

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

INTRODUCTION

The rules are promulgated in accordance with Article XIII, Section 3 of the bylaws and shall be binding upon the operation of UALL.

The league rules are presented in six sections. The first section deals with the general league rules. The second section deals with Little League rules that are applicable to MAJOR, MINOR "A", MINOR "B" and T-Ball divisions. Section three describes the Major division rules. Section four describes the MINOR "A" division rules. Section five describes the Minor "B" division rules and section six contains the rules for the T-Ball division.

All players, managers, coaches, umpires, parents and league officials shall adhere to the following rules. Failure to comply will result with disciplinary action indicated or action deemed appropriate by the Board of Directors. It is expected that the spirit of these rules will be followed and the discovery of "loopholes" will not be accepted as plausible reason for not following the rules. Disciplinary actions may be as follows: A written warning for the first violation, one game suspension for the second violation. The third violation may result in the person(s) being removed permanently from the team.

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

1	<u>GENERAL LEAGUE RULES</u>
1.1	<u>LEAGUE BOUNDARIES</u> The UALL league boundaries are defined as follows:
1.1.1	North Boundary: The south side of 16 th Street.
1.1.2	South Boundary: Upland city limits, border of the 10 freeway.
1.1.3	East Boundary: The west side of Euclid Avenue.
1.1.4	West Boundary: Upland city limits including some portions west of Benson.
1.2	<u>AGE RESTRICTIONS</u>
1.2.1	Board members and team manager shall be at least 21 years of age.
1.2.2	Team coaches and team parent of record shall be at least 18 years of age.
1.3	<u>RESPONSIBILITIES OF THE HOME/VISITOR TEAM</u>
1.3.1	All teams shall be responsible for keeping unsupervised children out of the batting cage. The batting cage shall be locked when not in use.
1.3.2	The HOME team shall be required to arrive at the field well in advance of the scheduled starting time to perform all the duties of preparing the fields for play including, but not limited to: chalking the field, dragging the infield, repairing the mound and batters' boxes, installation of the bases, and insuring the field is in a safe and playable condition. This shall include the inspection of the entire field for holes, stones, glass, other foreign objects, etc.
1.3.3	The VISITOR team shall be required to drag the infield, repair the mound and batters' boxes after the last game on any given day. The VISITOR team shall have the additional responsibilities of removing and storing the bases, stowing any equipment or materials, and securing the field and/or conex boxes.
1.3.4	Both the VISITOR and the HOME team, and their parents, have the responsibility to pick up litter from their respective dugouts and stands following each game.
1.3.5	It is incumbent upon the TEAM manager to see that the above responsibilities are carried out. If unable to perform this duty, a coach or parent must be assigned.
1.3.6	Parents/friends, in the interest of safety and the reduction of distractions during a baseball game or practice:
1.3.6.1	Shall not converse with the players through the dugout fencing.
1.3.6.2	Shall not coach or instruct a player.
1.3.6.3	Shall not allow children in the dugout who are not players on the team.
1.3.7	For all "kid pitch" games the HOME team must provide a confident scorekeeper. If scorekeeping is NOT performed electronically, the VISITOR team must provide a pitch counter.
1.4	<u>PRACTICE GAMES</u> Spring practice games are specifically limited to the following:
1.4.1	UALL MAJOR teams may play other UALL MAJOR teams ONLY.
1.4.2	UALL MINOR "A" teams may play other UALL MINOR "A" teams ONLY.
1.4.3	UALL MINOR "B" teams may play other UALL MINOR "B" teams ONLY.
1.4.4	UALL T-BALL teams may play other UALL T-BALL teams ONLY.
1.4.5	Schedules, game conditions, etc., are left to the discretion of the managers involved.

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

1.5	<u>AWARDS POLICY</u>
1.5.1	<u>REGULAR PLAYERS</u>
1.5.1.1	All players in the league shall be presented with a modestly priced Little League participation award at the end of the season as determined by the Board of Directors (i.e. trophy, medal, etc.).
1.5.1.2	Major and Minor “A” division players representing the 1 st place team shall receive special recognition as the season champions as determined by the Board of Directors (i.e. 1 st place trophy, medal, etc.).
1.5.1.3	Major and Minor “A” division players representing the post-season tournament champion team shall receive a modestly priced recognition as the playoff champions as determined by the Board of Directors (i.e. playoff champion trophy, medal, etc.)
1.5.2	<u>TOURNAMENT PLAYERS (ALL-STARS)</u>
1.5.2.1	The league “UALL” All-Star cap is provided by the league.
1.5.2.2	A tournament participation pin is awarded by the Little League tournament officials.
1.5.2.3	A modestly priced award may be presented as determined by the Board of Directors (i.e. trophy, medal, ring, etc.).
1.5.3	<u>ADULT VOLUNTEERS</u>
1.5.3.1	Special individual awards may be authorized as determined by the Board of Directors.
1.5.3.2	The All-Star manager and coaches may receive a “UALL” All-Star cap and tournament participation pin.
1.6	<u>SPORTSMANSHIP</u>
	Any violations of the following rules; revert to section 2.2 Field Decorum of the official Little League rulebook.
1.6.1	Players shall refrain from attempting to harass the opposing pitcher and other players. No swearing or showing disrespect to managers, workers, or umpires is permitted.
1.6.2	Players are not allowed to yell “swing” to the batter.
1.6.3	Team managers or coaches shall ensure that players give the opposing team a traditional Little League “cheer” at the conclusion of all games.
1.6.4	Artificial noise makers are not permitted.
1.6.5	The UALL Code of Conduct is always in effect.
1.7	<u>EQUIPMENT RULES</u>
1.7.1	Only official Little League approved equipment shall be used and any alteration or tampering with such equipment could ultimately lead to dismissal from the league of the person(s) involved.
1.7.2	All managers should return all equipment and uniforms (including keys) to the equipment manager at the end of the season. Teams involved in the playoffs will return their equipment and uniforms after completing their last competitive game.
1.7.3	Defective equipment is to be exchanged with the equipment manager or league president (or appointed designee) ONLY. If a manager is aware of a defective piece of gear before a game, he/she should contact the equipment manager before his next game.
1.7.4	The manager of each team must sign out each team’s baseball equipment and is responsible for all equipment until returned.
1.7.5	The Board of Directors will determine each season if jerseys are to be either “loaned” OR given to players at each level. If jerseys are loaned, each parent/guardian will be financially

