mack Burlison Field on the weekend following the final scheduled Major League game, or as scheduled by the equipment manager.

ARTICLE B. - BASEBALL DIVISION LOCAL RULES

SECTION 1

Baseball Local Rules — The Local League Baseball Program adheres to the Little League Inc. Rule Books and Operating Manual. Where local options are allowed, the following Local League rules apply.

SECTION 2

General (ALL Divisions) -The following Division Local Rules apply to ALL LEAGUES WITHIN THE BASEBALL PROGRAM. Rules unique to a program are described in the appropriate section below.

A. SUNDAYS -No scheduled practices, scrimmages, and/or practice games are permitted on Sundays. Only makeup games are permitted.

1. Two adult base coaches are allowed at all levels of baseball.

B. HOME TEAM RESPONSIBILITIES -The Home team shall:

1. Prepare the field for play, including but not limited to, raking, lines, and bases.
2. Deliver Umpire's equipment and player Base-Coach's helmets to the field.
3. Set up the score board, and if to be used, the public address system.
4. Occupy the first base dugout during the game.
5. Pre-game warm-up may begin 1 hour before the scheduled game time. The 15 minute warm-up period is to be used by both teams
 - A. The Home team may warm up on the field for 20 minutes beginning 45 minutes prior to game start time; where available, visiting team has access to batting cages during this time
6. Clean up their side of the field (dugout and fan area) after the game.
7. Supply a new game ball to start the game.
8. If the final game of the day, secure the field and all associated equipment in the field's storage facility following the game (see 1.below).
9. (Except for T-Ball), report the game score and both teams' pitcher's innings used (not T-Ball or Instructional) to the League Chairperson, within 24 hours of game completion.
10. Update and sign pitching log for both teams at all player pitch levels

C. VISITING TEAM RESPONSIBILITIES -The Visiting team shall:

1. Pre-game warm-up may begin 1 hour before the scheduled game time. The 15 minute warm-up period is to be used by both teams.
 - A. The Visiting team may warm up on the field for 20 minutes beginning 25 minutes prior to game start time; where available, home team has access to batting cages during this time
2. Clean up their side of the field (dugout and fan area) after the game.
3. Supply a “good” back-up ball to start the game.

D. BASEBALL PLAYER EVALUATION COMMITTEE

A Player Evaluation Committee (PEC) shall be established for the purpose of conducting baseball player evaluations and divisional player and team recommendations

Committee Selection:

1. This committee shall be a sub-committee of the Baseball Board
2. The (PEC) shall consist of 7 members
 - A. 6 approved by the Baseball Board
 - B. 1 non-regular member nominated by - VP Baseball
 1. Non-regular nominee(s) must be approved by Baseball Board by majority vote
 - C. Selected members and committee chairperson will be given final Approval by the Executive Board
3. PEC selection:
 - A. PEC nominations will be taken during registration
 1. A PEC nomination form will be given to all TLL members and non-members during registration
 2. All PEC nomination forms will be submitted to VP Baseball and Baseball Player Rep
 3. All forms must be submitted one day prior to the February Baseball Board Meeting
4. The Baseball Player Rep shall be the PEC committee chairperson and reports to the Executive Player Rep
 - A. The committee chairperson shall schedule player evaluations and PEC divisional placement meeting
 - B. The Baseball Player Rep will provide a list of PEC nominations to Baseball Board Members for discussion and a secret ballot vote
 1. Secret ballot selection will take place during the February Baseball Board Meeting
 2. 6 members will be selected by the Baseball Board Members

3. During the first round of secret ballot voting, a PEC nominee must receive a unanimous or one less than unanimous vote to become a PEC member.
4. During all subsequent rounds a nominee(s) with the highest vote count and having a majority vote will be a PEC member. This will continue until all placements are made.
5. Votes will be counted by the Baseball Player Rep, Secretary, and an additional Baseball Board member who is not a PEC nominee
 1. PEC votes must be tallied by Non-PEC nominees

E. COMMITTEE PLAYER EVALUATIONS AND PLACEMENT

1. The PEC shall rate and evaluate players age 6-12
 - A. The Rating system used shall be determined by the PEC
 1. PEC Chairperson will be responsible for archiving PEC player evaluations for future reference
 - B. PEC Player Evaluations shall be utilized for:
 1. Player divisional placement
 - A. All eligible players must be placed in their prior year division or higher
 2. Player team/roster placement
 3. The PEC, on a case-by-case basis will judge players who cannot attend the evaluation date(s) because of injury or illness
 4. Any player in the youngest age group eligible for any division must be ranked in the top 9 rounds to be eligible for placement in that division
 - C. Placement exceptions can be made at any age level based on a parent request on the registration form but the PEC committee will make the final determination based on that the player's skill level; the player could placed in a division lower or higher than the division requested by the parent(s)
 - D. The PEC chairperson will provide each divisional manager with a PEC evaluation report. The PEC report will include a final player rating and a team placement

F. AGE STRUCTURE:

- Majors: 9-12 year-olds
Minor AA: All remaining 11 year-olds, 10 year-olds, 9 year-olds, and some 8 year-olds
Minor A: All remaining 10 year-olds, All remaining 9 year-olds, 8 year-olds, and some 7 year-olds

Coach Pitch: All remaining 8 year-olds, All remaining 7 year-olds, and some 6 year-olds

T-Ball: All remaining 6 year-olds, all 5 year olds, some 4 year-olds

G. DRAFTING OF PLAYERS:

There will be no drafting of T-Ball Players. Players will be placed onto teams by the Player Agent with the help of the Baseball Player Rep and the VP of T-Ball

For all other divisions:

