



# Petaluma Valley Little League

1995 Little League Northern California State Champions

P.O. Box 5204

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www.petalumavalley.org

## 2024 LOCAL RULES

### SECTION I--FORCE AND EFFECT

- A. These Local Rules shall constitute the policies and operating procedures of the Petaluma Valley Little League, also referred to as PVLL. The Local Rules serve as an extension of the PVLL Constitution & Bylaws and the Rules and Regulations of Little League Baseball, Inc. In no case may the Local Rules be interpreted or applied in violation of said Constitution & Bylaws or Rules and Regulations of Little League Baseball, Inc.
- B. The League shall be governed by a Board of Directors elected from and by the membership, consisting of volunteer personnel. As a condition of service to the League, all Managers, Coaches, Board of Directors members and any other persons, volunteers or hired workers, who provide regular service to the League and/or have repetitive access to, or contact with players or teams (defined as three (3) or more contacts), must complete and submit an official "Little League Volunteer Application" to the President of the League. Annual background screenings must be completed prior to the applicant assuming his/her duties for the current season. Refusal to annually submit a fully completed "Little League Volunteer Application" must result in the immediate dismissal of the individual from the League.**
- B. Any provision of the Local Rules may be amended, repealed or altered by a two-thirds (2/3) vote of the Board of Directors at a duly constituted meeting, provided notice of such change is presented in writing to the Board at least ten (10) days prior to the vote.
- C. The PVLL Board of Directors may grant an ad hoc exception to the Local Rules for good and sufficient reasons, provided such exception does not violate Little League Rules and Regulations or the PVLL Constitution & Bylaws.

### SECTION II--REGISTRATION AND TRYOUTS

- A. Player registration for the PVLL shall be conducted online or in-person from November to January each year.
- B. Dates for player assessments and team selections (drafts) shall be determined annually by the Board of Directors and announced to the Membership each year.
- C. All player candidates (League Age 8-12) are required to try out. Note: 7-year-old players **may** try out for Little League (8-11) Minor Division.

- D. Any player candidate who fails to attend 50% of tryouts shall forfeit League eligibility unless an excuse is presented which is accepted by a majority of the Board of Directors. If the excuse is accepted, that player candidate is eligible to be drafted.
- E. If there are more player candidates available than can be accommodated by the number and size of teams in PVLL, excess player candidates will be held in a player waitlist. As vacancies occur on teams, players will be assigned from the player waitlist in order of registration (i.e., the first to register will be the first player assigned).

### **SECTION III--PLAYER SELECTION**

- A. The number of teams at each level of play shall be determined annually by the Board of Directors.
- B. **Level of Play.** A player candidate's League Age (use LL Baseball Age Chart) and the player draft will determine a child's level of play. The levels of play and the corresponding League Ages are as follows:
  - (1) **T-Ball Division:** 4- to 7-year-old players (with no Coach or Machine Pitch experience).
  - (2) **6-8 Minis Division:** 7-year-old players and 8-year-old players not drafted to the Little League (8-11) Minors. 6-year-old players with previous T-Ball or Coach-Pitch experience are also eligible.
  - (3) **LL (8-11) Minor Division:** All 9-year-old players, 10- and 11-year-old players not drafted to Little League Majors, and eligible 7- and 8-year-old players.
  - (4) **LL Major Division:** Eligible 10- and 11-year-old players drafted and all 12-year-olds.
  - (5) **50/70 Intermediate Division:** Mainly 13-year-old players. Note: 12-year-old players may dual-roster and play in the 50/70 Division. PVLL registered players may participate in a Petaluma LL Combined League at this level.
  - (6) **Junior Division:** All 13-, 14-, and 15-year-old players. PVLL registered players may participate in a Petaluma LL Combined League at this level.
  - (7) **Senior Division:** All 15- and 16-year-old players. PVLL registered players may participate in a Petaluma LL Combined League at this level.
- C. The availability and number of 7- and 8-year-old players drafted to the Little League (8-11) Minor Division shall be determined annually by the Board of Directors.
- D. **Regular Draft:**
  - (1) The "Alternate Method for Plan B" Player Selection Method for Existing Leagues will be used in ALL Divisions:
    - (a.) This does not apply to the Minor divisions.
    - (b.) The draft will be "open" meaning managers may select players from either group (returning Major players OR eligible newly registered players) as they

see fit. The draft will be closely monitored by the Player Agent to make sure that ALL returning Major players are drafted and ALL 12-year-old candidates are drafted (Major division only) prior to the conclusion of the draft.

- (c.) The Player Agent will also closely monitor each team to make sure that they draft no more than eight (8) players of any League Age.
- (2.) The order of draft for ALL Division teams in the first round shall be determined by a draw. The order of draft for each round thereafter shall be the reverse of that followed in the immediately preceding round. For example, the team with the first pick in round one, picks last in round two, and first again in round three, etc.
- (3.) Subject to the limitations set forth in Item 6 below, player candidates may be “optioned” to the roster of a team for which they are otherwise eligible if any of the following conditions exist:
  - (a.) **Sons/Daughters of Managers.** The player(s) is the child(ren) of the team Manager only. This option must be in writing and be submitted to the Player Agent 48 hours prior to the draft. (see Item 4 below for draft round)
  - (b.) **Brothers/Sisters in the Draft.** A Manager may submit a claim on brothers and/or sisters becoming candidates who are subject to draft. When the first brother or sister is drafted, that manager automatically has an option to draft the other brother/sister on the next turn. If the manager does not exercise the option, the second sibling is then available to be drafted by any team. However, managers shall make an attempt to keep siblings on the same team.
- (4.) Sons/Daughters of Managers options must be exercised prior to the close of the specific draft round depending on the League Age of sons and/or daughters. See the following table:

<u>LL Age</u>	<u>50/70 Age</u>	<u>Junior Age</u>	<u>Senior Age</u>	<u>Draft Round</u>
7-10				5
11	12	13	15	4
12	13	14	16	3

Manager options take priority over any other option. If the Manager so chooses, the options on sons or daughters may be waived.