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

	responsible for the jersey and NO alterations may be made.
1.7.5.1	Replacement jerseys will be sold at league cost, if needed.
1.7.6	When the season begins, the batting cage shall be reserved one hour prior to a Major field game for the sole use of those Major field teams scheduled to play the upcoming game. The HOME team will have the batting cage for the first twenty minutes and the VISITOR team will have it for the next twenty minutes. This period begins 60 minutes prior to the scheduled start time and teams MAY NOT enter the cage prior to this start time. Should the time allotted for the batting cage (40 min.) be shortened for any reason, the remaining time will be split evenly between the two teams. Either team has the option to ask the other to vacate the batting cage regardless of whether or not that team chose to use it.
1.7.7	The league will supply each team with a minimum of one dozen GAME balls, one complete set of catchers equipment (except at the T-Ball division), and one (1) bat (only at the request of the manager). The manager may request additional equipment, as available.
1.8	<u>GAME SCHEDULE AND WEATHER CONSIDERATIONS</u>
1.8.1	It is the responsibility of all managers to cooperate with the umpire and keep the game moving along, particularly during the tight Saturday schedule of games. In general, pregame warm-up time shall be divided up equally between the two teams.
1.8.2	All cancelled or suspended Minor “A” and Major games will be re-scheduled at the discretion of the board and scheduled during one of the teams regularly scheduled practice slots determined by a coin flip. Minor “B” and T-Ball games can also be made up with Board of Directors discretion.
1.9	<u>ELIGIBILITY FOR UPLAND AMERICAN LITTLE LEAGUE</u>
1.9.1	T-Ball division shall be league age 4, 5 and 6.
1.9.2	Minor “B” division shall be league age 6, 7, and 8.
1.9.3	Minor “A” division shall be league age 8, 9, 10, 11 and 12.
1.9.4	Major division shall be league age 10, 11 and 12 years.
1.9.5	9 year olds are eligible for the Major division only after special consideration by the Board of Directors and with approval from the parents.
1.9.6	7 year olds are eligible for the Minor “A” division with approval from the parents and special invitation by the Board of Directors to assess skill level, mental readiness, and risk of injury. Players wishing to “play up” must attend all required tryouts and be specifically invited to the Minor “A”/Major tryouts by the player agent. 7 year olds wishing to play Minor “A” who meet the above requirements but fail to be selected during the Minor “A” draft will return to Minor “B”. In addition, 7 year olds wishing to play Minor “A” cannot “bump” a registered 9/10/11/12 year old out of the Minor “A” division.
1.10	<u>GAME FORFEITURE</u>
1.10.1	There shall be no forfeitures in the Minor “B” and T-Ball divisions.
1.10.2	It shall be the policy of the league that forfeits will be avoided where possible. Unusual circumstances, such as player out of uniform, manager and coach absent, equipment unavailable, etc., shall not be interpreted to permit managers to postpone or reschedule a game for their own, or their team’s, convenience.
1.10.3	(4.16) A game may not be started with less than (9) players on each team, with the exception of T-Ball. If a game cannot be played because of the inability of either team to place nine players on the field before the game begins, this shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision. If a team is unable to field a team, 24 hours’ notice is required otherwise a forfeiture is enforced.

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

1.10.4	A game should not be forfeited as long as all players have excused absences. Excused absences are the following: illness, school functions, or any other legitimate reason as determined by the Board of Directors. The Board of Directors shall have the sole responsibility of making the determination.
1.11	<u>PRACTICE LIMITATION</u>
1.11.1	The Board of Directors mandates all league managers shall limit their team activities to a maximum of four activities per week. Activity is defined as practice sessions, team training meetings, trips to the batting cage, pitcher and catcher sessions, and league games. First violation will result in a mandatory suspension of the manager/coach for one game. The second violation will result in the removal of the manager/coach for the remainder of the season per Board of Directors ruling.
1.11.2	Practice limitations for the T-Ball, Minor “B”, and Minor “A” division are 2 hours per session maximum. Practice limitation for the Majors division is 3 hours per session maximum.
1.12	<u>BATTING RESTRICTIONS</u>
1.12.1	The only person that is allowed to swing a bat is the batter, in any division. The on-deck batter must remain in the dugout without a bat in hand. Additionally, players shall refrain from holding or swinging bats while awaiting their turn for any team drills or batting cage practice.
1.13	<u>ADVISOR AND TRAINING</u>
1.13.1	It is the league’s responsibility to provide training for all newly appointed league managers so that they will know and understand the philosophy of Little League and also gain insight into the mechanics of the program, such as the Minor league game fundamentals and how to conduct practices. The following list provides guidelines for training:
1.13.2	Furnish each manager with a copy of the league bylaws and rules along with the official Little League Rulebook.
1.13.3	Furnish each manager with information that will help the manager understand team practice methods.
1.14	<u>DISCIPLINARY REVIEW</u>
1.14.1	The Board of Directors will establish annually a review committee comprised of a minimum of 3 Board of Directors members to review any misconduct reported to or observed by the league.
1.14.2	The Disciplinary Review Committee will be responsible for the following:
1.14.2.1	If there is an occurrence where the UALL Code of Conduct is breached or any infraction which would jeopardize the integrity of Upland American Little League is suspected to have occurred, a disciplinary committee will be formed. The committee will be comprised of three (3) Upland American Little League board members, which will consist of a chairperson and two panel members.
1.14.2.2	The committee will conduct interviews either in person or by phone of all parties involved and gather all pertinent information, to ensure a fair and impartial meeting is being conducted. The disciplinary committee will then meet in the UALL Board Room with the player and parents/guardians. All mitigating factors from the interviews and the meeting with the player and parents/guardian will come into consideration before determining an outcome. The main purpose to this committee is to solve all issues at the lowest level possible, however, re-occurrences involving mitigating disciplinary factors will factor into the level of discipline. Upland American Little League will follow the disciplinary chart set forth by the Williamsport Little League code of conduct and A Safety Awareness Program

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

	(ASAP).
1.14.2.3	Discipline will be administered utilizing the following: <ul style="list-style-type: none">• Verbal Warning• Suspension• Expulsion
1.14.2.4	This committee will be utilized to ensure a fair and impartial decision is made when an issue is out of the reach of a Board Member, Manager, Coach, Parent or Player. The main focus is to ensure all parties involved will be treated fairly and reasonably.
1.14.2.5	At the conclusion of the meeting, all parties will be notified by an Upland American Little League Board Member within 24 hours, with the results.