1. The PEC will determine the number of teams to be rostered in each division.
2. The PEC will form teams under the following guidelines:
 - A. The PEC will place players on each team starting with the highest rated players
 - B. Players will be slotted into a round with players of similar skill sets
 - C. Each round, the order of filling rosters may change in order to keep the competitive balance of the teams in the division
 - D. The PEC shall accommodate family members that need to be on the same team, provided they are evaluated in the same division
3. The divisional managers will then validate the PEC player placement
 - A. Divisional managers may recommend player placement adjustments. These adjustments must receive unanimous approval of the divisional managers to be enacted
 - B. At the completion of the validation process, each team will be assigned a number
 - C. The divisional managers will then randomly draw numbers to determine which team will be assigned to them
 - D. In the event the team drawn does not contain the manager's son(s), the manager's son(s) will be moved to their respective team for a player(s) evaluated in the same round as determined by the PEC
 - E. Resolution of player/team disputes will be arbitrated by the Baseball Player Rep & Executive Board Player Agent

H. DIVISION MANAGER CANDIDATES

1. The PEC Committee Chairperson shall provide the VP of Baseball with player divisional placements for assistance with the manager candidate selection process
 - A. Where applicable, a manager candidate may only apply to manage a team in the division his/her child has been placed by the PEC
 - B. Section 3 of the TLL Local Rules will direct the final procedures of the Manager Selection process.

SECTION 3

A. TEE BALL DIVISION

T-Ball League - The T-Ball League shall operate under the guidance of the Baseball Committee of Tallmadge Little League. The league shall contain 6 year-olds, all 5 year olds, some 4 year-olds.

1. Each year the TLL Executive Board must request approval from Little League International to allow 4 year olds to participate in T-ball
 - A. T-Ball rosters will contain no more than 10 players per team
 - A. Field Marking -Place an “arc line” 15’ from the back tip of home plate, crossing the 1st and 3rd base lines. The playing field is a standard baseball field layout, i.e., 60’ between all bases, and 84’10” from home plate to 2nd base. Place a special 6’ long “halfway chalk line,” perpendicular to the baseline, midway between 1st base and 2nd base, 2nd base and 3rd base, and home plate. Place a 20 foot diameter “pitcher’s circle,” centered on the front, middle of the pitching plate, or 42’ from the back tip of home plate, on the line directly to 2nd base.
 - B. Batting Order -ALL roster players shall be listed in the batting line-up and bat each half-inning, except for health or disciplinary reasons. The batting order shall be changed from one game to the next. If a batter bats out of order, he/she will be put into order and not lose a turn at bat, and no other penalty shall be assessed.
 - C. Batting/Batter –
 1. Batting Tee must be utilized for all players until the final 2 weeks of the season
 2. A batted ball must cross the “arc line” to be a fair ball.
There are NO strikeouts; batter swings until the ball is hit into fair territory. NO bunting or half-swings are permitted. If the Head Umpire decides a half-swing (or bunt) was taken, “no play” is declared and the batter and runners return to their position before the swing. Each half inning ends when all batters in the Batting Order have batted. Outs will not count toward ending a half-inning. The last batter of the inning does not have to stop at second. He/she may run all the bases if they want to.
 - D. Base Running -NO stealing or leading-off is permitted. When a batted ball passes the outfielder, the hit is ruled a “ground rule double,” although the batter/base runner must reach 2nd base safely. The maximum number of bases allowed for the hitter or base runner is two, during and after each

at bat. If the base runner has crossed the “halfway chalk line,” when the ball is declared “dead,” they are awarded the next base; otherwise they are returned to the prior base. Base running stops when the ball is returned to the infield (fair territory) crossing the 15’ to 2nd base line or the 2nd to 3rd base line. NO sliding is allowed; if a base runner slides, they are out.

- E. Umpire -Each Manager shall furnish one adult Umpire. One Umpire will be positioned between 1st base and 2nd base, and one will be positioned between 3rd base and home plate (Head Umpire; each will be responsible for calls at those respective bases). The two Umpires will alternate positions every two (2) innings. The Head Umpire’s decision(s) is final. The game will start with the Umpire placing the ball on the Tee and saying, “Ball on Tee”.
- F. Defense -All players shall play all positions during the year, with the exception of first base due to safety reasons. The pitcher shall have both feet on the pitcher’s plate until the ball is hit. Placement of players shall be as follows:
- 8 Kids 5 Infield 3 Outfield
9 Kids 5 Infield 4 Outfield
10 Kids 6 Infield 4 Outfield
Never more than 6 players in the Infield
5 Infielders include: 1 First Base, 1 Second Base, 1 Shortstop, 1 Third Base, 1 Pitcher
6 Infielders include: Same as above and add one more Second Base or Shortstop
1. A player may play a position for no more than one inning during any single game. If the play is being made on the base runner, the ball is not “dead” until the play is deemed complete by the Head Umpire. NO play will be made on a base runner at home plate.
- G. The Game -Each game shall have a “75 minute” time limit or 3 innings, whichever comes first; if significant time (according to the Head Umpire) is “lost” due to injury or weather delay(s) then that “lost” time shall be added to the time limit. There are NO protests or forfeits. Any disagreement should be resolved quickly, quietly, calmly, and honestly so as not to distract from the fun and intent of the game; remember the best interest of all players is paramount. NO SCORES shall be kept in T-Ball

SECTION 4

A. INSTRUCTIONAL DIVISION

Instructional League (Coach Pitch)

A. Field Marking

1. Circles ten feet in diameter will be placed around the pitching rubber (43 ft from home plate) and second base.
2. Chalk lines will mark the midway point between 1st and 2nd, 2nd and 3rd, 3rd and home, and 30 ft from home plate between the plate and the pitching rubber. A chalk line should also be placed to mark out the play areas.

B. Participation

1. Each child must play a minimum of 4 innings in the field, except for health or disciplinary reasons.
2. A player can only play one position for a maximum of three innings.
3. Ten players play the field; all are included in the batting order (see batting rules). If a team can only field 8 or 9 players, the other team may still field 10 players.
4. A minimum of eight players are required to play a game. It is acceptable to borrow a player from the opponent; if the managers. Players and parents agree.
5. If a team can only field nine players, the other team can still field 10 players.

