



Allied Gardens Little League Local League Rules (Bylaws)

Introduction

These local league rules are intended as a supplement to the Little League® Baseball Official Regulations, Playing Rules, and Operating Policies (hereinafter, “LL Rule(s)” or “LL Regulation(s)”). Allied Gardens Little League officials, managers, coaches, and volunteers shall adhere to these local rules in addition to the LL Rules. Violation could result in suspension or removal from participation.

Our mission : Allied Gardens Little League strives to develop athletic skills, sportsmanship, and citizenship of the youth in our community in a manner that allows for competitiveness in a physically and emotionally safe environment.

Definitions

AGLL or League: Allied Gardens Little League

BOD or Board: Allied Gardens Little League Board of Directors

D33: California Little League District 33

League Approved Rulings : A League Approved Ruling (LAR) serves to illustrate the application of AGLL regulations and rules, and clarify the application and the exercise of LL Rule options. LARs follow the regulations and rules they amplify and are indicated by a box using the same method for Approved Rulings in LL Rules. L.A.R.— An example of a League Approved Ruling box.

TOC (Tournament of Champions): This tournament is played at the end of the Regular Season, and is composed of Regular Season teams. Local TOC can refer to either the AGLL intra-league tournament (i.e., only AGLL teams). District TOC refers to the D33 tournament. Winners of the Minors and Majors division Local TOC will play in District TOC. Unless otherwise specified, TOC shall refer to the League TOC, and not the D33 TOC.

Regulations

Divisions (see Regulation I(a))— The following divisions have been approved by the Board. To ensure divisions and teams are properly balanced, the Rules Committee—at its discretion—may decline to form, and/or combine divisions.

1. Bubba Ball: league ages 4 and 5.
2. Tee Ball (includes “Bubba Ball”): league ages 4, 5 and 6.
3. Rookies: league ages 6, 7, and 8.
4. Minors: league ages 8, 9, 10, and 11.
5. Majors: league ages 10, 11, and 12.

Variance to the ages above can only be allowed by majority vote of the Draft Committee and within LL Rules.

Draft Committee— The Draft Committee shall be made up of the player agent(s), president, vice president, and coaches coordinators.

Player Selection System (“Draft”)— Assignment of players to a team shall be determined by player tryouts and evaluation of the Draft Committee. Selection to a team must be by open draft [For Bubba and Tee Ball only player selection will be at the discretion of the Draft Committee and based on a combination of “buddy requests” and player experience/skill]. The Draft must follow the Alternate Method for Plan B. Only the team managers (or their representative, if the manager is unavailable) and the Draft Committee are allowed to be present at the draft event. See LL “Operating Policies: Local League Draft Methods.”

Seasons— The spring season shall be divided into two sub-seasons (see below) and defined as all official games, both interleague and intra-league games, leading up to the AGLL Tournament of Champions (Local TOC):

1. Preseason shall commence from opening day until February 24, 2024. AGLL will not maintain scores nor standings for the Preseason. The AGLL website will not post scores or win/loss records from the Preseason.
2. Regular Season shall commence on March 15, 2024** and continue up until Local TOC. [For Minors and Majors: Game scores and standings will be recorded and posted on the AGLL website.]

AGLL Tournament of Champions (Local TOC)— Local TOC shall be played for the **Minors and Majors** divisions. Local TOC may be played in the Rookies division unless otherwise voted by the board.

1. Seeding shall be determined by standings of all interleague, intra-league Regular Season games and any special games played from March 15, 2024** to the end of the regular season. Seed position will be determined by win-loss percentage. Seed tiebreakers will be decided by runs allowed, then runs scored, and then by coin flip (if needed).
2. **Local TOC shall play by District TOC rules in preparation of District TOC.**
3. The Local TOC championship team shall advance to the District 33 TOC. Any second District TOC bid shall be granted to the 2nd place Local TOC team.
4. Whichever team is higher seeded has the option of home versus visitor to be determined an hour before the game.

Field Responsibilities— The Home team will be responsible for field preparation, field cleanup including dugout, official scorekeeping & pitch count. The Visiting team will be responsible for site cleanup, emptying of all trash cans, and announcing/scoreboard.