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

2	<u>LITTLE LEAGUE RULES</u>
	The following rules are extracted from the official Little League Rule Book and are prepared herein for emphasis and ready reference.
2.1	<u>GENERAL</u>
2.1.1	(3.17) No one except eligible players in uniform, a manager, and not more than two coaches shall occupy the dugout or bench.
2.1.2	(XIV (e)) The possession and/or use of firearms, tobacco products, cigarettes (including e-cigarettes and vapors), controlled substances, and alcoholic beverages in any form is prohibited on the playing field, benches, or dugouts. Alcohol is prohibited at the game site.
2.1.3	(3.09) Players, managers, and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during a game in which they are engaged.
2.1.4	All Minor “A”/Majors teams are required to maintain their own pitching records and supply scorekeepers/pitch counters as needed.
2.1.5	(9.01 (b)) Each umpire is the representative of the league and of Little League International and is authorized and required to enforce all rules.
2.2	<u>FIELD DECORUM</u>
2.2.1	Managers, coaches, and team parents are responsible for spectators’ actions in the stands.
2.2.2	(XIV (a)) The actions, on or off the field, of players, managers, coaches, umpires and league officials must be above reproach. Any player, manager, coach, umpire and league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, at the game site or any other Little League activity including through online or social media, is subject to a one game suspension minimum.
2.2.3	(4.07) “When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. A manager or coach ejected from a game must not be present at the game site for the remainder of that game. Any manager, coach or player ejected from a game is suspended for his or her team’s next physically played game and may not be in attendance at the game site. This includes pregame and postgame activities.” In addition, the UALL Board of Directors adds that the ejected person(s) shall leave all UALL game sites and shall have no further participation in any UALL activity for that day.
2.2.4	When a manager, coach or player is ejected from a game, the umpires’ ruling is final. The only exception is when the ejection is positively linked to a protest. In this case, the ejection may be overruled if the protest is upheld.
2.2.5	Suspensions: All suspensions for players, managers or coaches, that are a result of an infraction of the rules must be reviewed by the president, vice president and player agent prior to being enforced.
2.2.6	Suspensions: All suspensions for players, managers or coaches, that are a result of an ejection from a game must be enforced as a one game suspension (the very next scheduled game) as per Little League rules.
2.3	<u>PLAYERS</u>
2.3.1	(VIII (c) (For non-Major division players only)) No player may be deemed to be the property of, or under the jurisdiction or control of, a particular team in the local league.
2.3.2	All male players must wear athletic supporters and cups. Male catchers must wear the metal, fiber or plastic type cup. Catchers must wear a facemask (with protective throat guard), a chest protector and shin guards, in warming up a pitcher. This applies between innings and bullpen practice. Catcher safety rules apply to all practice and game situations.

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

2.3.3	(VI (a) (j)) Any player of the roster may pitch (except 12-year-olds in minors). See regulation VI, official Little League rules on maximum pitches and required rest after pitching.
2.3.4	(3.17) Players and substitutes shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game.
2.3.5	(1.16) Any player from the offensive side (team that is batting) that is on the playing field must wear a protective helmet; this includes batters, runners, player base coaches, players retrieving bats from the field, etc. Runners removing their helmets will be warned.
2.3.6	(1.10 NOTE 1) The traditional batting donut is not permitted.
2.3.7	Players cannot leave the dugout during the game without permission from the team's manager and the umpire of the game.
2.3.8	Players are not allowed to slide head first in advancing to the next base; they will be considered "out" if they advance on a head first slide.
2.3.9	(1.08 NOTE 1) The on-deck position is not permitted in T-Ball, Minor "B", Minor "A", or Major divisions.

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

3	<u>MAJOR DIVISION RULES</u>
3.1	<u>MAJOR DIVISION STRUCTURE</u>
3.1.1	The division shall consist of not more than ten teams with twelve players per team.
3.1.2	No team may have more than eight players of the same age; otherwise the age composition per team is optional.
3.1.3	Major division standings will be recorded and posted on the league website for all to observe.
3.1.4	The Major division shall utilize a draft system as established by the league and in compliance with the official Little League Rulebook.
3.2	<u>ALL PLAYER RULE</u>
3.2.1	Major division teams must use a continuous batting order.
3.2.2	No player shall sit out two consecutive innings. It shall be the manager's responsibility to keep the official scorekeeper informed of all substitutions.
3.2.3	When less than the full roster of players shows up for a game, the manager shall inform the official scorekeeper and the opposing manager that there are less than the full roster of players available to play.
3.2.4	If, prior to the beginning of the game, a manager wants to bench a player, or players, for disciplinary reasons, the manager shall first discuss the issue with the player agent or league president prior to submitting the lineup to the official scorekeeper and opposing manager. A player <u>shall not</u> be benched because of his or her abilities.
3.2.5	If a player is dropped from the lineup during a game for disciplinary reasons and it is later determined that the disciplinary reason was unjustified, a penalty will be imposed.
3.2.6	If a player is dropped from the lineup during a game because of injury, disciplinary, or other reasons, there is <u>no penalty</u> to the batting team. The team shall skip that place in the batting order.
3.2.7	Courtesy pinch runners are not allowed. However, if a player is injured and cannot run, the designated pinch runner must be the player who made the most recent out.
3.2	<u>ALL PLAYER RULE PENALTY</u>
3.2.1	(Regulation IV (i)) The player(s) involved shall start the next scheduled game and play any previous requirements not completed for section 1 and the requirement for that game before being removed.
3.2.2	For the first offense, all managers will receive a one game suspension. The Board of Directors will review any second offense, an offense on a team's last game of the year, or any offense during playoffs, with the manager being removed from the team for the remainder of the season per Board approval.
3.2.3	If the infraction occurs in the last two weeks of the regular season play, the manager could be suspended per board approval from participating, sharing in any award or recognition resulting from any playoff or championship game. The "all player rule" is strictly interpreted. However, the rule is applicable only to games of six innings or more in duration. A game of 5 1/2 innings is "six innings" within the context of this rule.
3.3	<u>MAJOR DIVISION ROSTER VACANCIES</u>
3.3.1	A vacancy on a Major division roster shall be filled within three games after the player agent verifies such vacancy. If the vacancy occurs during pre-season, the manager shall have 14 calendar days to fill that vacancy.