C. Equipment

1. A player will be ejected from the game by the umpire for throwing or otherwise abusing equipment or facilities. A player will be first warned when accidentally throwing the bat after a hit ball, and may be called an automatic out if it happens again.
2. All catching equipment, including protective cup must be worn by the catcher.

D. Batting

1. ALL roster players will be listed in the batting line-up and bat for every game, except for health or disciplinary reasons.
2. Each batter is allowed eight pitches; after the 6th pitch the head umpire will inform the batter. After the 8th pitch (unless a foul ball), the batter will be considered a strikeout.
3. Balls and strikes will not be called, however, a swing and a miss is a strike and three strikes will be an out.
4. No intentional bunting is allowed. Any hit ball into the field of play is considered a live ball, no matter how far the ball is hit.

5. Each half inning ends when either three out have been recorded or the team has batted around within the half inning (determined by the team with the fewest players in attendance).

E. Umpire

1. Each team will supply one adult umpire.
2. The head umpire will occupy a position between 3rd base and home plate. The 2nd umpire will be positioned between 1st and 2nd and each will make the calls for their two bases.
3. The head umpire is responsible for counting pitches, informing the pitcher after the sixth pitch, and counting outs.
4. The umpires will call an infield play dead once the ball has broken the plane of the circle around the pitcher's mound. However, if there is an attempt to throw across the diamond to make a play on a runner and the ball crosses the plane during the attempt, the ball is still "live".
5. The umpires will call an outfield play dead once the ball has broken the plane of the circle around 2nd base. If there is a play on a runner at 2nd then the play will still be considered live.
6. Umpires will rotate positions after three innings.
7. Umpires are not permitted to coach any players or show favoritism in any way.
8. Any intentional interference by an adult will result in ejection from the game.

F. Base running

1. If a base runner has crossed the halfway chalk line on the base path when a play has been declared dead, the runner will be awarded the next base. If the runner has not crossed the chalk line, the runner must return to the previous base.
2. Base runners will be awarded one base on an overthrow out of play. If the runner has passed the chalk line when the ball goes out of play; the runner is awarded the next base plus one. If a runner has not passed the chalk line, they are awarded the next base only.
3. Feet-first sliding is permitted (except into first base). Plays may be made at home plate. If there is a play at home plate, the runner is required to slide to avoid a collision. It is not acceptable to run over the catcher on a play at the plate.
4. No stealing or leading off is permitted.
5. A runner may advance a maximum of 2 bases on ball hit to the outfield.
6. Infielders must clear the base paths for the runner, unless attempting to make a play on the runner.
7. A runner may only advance one base on a ball that is played by an infielder and/or does not leave the infield. Runners do not advance an extra base on overthrows.

8. If the batter is advancing to second base on a ball hit to the outfield, and he/she has crossed the halfway line between first and second, the play is not dead until the play is complete. (i.e.: If a throw is coming from the outfield to second base and there is a play on the runner. Play continues until the runner reaches second or the fielder makes a play on the runner.)

G. Adult Pitcher

1. The pitcher may pitch from anywhere behind the chalk line and in front of the runner (30 to 43 feet from home plate).
2. Overhand or underhand pitching is permitted.
3. Adult pitchers are not permitted to coach base runners, but may coach the batter within reason, providing the game is not delayed by this activity.
4. The pitcher may not interfere with the play of the defensive team. The pitcher may defend himself from a batted ball, but must drop a defensively caught line drive immediately. If interference is called by the umpire, the batter is considered out and all runners must return to the base occupied prior to the last pitch.
5. The adult pitcher should make every attempt to catch the ball from the defensive team when the defense is attempting to make a play “dead”.

H. Defense

1. There is no infield fly rule.
2. Outfielders cannot “squeeze” into the infield to act as additional infielders. It is at the discretion of the Managers to work together to agree on placement.

I. Coaching

1. A defensive coach may roam the outfield to assist and instruct the defensive team.
2. Base coaches instruct base runners, pitchers help hitters.
3. One defensive player will field the pitching position. The player must be positioned within the pitchers circle until the pitch crosses home plate.

J. The Game

1. Each game will be six innings in length.
2. The winning manager will report the final score of each game to the Instructional Chair within 24 hours of the end of the game.
3. Game time limit – no new inning may start after 1 hour 45 minutes from start of game

SECTION 5

A. MINOR A DIVISION

Minor A -The Major League Playing rule book will be used for the Minor A division of little league Baseball, with the following exceptions:

- A. Four Out Fielders -All four must play out fielder positions, (I.e.: Left field, right center, left center and right field). No short fielders!!!
- C. Pitching rubber will be 42' from the plate.
- D. Continuous batting order (At start of game, all available boys will be given a spot in batting order for whole game).
- E. Adult coaches will be allowed on first & third base.
- F. 5 run limit per inning on offense, except for last inning which has no limit.
- G. A courtesy runner for catcher is permitted. Note: Must be a non position player.
- H. A player may only steal one base per pitch.
- I. A player may only advance home on a ball hit by a batter, a bases loaded walk, or if batter is hit by a pitch with the bases loaded.
- J. If a team is permanently down to 9 players the manager must pull a player up from the league below unless only two weeks remain in the season.
- K. 2 hour time limit — no new inning may start after 2 hours from start of game.
- L. When a game gets rained-out it must be made-up within 2 weeks from date of cancelled game, with the following 2 exceptions:
 - 1. No field times available.
 - 2. It gives either team 5 games in a week.
- M. All player must play a minimum of 3 defensive innings per game
 - 1. In the event of a shortened game, this rule can be disregarded
- N. All Players must play a complete defensive game a minimum of 25% of the season

SECTION 6

A. MINOR AA DIVISION

Minor AA -The Major League Playing rule book will be used for the Minor AA division of little league baseball.

- A. If a team is permanently down to 9 players the manager must pull a player up from the league below unless only two weeks remain in the season.