Discipline of a Player— Before a scheduled game, a manager must provide written justification to the Board of Directors if he/she wishes to suspend a player for unsportsmanlike conduct. During a game, if a manager removes a player from the field and/or game prior to the player meeting minimum play rules, the manager must inform the umpire(s) and game coordinator, and submit a written explanation to the Board of Directors no later than 72 hours

after the game. Note: Missing practice by itself is not grounds for the removal of playing privileges without approval from the board.

Pitching Records and Minimum Play— Pitch count affidavits, with official scorekeeper signatures, and written record of player defensive positioning by inning, must be maintained by all managers in the **Majors and Minor Divisions** for the entire preseason, regular season, Local TOC, and District TOC. This includes where the players actually played, not just where the manager intended them to play. Affidavits and records shall be presented to the umpire, AGLL President, AGLL Vice President or an AGLL Player Agent upon request. Violation of any portion of the LL pitching, catching, or minimum play regulations will result in a penalty for the manager as follows:

1. First offense (whether intentional or not): written warning;
2. Second offense: suspension for the next two games; and
3. Third offense: suspension for the remaining season, including tournaments.

Whether it is the first, second or third offense, if it is determined by a majority of the AGLL board that the offending Manager/Coach violated this rule intentionally then they may be suspended for the season and/or may not be allowed to Manage/Coach in future seasons.

Mandatory Play—

***Majors**

1. For all intra-league Preseason and Regular Season games, every rostered player present at the start of a game must participate in each game no less than:
 - a. (a) six (6) defensive outs in the infield (i.e., two innings);
 - b. (b) twelve (12) total defensive outs in either the infield or outfield (i.e., four innings); and
 - c. (c) must be inserted into a defensive position no later than the second inning.
2. Tournament and inter-league‡ games will be played according to LL regulations, unless otherwise agreed upon in writing in an inter-league agreement or tournament rules (see LL Regulation IV (i)).
3. Managers are responsible for maintaining written proof of adherence to mandatory play rules, and are required to submit proof if requested by the Umpire in charge, AGLL President, AGLL Vice President, or an AGLL Player Agent.
4. A manager can ask the umpire in charge to get any documentation from the opposing team or scorekeeper to help with a mandatory play rules violation.

***Rookies and Minors**

1. For all intra-league and inter-league† Preseason and Regular Season games, every rostered player present at the start of a game must participate in each game no less than:
 - a. (a) six (6) defensive outs in the infield (i.e., two innings);
 - b. (b) three (3) outs in the outfield (i.e., one inning);
 - c. (c) twelve (12) total defensive outs in either the infield or outfield (i.e., four innings); and
 - d. (d) must be inserted into a defensive position no later than the second inning.
2. Tournament games will be played according to LL regulations, unless otherwise agreed upon in writing in an inter-league agreement or tournament rules (see LL Regulation IV

- (i)).
3. Managers are responsible for maintaining written proof of adherence to mandatory play rules, and are required to submit proof if requested by the Umpire in charge, AGLL President, AGLL Vice President, or an AGLL Player Agent.
 4. A manager can ask the umpire in charge to get any documentation from the opposing team or scorekeeper to help with a mandatory play rules violation.

*For safety concerns managers should contact Coaches Coordinators.

L.A.R.— Mandatory play does not apply to games shortened due to run rule, darkness, weather or an Act of God. The only player that may not have to play the outfield is the starting pitcher for the visiting team that does not play defense in the bottom of the 6th inning due to the game ending because the visiting team has lost. If the visiting team forces a bottom of the sixth inning the starting pitcher must play the outfield. Defensive outs may be nonconsecutive. Any inning that is shortened due to any reason should be considered three outs. Opposing inter-league teams may choose to follow, but are not required to comply with AGLL's mandatory play rules. AGLL teams must comply with AGLL mandatory play requirements for inter-league games.

Dugouts— Home team shall use the first base dugout and visiting team the third base dugout.

Game Cancellation— Prior to a game's start the President, Field Director, Safety Officer or Vice President may cancel a scheduled game due to weather and/or field conditions. If one of these board members is not available then video evidence may be used to have one of them make the decision. Subject to team and field availability, all canceled games may be made up. Preseason games may be made up before the end of the preseason, and regular season games may be made up before the start of Local AGLL TOC.