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

3.3.2	A Major division team, in which a roster vacancy occurs, is limited to calling up Minor “A” division players ONLY.
3.3.3	A Major division manager who has not filled a vacancy on his roster within the specified time limit (3 consecutive games, including BYE games) shall forfeit his right to select a player from the Minor “A” division rosters. The player agent shall determine, from the Minor “A” division roster, one player from each team, and one of these players’ names will be drawn from a hat by the president. The player’s name drawn will be assigned to that Major division team.
3.3.4	The Major division manager who has a vacancy shall conduct business exclusively with the player agent; i.e., Major division team representatives are not to approach a Minor “A” division manager, player or parent directly to discuss the selection of Minor “A” division players.
3.3.5	Managers must recognize that, as the season progresses, many Minor “A” division players begin to feel “at home and comfortable” on their team. In order to effect a smooth transition from the Minor “A” division to Major division, managers must work through the player agent, who is the player’s representative. Managers who tamper with this rule run the risk of losing their claim to a player and/or their team and may be held accountable to explain their actions to the Board of Directors.
3.3.6	Any Minor “A” division player refusing to be drafted/called to a Major division team will not be eligible to be brought up for the remainder of the season.
3.3.7	Final arrangements for player assignments from Minor “A” division to Major division must be approved by the league president and, as far as practical, publicized to the league.
3.3.8	Vacancies that occur beyond the “halfway point” of the regular season may not be filled unless requested with consent of the player agent and manager OR by board mandate.
3.3.9	If a single team has multiple vacancies, Board direction is required.
3.3.10	If a Majors team needs to bring up a Minor “A” player, they must first take any eligible 12-year-old (if available).
3.4	<u>MAJOR DIVISION GAME TIME/INNING LIMIT</u>
3.4.1	During weekdays, no inning may start after 2 hours and 15 minutes or after 10:00 PM. 10:00 PM is the city curfew.
3.4.2	On Saturday, no inning shall start after 2 hours and 15 minutes.
3.4.3	Tie games shall be halted within ½ hour of the next scheduled game.
3.4.4	In the event a game is halted without the winner being determined, the game will be completed before the next scheduled game between the two teams involved. If no more games are scheduled between those two teams, a committee consisting of the president, player agent, and one other board member will decide when and if the game will be completed. If a tie is not completed, it shall not be counted in the final league standings.
3.4.5	When a team is behind by ten or more runs, and the losing team has completed its turn at bat in the top or bottom of the fourth inning, the manager of the team with the least runs shall concede the victory to the opponent.
3.4.6	When a team is behind by fifteen or more runs, and the losing team has completed its turn at bat in the top or bottom of the third inning, the manager of the team with the least runs shall concede the victory to the opponent.
3.4.7	Major drop dead is 30 minutes prior to the next game.
3.4.8	With the exception of the “mercy rules”, any of the preceding time limit restrictions may be

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

	suspended for any season with 4, or fewer, games being held on the Major field on Saturdays.
3.4.9	During post-season tournaments, the Board of Directors will request from the city an extended park curfew to allow games to be played beyond 10:00 PM. Adjusted “drop dead” times will be communicated to managers, and umpire staff, in advance of the games being played.
3.5	<u>MANAGERS AND COACHES</u>
3.5.1	(3.09) Managers or adult coaches must not warm up a pitcher at home plate or in the bullpen at ANY time.
3.5.2	(8.06) A manager or coach may come out twice in one inning to visit the pitcher, but on the second visit to the same pitcher during any one inning, or the third visit to the same pitcher overall, the pitcher must be removed as the pitcher. There is no limit on total visits per game.
3.5.3	Managers may not leave players unattended after practices.
3.5.4	When there is a discussion with the umpire, only one person should be involved per team; this shall be the manager only.
3.5.5	When a manager or coach is utilizing the batting cage:
3.5.5.1	Only a manager, coach, or instructed adult is allowed to operate the pitching machine.
3.5.5.2	The batting cage should NEVER be left unattended; if you cannot be present at the batting cage, it should be locked.
3.5.5.3	If a coach wishes to be inside the cage to help instruct a player, the pitching machine must be off.
3.5.5.4	Players waiting to take their turn in the cage must wait their turn at the end of the cage near the coach feeding the machine. Players must not gather behind the team dugout and distract the players on the teams of the game being played. If the manager/coach of the team using the batting cage does not enforce this, the team will forfeit their ability to use the cage while a game is in progress.
3.5.6	The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. The coaches should not leave their respective dugouts until the pitcher has completed his/her preparatory pitches to the catcher. Base coaches shall:
3.5.6.1	Be (1) manager or coach and (1) eligible player in the uniform of their team.
3.5.6.2	Be (1) manager or coach and (1) additional coach if there is at least one other manager or coach in the dugout.
	The only exceptions to the above rules are:
3.5.6.3	Walking to talk to the pitcher.
3.5.6.4	Retrieving a bat.
3.5.6.5	Player injury.
3.6	<u>MAJOR DIVISION PITCHING RESTRICTIONS</u>
3.6.1	Managers are required to comply with Regulation VI of the Official Regulations and Playing Rules.
3.8	<u>PITCHING PENALTY</u>
3.8.1	For the first offense, all managers will receive a one game suspension. The Board of Directors will review any second offense, an offense on a team’s last game of the year, or any offense during playoffs, with the manager possibly being removed from the team for the remainder of the season per Board approval.
3.8.2	If the infraction occurs in the last two weeks of the regular season play, the manager could be suspended per Board approval from participating, sharing in any award or recognition resulting from any playoff or championship game.