- B. If one team has a 12 run lead after 4 innings of play the game is over and that team will be considered the winner.
- C. When a 9, 10, or 11 year old is pulled up from Minor AA to the Majors to fill a vacant roster position, and this player is an All-Star nominee, he must be nominated and voted upon by managers in the league he spent the majority of the season.
- D. When a game gets rained-out it must be made-up within 2 weeks from date of cancelled game, with the following 2 exceptions:
 - 1. No field times available.
 - 2. It gives either team 5 games in a week.
- E. When pulling up players from a lower league to complete a roster, 2 players may not be taken from the same team.
- F. A continuous batting order must be used
- G. All player must play a minimum of 3 defensive innings per game
 - 1. In the event of a shortened game, this rule can be disregarded
- H. All Players must play a complete defensive game a minimum of 25% of the season

SECTION 7

A. MAJOR DIVISION

Major League -The Major League shall operate under the guidance of the Baseball Committee of Tallmadge Little League. (This League shall contain 9, 10, 11, and 12 year-olds)

- A. All major teams shall have no more than a maximum of 8 - 12 year olds on their roster each year.
- B. In major baseball every team must provide one umpire for a minimum of 1 game per week.
- C. When pulling up players from a lower league to complete a roster, 2 Player's may not be taken from the same team.
- D. When a game gets rained-out it must be made-up within 2 weeks from the date of cancelled game, with the following 2 exceptions:
 - 1. No field times available.
 - 2. It gives either team 5 games in a week.
- E. Pre-game warm-up may begin 1 hour before the scheduled game time.
The 15 minute warm-up period is to be used by both teams.
 - A. The Home team may warm up on the field for 20 minutes beginning 45 minutes prior to game start time; where available, visiting team has access to batting cages during this time
 - B. The Visiting team may warm up on the field for 20 minutes beginning 25 minutes prior to game start time; where available, home team has access to batting cages during this time

- C. Both team will meet with the umpire at home plate 5 minutes prior to game time
- F. Home team is responsible for logging pitching records for both teams with home and away team signature. Pitching records will be posted by the concession stand.
- G. A continuous batting order will be utilized
- H. All players must play a minimum of 3 defensive innings per game
 - 1. In the event of a shortened game, this rule can be disregarded
- I. All players must play a complete defensive game a minimum of 25% of the season

SECTION 8

A. ALL-STAR GENERAL

All-Stars -The Baseball All-Star team(s) will compete in accordance with the rules and guidelines of Little League, Inc.

1. The Second Weekend of June a special All-Star Tournament Selection Meeting shall be convened. The President, Player Agent, BB Player Agent, VP Baseball, the Major League Chairperson, and the League's Roster Managers and Coaches shall be the only individuals admitted to the meeting.

A. All-Star Teams and Managers will be selected in the following order:

1. All eligible players and manager(s) – 12/11 Year-Old Team
2. All eligible players and manager(s) – 10/9 Year-Old Team
3. All eligible players and manager(s) – 11/10 Year-Old Team

B. Team Manager Selections will take place after each team is selected

B. ALL-STAR PLAYER SELECTION PROCESS

1. Player Selection Process

A. 12/11 Year-Old Team Player Selection Process: (12 Player)

1. All eligible players will be nominated
2. After the 12 players are selected the manager reserves the right to add up to 2 players at his/her discretion from eligible players.
3. The roster manager and coaches will only vote for player selection. Managers vote worth 1 pt, each roster coach ½ pt each (max 2 roster coaches/team, if only 1 coach then 1pt coach total)
4. The first round of secret ballot voting, a player must receive a

Unanimous, or one less than unanimous (2pts) point total to make the team. On all subsequent rounds a player(s) with the highest point count and having a majority points will be placed on the team. This will continue until all placements are made.

5. In the case of a tie for the final positions, those players will Not be assigned to the team and the Major Managers and coaches will vote again on the tied players. Only if there is still a tie after the first “tie breaker” then a “Ballot Committee” consisting of the VP Baseball, BB Player Agent, Major Baseball VP will convene privately to vote for the final players. The vote will be conducted by ballot and all ballots will be destroyed after being counted.
6. If a player is selected to the All-Star team and declines to play or can’t play because of an injury, the manager must replace the player with the top point getter of the non-selected players. If there is a tie, the manager may select from the tied players. This must be done immediately upon notification of such a situation. The ballot committee only will have the information for the points of non-selected players.
7. 12/11 Year-Old Manager is then selected (See Section 8, #4)

B. 10/9 Year-Old Team Player Selection Process: (12 Player)

1. All eligible Major players will be nominated and voted on prior to AA player nominations
2. After the 12 players are selected the manager reserves the right to add up to 2 players at his/her discretion from eligible players
3. The Major manager and coaches will only vote for Major Player(s) selection. Managers vote worth 1 pt, each roster coach ½ pt (max 2 roster coaches/team, if only 1 coach then 1pt coach total)
4. A Major Player must receive a majority point total to be placed on the 9/10 All-Star Team
- 5 All remaining positions will be filled by the players in Major and Minor AA.
6. AA Managers and Coaches will then secretly vote
7. The first round of secret ballot voting, a player must receive a Unanimous, or one less than unanimous (2pts) point total to make the team. On all subsequent rounds a player(s) with the highest point count

and having a majority points will be placed on the team. This will continue until all placements are made

8. In the case of a tie for the final positions, those players will Not be assigned to the team and the minor AA managers and coaches will vote again on the tied players. Only if there is still a tie after the first “tie breaker” then a “Ballot Committee” consisting of the VP Baseball, BB Player Agent, Minor AA Baseball VP will convene privately to vote for the final players. The vote will be conducted by ballot and all ballots will be destroyed after being counted.
9. If a player is selected to the All-Star team and declines to play or can’t play because of an injury, the manager must replace the player with the top point getter of the non-selected players. If there is a tie, the manager may select from the tied players. This must be done immediately upon notification of such a situation. The ballot committee only will have the information for the points of non-selected players
10. 10/9 Year-Old Manager is then selected (See Section 8, #4)