Prohibited Substances— The possession and/or use of firearms, tobacco products, cigarettes (including e cigarettes and vapors), controlled substances (including marijuana products) , and alcoholic beverages in any form is prohibited anywhere on Allied Gardens Little League property, its playing fields, and at any team function if players are present. See also, Regulation XIV(e).

Statistics— Individual player statistics may only be used for coaching purposes and may not be shared with anyone other than the team's coaches and manager.

Conduct— All players, parents, managers, coaches, and umpires are expected to conduct themselves and adhere to the LL code of conduct, including the LL Pledge, LL Parent/Volunteer Pledge, and AGLL Manager's Agreement (Exhibit 1). The BOD reserves the right to remove, and/or prohibit from participation in AGLL activities, any person, including, but not limited to players, volunteers, and spectators, for reasons herein, the AGLL Constitution, LL Rules, or LL Regulations.

Residency— AGLL board will need to approve by a vote and will have discretion in regards to all residency waivers.

Baseballs— Both teams must provide at least two new balls for each game.

- **Minors and Majors:** Regular Season (“RS”) and Regular Season and Tournament (“RS-T”) balls may be used.
- **Rookies:** only reduced-impact factor level five balls may be used. Under no circumstances may RS or RS-T baseballs be used! *Note* : FL5 baseballs are slightly inconsistent when used in a pitching machine. This better simulates a natural pitch and helps to prepare players for player pitching in the future.
- **Tee Ball** : only reduced-impact factor level one balls may be used.
- **Bubba Ball** will use a foam ball.

Time Limits— A time limit from the *scheduled* start must be observed (see below for time limits by division). **Majors-** If no game follows there is no time limit.

- **Majors:** 2 hours and 15 minutes, drop dead; refer to L.A.R. below.
- **Minors:** 2 hours drop dead; refer to L.A.R. below.
- **Rookies:** 2 hours, drop dead; refer to L.A.R. below.
- **Tee Ball:** 1 hour and 30 minutes from scheduled start time or three complete innings, whichever comes first.
- **Bubba Ball:** 1 hour from the scheduled start time or four complete innings, whichever comes first.

L.A.R.— If the time limit is reached during an at-bat, the batter shall finish their at-bat [Bubba Ball and Tee Ball : The team that is batting when the time limit is reached may complete the offensive portion of the inning].

Little League International Tournament (“All-Stars”)— While representing the best interest of AGLL for successful tournament play, an All-Stars Committee will oversee the selection of the All-Star teams and shall consist of the player agent(s), president, vice president, coaching coordinator, and chief umpire(UIC).

1. The All Stars Committee will determine which teams will be chartered for tournament play, appoint the All-Stars team managers and coaches, approve all player nominations, and assign selected players to the teams. A manager, coach, and/or player’s ability, experience, commitment, and sportsmanship during the preseason, regular season and TOC will be considered in all final selections. The All-Stars Committee shall determine any player tie breakers, and all results will be kept confidential.
2. The All-Stars Committee shall determine the number of tournament teams, up to a maximum of one tournament team for the 8-10, 9-11, and Little League (10-12).
3. The All-Stars Committee shall determine the maximum number of players per team in each division, up to the LL recommended 14 players.

Player selection— All Star Committee consists of the President, Vice President, Player Agents, Coach’s Coordinators and Umpire in Chief.

1. The Little League (i.e., Majors) All-Stars team shall be picked by a vote of all players, Managers, and up to two Designated Coaches per team, from the Majors division teams. The names on the ballot shall only consist of eligible league age 10, 11 and 12

players from the Majors division. They shall vote for 12 candidates, with the top 7 vote-getters being nominated as All-Stars players. Up to 5 remaining players will be selected by the All-Stars Committee and/or the Little League All-Stars team manager.

2. The 9–11 year-old All-Star team shall be picked by the All-Stars Committee, if a team is created. The All Star committee may ask for input from the 9-11 All-Stars team manager. Players will consist of the highest remaining vote-getters from both the Majors and Minors ballots.
3. The 8–10 year-old All-Stars team shall be picked by a vote of all players, Managers, and up to two Designated Coaches per team. The names on the ballot shall consist of all eligible league age 8, 9 and 10 players in Minor and Major divisions. They shall vote for 12 candidates, with the top 7 vote getters being nominated as All-Stars players. The 5 remaining players will be selected from the highest vote-getters by the All-Stars Committee and/or the 8-10 All-Stars team Manager.
4. Managers and Coaches will have a weighted vote for All Star ballots of 3 points per vote.