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

3.7	<u>MAJOR DIVISION DRAFT – LOCAL PROVISIONS</u>
3.7.1	The standard Little League draft guidelines will be used.
3.7.2	Any player ages 10-12 that is drafted by a major division team must play for that team. Any player who refuses to play for the major division team will not be allowed to return back to the minor division. If player continues to refuse to play in the major division, that player will be given a refund and not be allowed to play for the current season. If decision comes after games have begun, no refund will be given.
3.7.3	Any player age 9 has the option of availability for the major division draft. That decision must be made prior to the draft and approved by the parents.
3.7.4	Exceptions shall be reviewed on a case by case basis by the player agent.
3.9	<u>DIVISION STANDINGS, DIVISION CHAMPIONS, AND DIVISION PLAYOFFS</u>
3.9.1	<u>DETERMINATION OF DISTRICT T.O.C. REPRESENTATIVE</u>
3.9.1.1	Following the regular season, all Majors teams will compete in a tournament for the Division championship. Based upon the same number of games played during the regular season, the team with the highest winning percentage will be considered the first place seed. The team with the second highest winning percentage will be considered the second place seed and so on and so forth.
3.9.1.2	In the event of a district/city T.O.C., the first place team of the regular season will advance to the district T.O.C. while all the remaining teams will play in the UALL in-house tournament.
3.9.1.3	Schedule permitting, the district/city T.O.C. representing team may also participate in the in-house tournament.
3.9.2	<u>RULES FOR DETERMINING A WINNER IN THE EVENT OF A TIE</u>
	If two or more teams re tied for a position, the following will be the tie breaker:
3.9.2.1	First Tie Breaker – The head-to-head win/loss record between the teams that are tied.
3.9.2.2	Second Tie Breaker – The total runs scored head-to-head between the teams that are tied.
3.9.2.3	Third Tie Breaker – Least runs allowed, head-to-head, between the teams that are tied.
3.9.2.4	Fourth Tie Breaker – Total runs scored during ALL regular season games.
3.9.2.5	Fifth Tie Breaker – Least runs allowed during ALL regular season games.
3.9.2.6	Sixth Tie Breaker – Coin Flip
3.10	<u>PLAYOFF AND CHAMPIONSHIP SCHEDULE</u>
3.10.1	The playoff and championship games will be double elimination (single elimination if there are time constraints or weather related issues).
3.10.2	The tournament bracket shall be based upon the number of teams participating.
3.10.3	Guidelines: There shall not be less than 24 hours and not more than 72 hours between game 1 and games 3 or 4. Also, there shall not be less than 24 and not more than 72 hours between games 6 or 7. *The player agent has the discretion to alter the schedule to fit league needs.
3.10.4	The team with the highest finishing position for the season will determine the HOME/VISITOR assignments.
3.10.5	During post-season tournaments, the Board of Directors will request from the city an extended park curfew to allow games to be played beyond 10:00 PM. Adjusted “drop dead” times will be communicated to managers, and umpire staff, in advance of the games

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

	being played.
3.11	<u>ALL-STAR SELECTIONS</u>
3.11.1	<u>MANAGERS/COACHES</u>
3.11.1.1	Board members, consisting of the president, the secretary, and the player agent, shall be present at the Managers/Coaches selection meeting to conduct the meeting and approve all selections.
3.11.1.2	The All-Star managers and coaches should be selected from the regular season roster of Major division managers and coaches OR Minor “A” division managers and coaches.
3.11.1.3	The managers of the 10/11/12, 9/10/11, and 8/9/10 All-Star teams will be determined by the UALL Board of Directors. Standings alone do not guarantee a position as an All-Star manager. All All-Star manager selections must be approved by the Board of Directors prior to being considered official.
3.11.1.4	Each All-Star manager shall select two coaches and a scorekeeper. (As indicated by the Tournament Rules – the managers and coaches should be selected from the regular season managers and coaches.) These selections will be made AFTER the All-Star team players have been announced.
3.11.1.5	The All-Star managers shall be responsible to the league president for the general administration and conduct of the team. The manager shall, however, have exclusive jurisdiction over such matters as:
3.11.1.5.1	Practice frequency and time.
3.11.1.5.2	Players positions.
3.11.1.5.3	Batting order
3.11.1.5.4	Substitutions
3.11.2	<u>ALL-STAR VOTING PROCEDURES</u>
3.11.2.1	The All-Star team players shall be chosen from the Major division teams only. The 9/10/11 and 8/9/10 All-Star teams may include Minor “A” division players if there aren’t enough qualified Majors players eligible of that age.
3.11.2.2	Only players that meet official player eligibility requirements shall be selected.
3.11.2.3	A committee consisting of the Major division Player Agent, President, and additional board member (preferably with no Major division team affiliation) shall preside over the voting process and counting.
3.11.2.4	Majors division All-Stars will be selected by Majors division managers. If Minor “A” division players are required to fill out the rosters, those players will be selected by the Minor “A” division managers.
3.11.3	<u>SELECTION</u>
3.11.3.1	The 10/11/12 team shall be given priority over the 9/10/11 team for player selection and its roster completed first.
3.11.3.2	The top 10 vote recipients from the 10/11/12, 9/10/11, and 8/9/10 groups, selected by the managers, shall be named to each All-Star team.
3.11.3.3	In order to complete their rosters, each All-Star manager shall select 2 (for 12 player rosters) or 3 (for 13 player rosters) additional players from the remaining names that received a minimum of 2 overall votes.
3.11.4	<u>ANNOUNCEMENT OF ALL-STARS</u>
3.11.4.1	Announcements of All-Star players shall be kept strictly secret. The release of the player