C. 11/10 Year-Old Team Player Selection Process: (12 Player)

1. All eligible Major players will be nominated; an AA manager may choose to nominate a 10 and/or 11 Year-Old AA player (s).
2. After the 12 player are selected the manager reserves the right to add up to 2 players at his/her discretion from eligible players.
3. The roster Major manager and coaches will only vote for player selection. Managers vote worth 1 pt, each roster coach ½ pt each (max 2 roster coaches/team, if only 1 coach then 1pt coach total)
4. The first round of secret ballot voting, a player must receive Unanimous, or one less than unanimous (2pts) point total to make the team. On all subsequent rounds a player(s) with the highest point count and having a majority points will be placed on the team. This will continue until all placements are made.
5. In the case of a tie for the final positions, those players will Not be assigned to the team and the Major Managers and coaches will vote again on the tied players. Only if there is still a tie after the first “tie breaker” then a “Ballot Committee” consisting of the VP Baseball, BB Player Agent, Major Baseball VP will convene privately to vote for the final players. The vote will be conducted by ballot and all ballots will be destroyed after being counted.

6. If a player is selected to the All-Star team and declines to play or can't play because of an injury, the manager must replace the player with the top point getter of the non-selected players. If there is a tie, the manager may select from the tied players. This must be done immediately upon notification of such a situation. The ballot committee only will have the information for the points of non-selected players.

7. 11/10 Year-Old Manager is then selected (See Section 8, #4)

C. ALL-STAR MANAGER SELECTION PROCESS

1. Manager Selection Process

1. All approved Manager and coaches are eligible to apply for Managing and/or coaching All-Star Teams.
2. All nominees must express interest prior to June 1 to the VP of Baseball for presentation to Executive Board for pre-approval
3. Manager and coach candidates must be pre-approved by the Executive Board prior to Player/Manager selection meeting

2. All-Star Managers: (After each All-Star team is selected)

- A. 12/11 Year Old Team - All approved Major Baseball managers and coaches are eligible to express interest for the Manager of the 12/11 Year Old All-Star Team
 1. Major Manager and Coaches will only vote for selection. Managers vote worth 1 pt, each roster Coach ½ pt (max 2 roster coaches/team, if only 1 coach then 1pt coach total)
 2. The Manager nominee with the most points will be selected.
 3. In the case of a tie for the final positions, the Major Managers and Coaches will vote again on the tied players. Only if there is still a tie after the first "tie breaker" then a "Ballot Committee" consisting of the VP Baseball, BB Player Agent, Major Baseball VP will convene privately to vote. The vote will be conducted by ballot and all ballots will be destroyed after being counted.
 4. Once selected, the Manager reserves the right to add up to 2 eligible players to complete his/her All-Star roster.

B. 10/9 Year Old Team - All approved Major Baseball Managers, AA managers, as well as Major and AA Coaches are eligible to express interest apply for the 10/9 Year Old All-Star Team

1. Only Major Manager and Coaches will only vote for selection. Managers vote worth 1 pt, each roster coach ½ pt (max 2 roster coaches/team, if only 1 coach then 1pt coach total)
2. The Manager nominee with the most points will be selected.
3. In the case of a tie for the final positions, the Major Managers and Coaches will vote again on the tied players. Only if there is still a tie after the first “tie breaker” then a “Ballot Committee” consisting of the VP Baseball, BB Player Agent, Major Baseball VP will convene privately to vote. The vote will be conducted by ballot and all ballots will be destroyed after being counted.
4. Once selected, the Manager reserves the right to add up to 2 eligible players to complete his/her All-Star roster.

C. 11/10 Year Old Team - All Approved Major and AA managers and coaches are eligible to apply for the 11/10 Year Old All-Star Team

1. Only Major Manager and Coaches will only vote for selection. Managers vote worth 1 pt, each roster coach ½ pt (max 2 roster coaches/team, if only 1 coach then 1pt coach total)
2. The Manager nominee with the most points will be selected.
3. In the case of a tie for the final positions, the Major Managers and Coaches will vote again on the tied players. Only if there is still a tie after the first “tie breaker” then a “Ballot Committee” consisting of the VP Baseball, BB Player Agent, Major Baseball VP will convene privately to vote. The vote will be conducted by ballot and all ballots will be destroyed after being counted.
4. Once selected, the Manager reserves the right to add up to 2 eligible players to complete his/her All-Star roster.

ARTICLE C. -SOFTBALL DIVISION LOCAL RULES

SECTION 1

Softball Local Rules -The Local League Softball Program adheres to the Little League. Inc. Rule Books and Operating Manual. Where local options are allowed, the following Local League Rules apply.

SECTION 2

General (ALL LEAGUES) -The following League Local Rules apply to all Leagues within the Softball Program. Rules specific for an individual program are described in the appropriate section below.

- A. Sundays -No practices, scrimmages, and/or practice games are permitted on Sundays. Only make up games are permitted.
- B. Home Team Responsibilities -The Home Team shall:
 - 1. Prepare the field for play, including but not limited to, raking, lines and bases.
 - 2. Deliver Umpire's equipment and player Base-Coach's helmets to the field.
 - 3. Occupy the 1st base dugout during the game.
 - 4. Use the field for pre-game preparation for 15 minutes, beginning 30 minutes before the scheduled start time.
 - 5. The Home Team's score book shall be considered the official scorebook. Scorers shall confer every half-inning to ensure that the score books agree. The official score book shall be signed immediately following the game by the assigned Head Umpire.
 - 6. Clean up their side of the field (dugout and fan area) after the game.
 - 7. Supply a NEW game ball to start the game.
 - 8. If the final game of the day, secure the field and all associated equipment in the field's storage facility following the game.

9. (When score is kept), report the game score and pitchers innings used (both teams) to the League Chairperson, within 24 hours of game completion.

C. Visiting Team Responsibilities -The Visiting Team shall:

1. Use the field for pre-game preparation for 15 minutes, beginning 15 minutes before the scheduled start time.
2. Clean up their side of the field (dugout and fan area) after the game.
2. Supply a “good” back-up ball to start the game.
3. Set up the scoreboard, and if to be used, the public address system.