General Playing Rule Options and Clarifications

Run Limits—

- **Majors:** There shall be no limitations on the maximum number of runs in an inning.
 - **Minors:** A maximum of five runs [**Rookies:** four runs] must be observed, unless otherwise agreed upon in writing in an inter-league agreement or by tournament rules]. See LL Rule 2.00 “Inning”.
1. If after 3 innings, if either team is ahead with 15 or more runs, the manager of the team with the least runs shall concede the victory to the opponent.
 2. If after 4 innings, if either team is ahead by 10 or more runs, the manager of the team with the least runs shall concede the victory to the opponent.
 3. If after 5 innings, if either team is ahead by 8 or more runs, the manager of the team with the least runs shall concede the victory to the opponent.

Game Suspension— The Umpire-in-Chief or Game Coordinator shall be the sole judge as to whether and when play shall be suspended.

L.A.R.— Managers, coaches and other adult volunteers may not suspend a game for weather, darkness, or similar conditions. See also, LL Rule 5.10(a)

Continuous Batting Order— Continuous batting order will be used in all divisions and all seasons. Only exception to CBO is in the Majors division for “special” games with the approval of the tournament director or within the rules of the tournament game(s).

Stealing and Relaying of Signs— The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or managers shall be ejected from the game for a team’s subsequent offense.

Suspension of Manager, Coach or Player— The umpire shall report to the league president within 24 hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach, or player, and the reasons therefore.

L.A.R.— Any manager, coach or player ejected from a game more than one time in a season must be subject to a suspension for the entire season, including tournament play. See LL Rule 9.05(c).

Umpire(s)— Minors and Majors: A regulation game may not be played without an umpire (see LL Rule 9.01). If an umpire is unavailable, the game will be declared a “no contest” and must be referred to the Board of Directors to be rescheduled. Upon agreement by both managers, a practice game (i.e., scrimmage) may be played for instructional purposes only; a scrimmage does not count towards standings or any official statistics.

L.A.R.— A volunteer not previously appointed may serve as umpire so long as they are an approved AGLL volunteer. The umpire must dedicate themselves to the position for the entire game, and may not serve in any other volunteer capacity (e.g., coach, manager). If only one umpire is available, they may umpire from a position behind the pitcher’s mound, if they cannot meet the safety requirements of LL Rule 9.01(a). Both managers shall inform the League UIC of any umpire substitution within 24 hours.

Tie Games— [LL Rule] 4.10(a) If the score is tied after six completed innings play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning; or (2) the home team scores the winning run in an uncompleted inning.” [Bubba Ball, Tee Ball, Rookie and Minors : tie games are permitted and will end at the conclusion of six completed innings. Majors: No ties allowed. Game will be postponed and play will resume from the point the game stopped at the next possible day].

Special Playing Rules For Lower Divisions

Bubba Ball, Tee Ball and Rookies; No score shall be kept for purposes of determining a game winner and there shall be no game ending run rule. No records shall be kept, except for the last month of the Rookies season where score may be kept.

Rookies

1. Play will stop when the ball is returned to infield grass, as declared by the umpire, whether the pitcher has control of the ball or not. If a runner is less than halfway to the next base when the ball reaches this point, he or she returns to the previous base.
2. A batted or thrown ball that hits the pitching machine is considered a dead ball; play must cease immediately to avoid player contact with the pitching machine. The batter will be awarded a base hit single and any base runners will advance one base.
3. Pitching may be by machine or coach pitch only. Players may occupy the pitcher position (with one foot in the pitching dirt circle when the batter makes contact), but may not throw a pitch to a batter.