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

	<p>names shall be made to the All-Star manager only for the completion of the roster, and the general release shall be per the guidelines of the Tournament Rules. Violations of the announcement procedure shall result in the disbandment of the All-Star team and a withdrawal from participation.</p>
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UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

4	<u>MINOR “A” DIVISION LEAGUE RULES</u>
4.1	<u>MINOR “A” DIVISION STRUCTURE</u>
4.1.1	The Minor “A” division shall consist of not more than 10 teams total. The maximum opening day roster shall not be less than 11.
4.1.2	A Minor “A” division draft system, similar to that used for the Major division, shall be utilized.
4.1.3	All players deemed eligible for Minor “A” division play shall be drafted.
4.1.4	Eligible Minor “A” division players, who elected not to try out, shall be drafted utilizing a blind draft method. Their names shall be placed into a hat, by age, and randomly selected.
4.1.5	All players in the Minor “A” Division, including sons/daughters of managers and Coaches, are subject to being brought up to the Major Division. Any player who refuses to come up to the Major division as a result of either a draft at the beginning of the season, or during the season to fill a vacancy on a Major Division team, will not be eligible to move up to Majors later in the season.
4.1.6	A Majors manager must bring up an eligible 12 year old from Minor “A”, if available, prior to bringing up any other players.
4.2	<u>LATE SIGN-UP</u>
4.2.1	All players signing up after tryouts will be required to register on the league/division waitlist and will be assigned in numerical order to teams that have less than 12 players on their roster. If 12 candidates exist on the waiting list, another team may be formed.
4.2.2	Insofar as is practical, an equitable balance will be maintained; players will be assigned so that no team has a roster with more than one additional player than the other teams. The intention of the Minor “A” division player assignment and late sign-up procedures is to balance the league and place new and veteran managers on an equal footing.
4.3	<u>ALL PLAYER RULE</u>
4.3.1	Minor “A” division teams must use a continuous batting order.
4.3.2	No player shall sit out two consecutive innings.
4.3.3	When less than the full roster of players show up for a game, the manager shall inform the official scorekeeper and the opposing manager that there are less than the full roster available to play.
4.3.4	If prior to the beginning of the game, a manager wants to bench a player or players for disciplinary reasons, the manager shall first discuss the issue with the player agent or the league president prior to submitting the lineup to the official scorekeeper and the opposing manager. A player <u>shall not</u> be benched because of his or her baseball abilities.
4.3.5	If a player is dropped from the lineup during a game because of disciplinary reasons and it is later determined that the disciplinary reason was unjustified, a penalty will be imposed.
4.3.6	If a player is dropped from the lineup during a game because of injury, disciplinary or other reasons, there is <u>no penalty</u> to the batting team. The team shall skip that place in the batting order.
4.3.7	Courtesy pinch runners are not allowed. However, if a player is injured and cannot run, the designated pinch runner must be the player who made the most recent out.
4.3.8	When an inning is concluded by “the 5 run max rule” rather than 3 outs, that defensive inning will count as three outs in determining whether a player has participated for a minimum of six outs.

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

4.3.9	No player shall play the same position more than two innings in a game except for pitcher (3 innings max) and catcher (4 innings max).
4.3.10	No player may pitch in a game if they have also caught more than 3 innings.
4.4	<u>ALL PLAYER RULE PENALTY</u>
4.4.1	The player(s) involved shall start the next scheduled game and play any previous requirements not completed and the requirement for that game before being removed.
4.4.2	For the first offense, all managers will receive a one game suspension. The Board of Directors will review any second offense, an offense on a team's last game of the year, or any offense during playoffs, with the manager being removed from the team for the remainder of the season per Board approval.
4.4.3	If the infraction occurs in the last two weeks of the regular season play, the manager could be suspended per Board approval from participating, sharing in any award or recognition resulting from any playoff or championship game. The "all player rule" is strictly interpreted. However, the rule is applicable only to games of four innings or more in duration.
4.5	<u>TIME LIMIT</u>
4.5.1	A Minor "A" game shall not start a new inning after 1 hour and 30 minutes (1 hour and 45 minutes for Saturday games) of playing time.
4.5.2	Regardless of score, a game shall not exceed 6 full innings.
4.5.3	The drop dead time limit for a Minor "A" game is 1 hour and 45 minutes on weekdays, and 2 hours on weekends.
4.5.4	All time limits may be modified at the discretion of the Board of Directors during post-season tournaments. Any modifications will be communicated to the managers prior to the start of the tournament.
4.6	<u>RULES FOR MANAGERS AND COACHES</u>
4.6.1	Managers and coaches are not allowed to wander/roam on the field while the game is in play. They must stay near the dugout edge or must be inside the dugout with the gate closed on the Major field.
4.6.2	(3.09) Managers or adult coaches must not warm up a pitcher at home plate or in the bullpen at ANY time.
4.6.3	Managers may not leave players unattended after practices.
4.6.4	When there is a discussion with the umpire, only one person should be involved per team; this shall be the manager only.
4.6.5	When a manager or coach is utilizing the batting cage:
4.6.5.1	Only a manager, coach, or instructed adult is allowed to operate the pitching machine.
4.6.5.2	The batting cage should NEVER be left unattended; if you cannot be present at the batting cage, it should be locked.
4.6.5.3	If a coach wishes to be inside the cage to help instruct a player, the pitching machine must be off.
4.6.5.4	Players waiting to take their turn in the cage must wait their turn at the end of the cage near the coach feeding the machine. Players must not gather behind the team dugout and distract the players on the teams of the game being played. If the manager/coach of the team using the batting cage does not enforce this, the team will forfeit their ability to use the cage while a game is in progress.
4.6.6	The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. The coaches should not leave their respective