D. Player Draft Procedures - The draft procedure followed will be as outlined in the Operating Manual. If any condition arises which is neither covered by the Operating Manual, then a decision will be made by the Player Agent.

1. For Leagues without a Minor System when the League is stable and well established, and all teams are legal according to the rulebook, for the respective Division, the draft system will be used as described in the Operating Manual.
2. If the League is expanding, or if one (1) or more of the returning teams do not meet the age distribution as described in the rule book, then the Player Agent may approve any draft method as described in the Operating Manual.
3. If a League must drop a team because of a drop in registrations, the Player Agent will refer to the methods outlined in the Operating Manual. Any situation not described above or deviation from the above proposals must be brought to the attention of the Player Agent, Softball Player Representative and VP Softball for discussion, consideration, and presentation to the Board for approval.
4. For Leagues with a Minor System when a team loses one (1) player for reasons described in the Operating Manual, a replacement will be selected from the Player Agent’s list, The player selected as a replacement becomes a permanent member of the Team Roster.
5. While trading of players is described in the Draft Procedures, this policy is not sanctioned by Tallmadge Little League. Trading after the

draft is completed and the last player selected is not allowed without Board approval for the specific draft. Such a request must be submitted for consideration to the Player Agent who must obtain Board approval.

6. Draft Sequence -Draft sequence shall be determined by the team winning the majority of the games in head-to-head competition. The team winning the most games in head-to-head competition shall draft following the team it bested in the previous season's competition.
 - a. If head-to-head competition does not break a tie, margin of victory for the head-to-head games will be used.
 - b. If the margin of victory "nets" to zero, i.e., does not break a tie, a coin flip conducted by the League Chairperson at the beginning of the draft shall determine the draft sequence.
 7. If a team is illegal for the coming season by virtue of having too many players of a single age group on its current roster, the following procedure shall be followed by the League Chairperson.
 - a. At the time of the draft, the player or players whose selection in the previous year's draft had now created an illegal team shall be returned to the draft.
 - b. The player or players in question may then be selected by any other team (provided it shall remain legal with the added player) at any point in the draft.
 - c. The Manager of the illegal team shall not be given the opportunity to volunteer to place a player of his or her own choice back into the draft.
 - d. In the event the selection of the Manager's daughter the year before has now resulted in an illegal team, the player to be returned to the draft shall default to the next player selected from the given age group where the problem exists.
- D. Defense -All team members must play a minimum of two innings defensively, in each game. The only exceptions to this rule are in the case of illness, injury, absence, disciplinary action, or an incomplete game (i.e.: 2 hour limit).
1. The penalty for violating the Minimum Playing Time Rule shall be as follows:

First Offense: A letter of warning shall be written to the offending Manager by the VP Softball.

Second Offense: Manager suspended for one (1) game.

Third Offense: Manager suspended for the remainder of the season by Disciplinary Board action.

3. The opposing Manager and the assigned Umpires shall be notified in writing (on the lineup card) if a player will not play due to one of the above exceptions.

E. Scheduling Games

1. Special requests will not be made to avoid scheduling games on a certain night of the week for a given team since scheduling options are limited. If the manager has an activity that conflicts with a game (e.g. golf, bowling, church...), the assistant coach(s) can manage the team for a game.
2. The absence of a certain player or the manager is not considered a valid reason for rescheduling a game. If other activities conflict with a game and a sufficient number of players will not be able to field a game, the game may then be rescheduled.

SECTION 3

Instructional (Coach-Pitch) League -The Instructional League shall operate under the guidance of the Softball Committee of Tallmadge Little League.

- A. Defense -Ten (10) players shall play defense, with at least four (4) defenders in the outfield grass area; with the intent of teaching the game properly, all defenders should be placed in somewhat the traditional fielding positions.
- B. Fifteen Run Rule -The 15 run rule shall be in effect after 3 ½ or four innings of play in the instructional league.
- C. Substitutions -Free substitutions shall be permitted in Instructional (formerly Minor) League games.
- D. The Game -Instructional (formerly Minor) League games shall be six (6) innings, and shall not begin a new inning after the game has reached 2 hours in length.

- E. The Ball -An eleven-inch softie softball shall be used in the Instructional League on a permanent basis.
- F. Marking the field -When lining the field a pitching circle: sixteen (16) feet in diameter; Eight (8) foot radius shall be drawn from the center front edge of the pitchers plate. Place a special 6' long "halfway chalk line," perpendicular to the baseline, midway between 1st base and 2nd base, 2nd base and 3rd base, and 3rd and home plate.
- G. Adult Pitcher -Each team shall supply an adult to pitch to its own players.
1. In the act of delivering the ball, the adult pitcher's pivot foot shall remain in contact with the pitching circle.
 2. The adult pitcher may not interfere in any fashion with the play of the team. The adult pitcher is entitled to deflect or temporarily catch a hard line drive ball for his/her own protection without being charged with interference and the ball must be immediately dropped near the pitcher-player. Any attempt to make the ball difficult to handle on the part of the adult pitcher shall be deemed interference.
 - a. PENALTY: The batter shall be declared out and runners shall be returned to the bases they occupied before the pitch.
 3. If interference with a thrown ball is ruled, such as the obstruction of an inadvertent movement on the part of the adult pitcher, the play shall be voided and play shall resume when the players are returned to the situation of the previous pitch unless the defense was successful in spite of the interference.
 4. In the case of deliberate interference of any kind, the adult pitcher shall be ejected from the game. This is an Umpire's judgment call.
- H. Fielder Pitcher -One (1) defensive player shall be assigned to field the pitcher's position.
1. The pitcher-player shall be within the pitching circle when the pitch is made.
 2. At the end of each play or attempted play, the ball shall be returned to the pitcher-player, who will then return it to the adult pitcher.
 3. When the pitcher-player is in his/her position, and has control of the ball, no runner shall leave his/her base. However, if the pitcher-player

elects to put the ball back in play (to catch a runner between bases, etc.), the base runner may advance at his/her own risk.