4. If a pitching machine is not available then a coach will be allowed to pitch the entire game
5. The pitching machine will be operated by the respective team managers or a designee of the manager. In the absence of an umpire, the operator of the pitching machine will serve as the umpire. The speed of the pitching machine must be set at or below 40 mph.
6. Pitching machine and coach pitch balls out of the strike zone and not swung at will be "no pitch". Any ball swung at and missed will be a strike. Balls in the strike zone, which are not swung at, will be strikes at the discretion of the umpire. There are no walks. Each batter will receive up to five strikes, swinging or called. If the 5th strike is fouled, additional pitches will be provided until the ball is put in play or the player strikes out, swinging or called.
7. Base stealing is not allowed. Runners may not advance on any overthrow during the regular season. During TOC, runners may advance a maximum of one base on an overthrow regardless of the number of overthrows.
8. A runner on third base cannot score on a passed ball, wild pitch, or a throw from the catcher to the pitcher.
9. Ten defensive positions will be played (four outfielders positioned evenly on the outfield grass). No outfielder may be positioned directly behind second base as an added infielder and no outfielder can make an unassisted forceout.
10. Any hit other than a home run over the fence shall result in a maximum of two bases.
11. There shall be a maximum of one manager and two coaches allowed on the field per team for each game. An Additional coach must be a dugout coach for the intent on keeping the kids safe. Coaches may provide verbal instruction to players from the outfield grass while his/her team is in the field, but one coach must be in the dugout at all times when occupied by one or more players.
12. If a ball is hit to the outfield the runner can attempt to run to second base for a double, however, they are subject to being thrown out.

Tee Ball and Bubba Ball:

1. Tee Ball may be subdivided into two subdivisions: traditional Tee Ball and "Bubba Ball". Bubba Ball rules are further defined in Exhibit 2 3 , AGLL Bubba Baseball Rules.
2. No score shall be kept. Runs and outs will not be counted.
3. A completed half-inning will consist of batting the entire roster with the final batter advancing all four bases (i.e. home run).
4. An imaginary arc is drawn between the 1st and 3rd baseline, with a radius of 25 feet centered at home plate. A batted ball must cross this line to be considered fair. Balls that stop or are fielded within the arc are foul. After multiple attempts and in the interest of encouraging a successful hit ball, a manager may call this ball fair at their discretion.
5. Play is started after the coach or manager attending to the tee calls "play ball" and a batter hits a fair ball. Runners may advance after a fair ball is hit.
6. Play is stopped and the ball is dead when all runners are put out or the ball, batted or thrown, passes across the foul lines within the 25-foot arc (see (e) above). The ball does not have to be in possession of a fielder when it crosses the foul line to stop play. Runners who have not passed the halfway point between bases when the ball becomes dead, must return to their last base.
7. Runners who are put out will remain on base.
8. No base stealing is permitted, but all base runners may advance while the ball is in play.

9. All defensive players shall be on field for their defensive innings as follows:
10. (a) Infielders shall be limited to 6 defensive players; pitcher, catcher, 1st base, 2nd base, 3rd base, and shortstop; (b) The balance of the defensive team will play in the outfield; (c) Outfielders must stand at least 15 feet beyond the baselines or on the edge of the outfield grass, when play begins; (d) The pitcher must be on the mound and the catcher must be in the catcher's box when play begins; and (e) The manager or coach may position defensive players before each half inning. Two defensive coaches will be allowed in the outfield during play.
11. For the entire season, players must rotate within the batting order and in defensive positions. For example, each player must have the opportunity to be the lead off, second, third, etc. batter and be the last or home run hitter throughout the season. Defensively, players must play generally equal time in infield, including catcher, as well as outfield positions.
12. Batting: (a) During the first half of the season, only the batting tee will be used. (b) For the second half of the season, the first two innings will use the batting tee. All innings after the first two may be coach pitch. In this, a coach shall pitch gently overhand from a kneeling position or underhand from a standing position from a short distance (i.e., approximately 10-15 feet away from the batter). A batting tee shall be used at a player's request or if the batter fails to put the ball in play after four pitches or at any time at the discretion of the manager. (c) All players will bat each inning.
13. Any hit other than a home run over the fence shall result in a maximum of two bases. A double may be awarded at the discretion of the manager if the hit is through the infield and past the outfield players.
14. Runners on base shall advance only one base on a hit ball unless it is a double, in which case they would advance only two bases.

Version Updated by the Allied Gardens Little League-Local League Rules Committee

Version Changes:

[3/19/24: **Regular season commencement updated from 3/16/24 to 3/15/24 due to tournament start date](#)

[3/21/24: † Updated from intra-league to intra-league and inter-league](#)

[3/24/24: ‡ Updated from Tournament to Tournament and inter-league](#)