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

	dugouts until the pitcher has completed his/her preparatory pitches to the catcher. Base coaches shall:
4.6.6.1	Be (1) manager or coach and (1) eligible player in the uniform of their team.
4.6.6.2	Be (1) manager or coach and (1) additional coach if there is at least one other manager or coach in the dugout.
	The only exceptions to the above rules are:
4.6.6.3	Walking to talk to the pitcher.
4.6.6.4	Retrieving a bat.
4.6.6.5	Player injury.
4.7	<u>MINOR "A" DIVISION PITCHING RESTRICTIONS</u>
4.7.1	(VI (a)) Players of age 12 are NOT permitted to pitch in Minor "A".
4.7.2	Players of ANY age with prior Major division experience are not permitted to pitch in Minor "A".
4.7.3	Managers are required to comply with Regulation VI of the Official Regulations and Playing Rules.
4.7.4	The balk rule will not be enforced. However, pitchers must have their pivot foot in contact with the pitching mound when pitching. It must be on, or in front of and touching, but not off the end of the pitcher's plate. Violations will result in a "no pitch" and a "ball" awarded to the batter's count.
4.7.5	Once a pitcher is removed from the game, he cannot come back as pitcher later in the same game.
4.8	<u>PITCHING PENALTY</u>
4.8.1	For the first offense, all managers will receive a one game suspension. The Board of Directors will review any second offense, an offense on a team's last game of the year, or any offense during playoffs, with the manager possibly being removed from the team for the remainder of the season per Board approval.
4.8.2	If the infraction occurs in the last two weeks of the regular season play, the manager could be suspended per Board approval from participating, sharing in any award or recognition resulting from any playoff or championship game.
4.9	<u>MINOR "A" DIVISION BATTING</u>
4.9.1	All players present for the game will bat in a continuous batting lineup.
4.9.2	Even though all players are in the batting lineup, only nine players play in the field at any one time.
4.9.3	Bunting is allowed in Minor "A".
4.10	<u>FIVE RUN MAXIMUM RULE</u>
4.10.1	The team on offense shall be limited to scoring five runs in one inning. After the fifth run has crossed the plate safely, the inning shall be declared over regardless of the actual number of outs, base runners, etc.
4.10.2	If a player hits a fair fly over the outfield fence (home run), then batter and ALL runners on base, who proceed to score legally, shall count, even though the five run maximum may be exceeded. In all other cases, only the maximum of five runs shall be counted.
4.10.3	In Minor "A" playoffs ONLY, the five run rule will be suspended in the 6 th inning and beyond.

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

4.11	<u>BASERUNNING</u>
4.11.1	Stealing of home is only allowed during the second half of the season. For the first half of the season, home plate is considered “closed” and runners may only score from third base via a hit or forced in with a walk. They may not score on a passed ball, wild pitch, overthrown ball back to pitcher, or attempt to “pick off” runners.
4.11.2	Sliding into first base is prohibited. Violations as such, the runner shall be considered “out”.
4.11.3	Sliding is encouraged at all other bases having close plays. A player who fails to slide on a close play may be considered “out” at the umpire’s discretion.
4.11.4	For safety reasons, all runners must slide involving any play at home plate. A player who fails to slide at home may be considered “out” by the umpire.
4.11.5	No head first sliding when attempting to advance to the next base; the player will be considered “out” if he tries.
4.11.6	Only the player who made the last out can pinch run for an injured player.

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

5	<u>MINOR “B” DIVISION RULES</u>
5.1	<u>MINOR “B” STRUCTURE</u>
5.1.1	The Minor “B” Division shall consist of not more than 10 teams total. The maximum opening day roster may be 13 players per team.
5.1.2	The Minor “B” Division shall <u>NOT</u> use a draft system.
5.1.2.1	The Minor “B” player agent will assign players to team rosters attempting to balance teams by age, experience, and general skill level. Parent requests for specific coaches are allowed, but are not always granted. The goal of Minor “B” is for all teams at this level to be balanced and even.
5.1.2.2	Members of immediate family should be kept together on the same team in the Minor “B” division unless requested otherwise by parents.
5.1.2.3	Managers of Minor “B” Division teams may only trade players with the approval of the player agent and league president.
5.2	<u>LATE SIGN-UP</u>
5.2.1	All players signing up after teams have been formed will be required to register on the league/division waitlist and will be assigned in numerical order to teams that have less than 13 players on their roster. If 12 candidates exist on the waiting list, another team may be formed.
5.2.2	Insofar as is practical, an equitable balance will be maintained; players will be assigned so that no team has a roster with more than one additional player than the other teams. The intention of the Minor “B” Division player assignment and its late sign-up procedures is to balance the league and place new and veteran managers on an equal footing.
5.3	<u>ALL PLAYER RULE</u>
5.3.1	Every player on a team roster will participate in each game defensively for a minimum of 6 outs and bat at least one time, with the exception of being less than the full roster of players showing up for a game, and in cases where a player or players are benched for disciplinary reasons. The manager shall inform the opposing manager prior to the game if there is less than the full roster available to play.
5.3.2	When an inning is concluded by “the 5 run max rule” rather than 3 outs, that defensive inning will count as three outs in determining whether a player has participated for a minimum of six outs.
5.3.3	No player shall play the same position more than two innings in a game.
5.4	<u>TIME LIMIT</u>
5.4.1	A Minor “B” game shall not start a new inning after 1 hour and 30 minutes of playing time.
5.4.2	Minor “B” games shall never exceed 6 full innings.
5.5	<u>RULES FOR MANAGERS AND COACHES</u>
5.5.1	In Minor “B”, a maximum of one coach may be on the field for defensive instruction. Teams are encouraged to minimize on-field defensive coaching, as applicable, as the season progresses.
5.5.2	Managers are not allowed to leave players unattended after practices.
5.5.3	The offensive team shall station two base coaches on the field during its time at bat, one near first base and one near third base. Base coaches shall:
5.5.3.1	Be (1) manager or coach and (1) eligible player in the uniform of their team.
5.5.3.2	Be (1) manager or coach and (1) additional coach if there is at least one other manager or coach in the dugout.