4. If, after returning the ball to the adult pitcher, the pitcher-player requests return of the ball, the adult pitcher shall drop the ball in front of the pitcher-player (as in the case of an appeal play).
- I. Balls and Strikes -No walks shall be awarded in the Instructional (formerly Minor) League. Strikes shall be called only when a player swings and misses. However, if a player's refusal to swing at obviously good pitches is delaying the game, the Umpire may call a strike after warning the player of his/her intent to do so.
- J. Hit Batter -No base shall be awarded the batter if hit by a pitched ball.
- K. Batting Order -The complete roster for each team shall be listed as the batting order for all games.
1. A team's time at-bat shall end when 1) three (3) outs are made, or 2) when all the players have batted once.
 2. If the two (2) teams have an uneven number of players, both teams will bat only the lesser amount of players in one (1) inning.
- L. Coaches -Adults shall be permitted to occupy the Coach's boxes. Batting helmets are not required for adult Coaches.
- M. Infield Fly Rule -The Infield Fly Rule shall not apply to the Instructional (formerly Minor) League.
- N. Special Grace Period -During the first two (2) games of the season, the Umpire shall warn any player who throws a bat after hitting a ball. After the second game, a player may be called out for throwing a bat.
- O. NO stealing or leading off is permitted.
- P. When a batted ball passes the outfielder, the hit is ruled a "ground rule double" although the batter/base runner must reach 2nd base safely.
- Q. Two-Base Rule - The maximum number of bases allowed for the hitter or a base runner is two (2), during and after each at-bat.

- R. If the base runner has crossed the “halfway chalk line” when the ball is declared “dead,” they are awarded the next base; otherwise they are returned to the prior base.

SECTION 4

Minor League –The Minor League shall operate under the guidance of the Softball Committee of Tallmadge Little League.

- A. Defense -Ten (10) players shall play defense, with at least (4) defenders in the outfield grass area; with the intent of teaching the game properly, all defenders should be placed in somewhat the traditional fielding positions.
- B. Fifteen Run Rule -The 15 run rule shall be in effect after 3 ½ or four innings of play in the Minor league.
- C. Pitching Rules -All Major League pitching rules and regulations will be followed, except the pitching distance shall be 35’ (from the back tip of home plate to the front edge of the pitcher’s plate).
- D. Pitcher’s Eligibility -The Manager is to submit to the opposing Manager and the Plate Umpire a record of pitchers used within the past seven (7) days. This information should be included on the lineup card. Pitchers on vacation or injured shall also be listed.
- E. Pre-Game Pitchers Warm-Up -Only players in uniform and wearing the required protective gear may warm up a pitcher during the preliminary period before a game. The preliminary period shall be defined as the thirty-minute interval prior to the starting time of the game.
- F. Substitutions –Free substitutions shall be permitted in Minor League games.
- G. The Game -Minor League Games shall be six innings.
2. No new innings shall be started after two (2) hours of play. If the game is not a regulation game, the game will be finished at a later date. The game shall be finished before the two (2) teams meet again.
- H. The Ball -An eleven-inch softball shall be used in the Minor League on a permanent basis.

- I. Marking the field -When lining the field, a “pitching circle” sixteen (16) feet in diameter, eight (8) foot radius shall be drawn from the center front edge of the pitchers plate.
- J. Batting Order -A 10 player batting order shall be listed as the batting order for all games.
- K. A team’s time at-bat shall end when: 1) three (3) outs are made, or 2) when all the players in the batting order have batted once.
- L. If the two (2) teams have an uneven number of players, both teams will bat only the lesser amount of players in one (1) inning.
- M. Coaches -Two adults shall be permitted to occupy a Coaches box. Batting helmets are not required for adult base coaches.
- N. In-field Fly Rule -The In-field Fly Rule shall not apply to Minor League; hence, the spirit of that rule shall be supported by Coaches, i.e., no Coach shall teach the intentional dropping of fly balls to create double-play or triple-play situations.
- O. Throwing a Bat -During the first two (2) games of the season, the Umpire shall warn any player who throws a bat after hitting a ball. After the second game, a player maybe cited for “unsportsmanlike conduct” which may lead to ejection from a game.
- P. Player Movement -No players shall be moved between the Instructional League and Minor League after the scheduled start of the Minor League season, without approval of the Softball Player Representative, Minor Softball Chairperson, and VP Softball.
- Q. Base Umpires –The Home team shall provide one (1) Base Umpire for each game; if possible the Visiting team shall provide one (1) Base Umpire.
- R. Equipment -Each team shall have at least one helmet with face guards.
- S. Pitcher Replacement -The Head Umpire has the authority to remove a pitcher if any player’s safety is considered to be in jeopardy. In such case, pitcher’s “charged” innings, appearances, etc., are applicable exactly as though the Manager had initiated replacement of the pitcher.

SECTION 5

Major League -The Major League shall operate under the guidance of the Softball Committee of Tallmadge Little League.

- A. Fifteen Run Rule –The Fifteen Run Rule shall be in effect after 3 ½ or four innings of play in the Major League.
- B. Pitcher Eligibility -The Manager is to submit to the opposing Manager and the Plate Umpire a record of pitchers used within the past seven (7) days. This information should include the pitcher’s age, uniform number, the number of innings pitched, and the date of the game. This record shall be included on the lineup card. Pitchers on vacation or injured shall also be listed.
- C. Pre-Game Pitchers Warm-up -Only players in uniform and wearing the required protective gear may warm up a pitcher during the preliminary period before a game. The preliminary period shall be defined as the thirty-minute interval prior to the official starting time of the game.
- D. The Game -No new innings shall be started after two (2) hours of play. If the game is not a regulation game according to Rule 4.10, the game will be finished at a later date. The game shall be finished before the two (2) teams meet again.

SECTION 6

Junior League -The Junior League shall operate under the guidance of the Softball Committee of Tallmadge Little League.

- A. Fifteen Run Rule -The Fifteen Run Rule shall be in effect after 4 ½ or five (5) innings of play.
- B. The Game -No new innings shall be started after two (2) hours of play. If the game is not a regulation game according to Rule 4.10, the game will be finished at a later date. The game shall be finished before the two (2) teams meet again.
- C. Start Time Restriction -No unscheduled Junior League game shall be started after 3:30 P.M. if there is a previously scheduled 6:00 P.M. game on the schedule.

SECTION 7

All-Stars

- A. All-Star Manager and Coach Selection (All Leagues) –Prior to All-Star Player nomination a meeting will be convened between the VP of Softball, appropriate League VC, Player Agent, and ALL managers of said league. (optional: TLL President)
1. All and Only Managers of said league are eligible as well as any other manager of any league that has managed a daughter eligible for said All-Star team are eligible.
 2. Each manager expresses his/her interest in the position, after which nominations will be presented.
 3. If more than one manager is interested in the position, the managers of said league will ballot vote. Any manager while running will not be eligible to vote.
 4. The manager with the most votes will be the All-Star manager.
 - a. In the event of a first place tie, all voting managers will vote a second time for all nominated candidates.
 - b. In the event of a second tie for first place, only the managers who tied for first place will remain in the running and a third vote between them will take place. This procedure may take place a maximum of four times.
 - c. If a tie still exists, the tied managers will be represented to the Softball Committee for them to vote on. This may be accomplished at a meeting or through a phone vote, via the VP of Softball. The Softball Committee's decision will be final.
 5. Then nominations will be accepted from Coaches of said league.
 - a. If no coach of said league is interested, then nominations will be accepted from any manager from any Softball division.

ARTICLE D - CHALLENGER DIVISION LOCAL RULES

SECTION 1

Challenger Local Rules -The Local League Challenger Program adheres to the Little League Inc. Rule Books and Operating Manual. Where Local options are allowed, the following Local League Rules apply.

SECTION 2

General

A. Home Team Responsibilities:

1. Occupy first base dugout during game
2. Clean up their side of the field after game (dugout and fan area).
3. Supply a NEW game ball to start game.

B. Visiting Team Responsibilities:

1. Clean up their side of the field after game (dugout and fan area).
2. Supply a GOOD back-up ball to start game.

C. Umpires:

1. Each Manager shall furnish one (1) Umpire. One (1) for home plate and for field.
2. There shall be no protests in Little League Challenger Division games.
3. The Umpires will be in charge.
4. Game starts when Umpire states, "Batter Up" or "Play Ball."

SECTION 3

Splitting the Challenger League is optional. If it is split the following shall apply to Challenger A and AA:

A. Challenger A

1. Batting Order

- a. Bat the entire team roster or ten (10) batters per inning, unless prearranged before game with both Managers and Umpire.
- b. Last batter goes all the way home.

2. Batter/Batting

- a. Ball must go three (3) to four (4) feet in fair territory to be considered a “fair” ball. If batter hits tee first, the ball will be replaced on the tee until hit “fair”.
- b. There are no strike outs or walks, and Coach, Manager or buddy may assist batter if needed.

3. Base Running

- a. Every player is safe at first base.
- b. Force-outs at second, third and home.
- c. No tag-outs at home.
- d. No stealing or lead-offs permitted.

4. Pitching

- a. Five (5) pitches per player, excluding two (2) fouls, thrown by Coach, player.
- b. After five (5) pitches, tee is mandatory.
- c. If player only bats off the tee, then no pitches need to be made.

5. Defense

- a. Players shall not play defense totally out of position. If so, base runners are safe.
- b. Additional players are placed in the outfield.
- c. All players must stay on the field (in position) until opposing team completely finishes running the bases.
- d. Buddies only get balls if player can't. If they do, all runners are safe or advance to next base. Buddies can stop balls to protect players.
- e. Catchers must wear all intended Little League equipment, however, catchers are not mandatory.

6. Field Markings

- a. Bases will be designated as large circle areas about four (4) feet in diameter.

7. Buddies

- a. Must protect player at all times.
- b. Can only get a thrown or hit ball if player is physically unable to do so. In such case, retrieved ball must be handed to said player, thrown or rolled to player if player is capable of catching.
- c. Can tell a player where to make the play.
- d. Cannot make the play. Ball must be given to player to complete the play.
- e. Is allowed to be on the field at any time to assist a player.
- f. May assist player when running bases, making sure all bases are touched.
- g. Shall remain in the dugout unless participating in the game.
- h. Must try to keep his player paying attention and under control during game.
- i. Cannot intentionally interfere with a hit or thrown ball. If so, play is dead. If ball is accidentally touched, it will remain a “live” ball and play continues.

B. Challenger ‘AA’

- 1. The following local rules shall apply to Challenger AA:
 - a. All games will be played and start precisely at the time scheduled.
 - b. Each game shall have a two (2) hour limit or maximum of six (6) innings.
 - c. Scores will be kept.
 - d. Three (3) outs per inning.
 - e. Runners can be out at first.
 - f. No buddies.
 - g. Correct fielding positions (except four (4) outfielders).
 - h. The batting lineup will be the entire team.
 - i. No base stealing or lead-offs.
 - j. After five (5) pitches, excluding two (2) fouls, tee is mandatory.
 - k. Minimum playing time is two (2) defensive innings and one (1) at bat.
 - l. Evaluations -Players will be evaluated based on prior year’s skill level. New players desiring to play at this level must be evaluated by the Managers. Parents are permitted to request “AA” but may not insist on it.

These Local Rules are approved by the members of the Tallmadge Little League Board of Directors signed below.

President Date

Treasurer Date

Secretary Date

Ways-and-Means Date

Player Agent Date

Operations Officer Date

VP Baseball Date

VP Softball Date

VP Challenger Date

Safety Officer Date

Communications Officer Date

Umpire-in-Chief Date