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

	The only exceptions to the above rules are:
5.5.3.3	Retrieving a bat.
5.5.3.4	Player injury.
5.6	<u>MINOR “B” DIVISION FIELDING</u>
5.6.1	While ten (10) fielders may be used in Minor “B”, no more than six (6) fielders may occupy the infield. Pitcher, catcher, 1 st , 2 nd , 3 rd , and shortstop are the only positions to be used on the infield. The remaining four (4) fielders must occupy the outfield and play beyond the limits of the infield dirt.
5.6.2	While Minor “B” uses coaches to physically pitch the ball, any fielder playing defense in the pitcher positions must play within a 4’ distance of the mound to either side.
5.7	<u>MINOR “B” DIVISION BATTING</u>
5.7.1	The manager/coach of the team (at bat) will pitch to his or her own batters. Each player will get a maximum of three swings to put the ball in play while at bat and will receive no more than 7 pitches total during the at bat. After the third swing, if the batter fails to put the ball in play, the batter is out. If on the third swing (or 7 th pitch total), the batter fouls the ball, he/she will continue to bat until the ball is put into play or the batter misses/fails to swing at the pitch. There are strikeouts in Minor “B”.
5.7.2	No walks are allowed in Minor “B”.
5.7.3	Bunting is NOT allowed in Minor “B”.
5.8	<u>FIVE RUN MAXIMUM RULE</u>
5.8.1	The team on offense shall be limited to scoring 5 runs in one inning. After the 5 th run has crossed the plate safely, the inning shall be declared over regardless of the actual number of ours, base-runners, etc.
5.9	<u>BASERUNNING</u>
5.9.1	Base stealing is NOT allowed in Minor “B”.
5.9.2	Sliding into first base is prohibited. Violations as such, the runner shall be considered “out”.
5.9.3	Sliding is encouraged at all other bases having close plays. A runner who fails to slide on a close play may be considered “out”.
5.9.4	For safety reasons, all runners must slide involving any play at home plate. A runner who fails to slide on a close play at home should be considered “out”.
5.9.5	No head first sliding to advance to the next base; the runner shall be considered “out” if he/she tries this.
5.9.6	Only the player who has made the last out may pinch run for an injured runner.
5.9.7	Runners may advance ONLY 1 base on an overthrow. Play is considered dead after the 1 st overthrow and no additional advancement may occur.
5.10	<u>BATTING LINEUP</u>
5.10.1	All players present for the game will bat in a continuous batting lineup.
5.10.2	Even though all players are in the batting lineup, only ten players play in the field.
5.11	<u>ADDITIONAL MINOR “B” DIVISION RULES</u>
5.11.1	If cones are used, a ball batted through the cones in the outfield is considered a ground rule double regardless of whether the ball was touched by an outfielder. All runners may advance 2 bases during such plays.

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

5.11.2	If cones are used, a ball hit over the cones on the fly constitutes a home run.
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UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

6	<u>T-BALL DIVISION RULES</u>
6.1	<u>T-BALL STRUCTURE</u>
6.1.1	The T-Ball division shall consist of not more than 10 teams total. The maximum opening day roster may be 12 players per team, and not less than 8.
6.1.2	No score shall be kept in a T-Ball game.
6.1.3	There shall be no league standings in T-Ball.
6.1.4	No stealing of bases in T-Ball.
6.1.5	The catcher position is not used in T-Ball.
6.2	<u>T-BALL PLAYER ASSIGNMENT</u>
6.2.1	The T-Ball division will not use a draft system.
6.2.2	The T-Ball player agent will assign players to team rosters attempting to balance teams by age, experience, and general skill level.
6.2.3	Members of an immediate family should be kept together on T-Ball teams.
6.2.4	Managers of T-Ball teams may only trade players with the approval of the T-Ball vice president and player agent.
6.3	<u>ALL PLAYER RULE</u>
6.3.1	No player shall sit out.
6.3.2	Every player shall play a minimum of five different positions during the course of the season.
6.3.3	No player shall play the same position more than twice in a game.
6.3.4	All players will bat in a continuous rotation, every inning, all the way through the lineup. The last player up to bat shall be allowed to “clear the bases.”
6.4	<u>ALL PLAYER RULE PENALTY</u>
6.4.1	For the first offense, all managers will receive a one game suspension. The Board of Directors will review any second offense, an offense on a team’s last game of the year, or any offense during playoffs, with the manager being removed from the team for the remainder of the season per Board approval.
6.4.2	If the infraction occurs in the last two weeks of the regular season play, the manager could be suspended per Board approval from participating in closing ceremonies.
6.5	<u>T-BALL GAME TIME LIMIT</u>
6.5.1	A T-Ball game shall not start a new inning after 1 hour and 15 minutes of playing time.
6.6	<u>RULES FOR MANAGERS AND COACHES</u>
6.6.1	T-Ball Managers and coaches are allowed to wander/roam the field while the game is in play.
6.7	<u>UNIFORM AND SAFETY EQUIPMENT</u>
6.7.1	Players shall wear long pants (no shorts).
6.7.2	The parent may purchase baseball pants and cleats, but it is not mandatory.
6.7.3	Approved safety gear shall be used at all times. Batters and base-runners must wear a protective helmet.
6.8	<u>BASERUNNING</u>
6.8.1	Base stealing is NOT allowed at any time including home plate.

UPLAND AMERICAN LITTLE LEAGUE
2019 EDITION OF LOCAL RULES

6.8.2	Sliding is NOT encouraged at any base including home plate.
6.8.3	Only the player that completed the last run can pinch run for an injured player.
6.9	<u>PITCHING</u>
6.9.1	During the first half of the season, the batters shall hit off the tee. During the second half of the season, the coaches will pitch to their own players. If the batter does not hit the ball after 4 pitches, then the tee will be brought out and the batter must hit from the tee. There are no strikeouts in T-Ball.