- (5.) No option on brothers/sisters may conflict at any time during the draft. If two different teams have option rights to the same child and cannot come to an agreement, the decision shall be made by the Board. Parents of Major League players who become Managers or Coaches after their children have been selected to a Major Division team may not automatically claim their sons or daughters but may attempt to trade for them after the draft.
- (6.) For purposes of the sons/daughters of managers option, step-children and half-brothers/sisters shall be considered included in the terms child(ren) and brother/sister.

**F. Loss or Trade of Players:**

- (1.) **If a player misses two (2) consecutive games and/or team practices, the Manager must report that to the Player Agent. When a player misses more than seven (7) continuous days of participation for an illness or injury, a physician or other accredited medical provider must give written permission for a return to full baseball activity.**

- (2.) When a replacement player is needed, the Manager or Coach shall contact the Player Agent **only**, and inform him/her of such a need. The Player Agent shall advise the President and the Board. The Player Agent will recommend a list of eligible replacement players, including current team and jersey numbers. The Manager/Coach may then **discreetly** observe player performance. The Manager/Coach shall inform the Player Agent of his preferences in priority order and allow the Player Agent to contact candidates, parents, and other Manager/Coaches as necessary to complete the transaction. **Managers/Coaches in need of replacement players shall not contact players, parents or other team Managers/Coaches directly or indirectly.** All dealings will be handled exclusively by the Player Agent. **If a draft offer is declined by a Minor Division player, the player must remain in the Minor Division for the remainder of the season, and may be reassigned to another Minor Division team if a spot is available.**
- (3.) Any Manager who loses a player for the remainder of the season due to legitimate reasons (i.e., family moving, serious illness or injury, etc.) shall obtain official release of the player from the President (this release shall be delivered to the parents of the player via certified letter), and shall select a replacement player before the start of the third game following the loss of the player involved. If a selection is not made within this time frame, the Player Agent will assign a player from a Minor Division team (for a Major Division opening).
- (4.) **There shall be no player replacements allowed in the last two (2) weeks of the regular season OR if a team has less than five (5) games to play to complete the regular season.**
- (5.) Little League Major replacements must come from the Little League Minor (8-11) Division, unless there are 12-year-old players on a waiting list. Little League Minor (8-11) replacements must be eligible 8-year-olds from the LL Minor (6-8) Division, unless there are 9- to 11-year-old players on a waiting list.
- (6.) Trades may only take place after the regular draft and before the third week of the regular season. All trades must be player for player only. Trades involving a player for draft choices are not permitted.
- (7.) Player trades between teams are discouraged, and only possible under the most extreme circumstances. All proposed trades, and the reasons to justify a trade, shall be communicated to the Player Agent, who shall be the only contact for all persons involved in the trade. No trade may be made unless all parties involved, including the Player Agent, are agreeable and the Board approves.
- (8.) **Any player on any roster who is injured or otherwise unable to play and misses six (6) consecutive games is subject to being removed from his/her team by action of the Board of Directors. However, the board of directors reserves the right to allow such player to remain on the roster.**

#### **SECTION IV—GAME PROCEDURES**

- A. Incomplete or postponed games during the regular season will be rescheduled by the VP-Operations (or designated scheduler) prior to the end of regular season play (preferably during a make-up week).

- B. **If a Manager will be unable to field a team (at least 8 players) for a scheduled game, the Manager/Coach must notify the Division Director of this fact at least 24 hours before the scheduled starting time of the game, stating which players will not be present and the reasons for their absence.** Reasons for not fielding a team must be legitimate. For example, player illness or injury, conflict with school or family activities, etc. The Division Director shall verify the reasons for the players' absence, and will notify the opposing team's Manager of the status of the scheduled game. Failure to follow this procedure shall be referred to the Board of Directors for a decision (such as forfeiture of the game). Pool Players must be used, if available, to have a roster of 9 players.
- C. In the absence of groundskeepers, the Managers and Coaches of the Home team will prepare the field for play. At the conclusion of each game, both teams will be responsible for securing all league property (playing equipment, dugouts, bathrooms, etc.) and emptying and securing all trash cans.
- D. Managers shall be required to provide a completed line-up card to the official scorekeeper and the opposing manager at least 15 minutes prior to the start of the game. **The line-up card shall include all rostered players' names (first & last), jersey numbers and positions, and indicate if they are absent and the reason for the absence. Pitcher eligibility shall also be noted.**
- E. In the absence of an official scorekeeper, the official scorebook for a game will be the home team scorebook. **The official scorekeeper shall be the official pitch counter for each game.**
- F. The playing rules of Little League Baseball, Inc. and these Local Rules will govern play in all PVLL games. **Particular attention shall be paid to the rules pertaining to minimum playing time (see Regulation IV(i) in the Little League Rule Book) and pitcher eligibility (see Regulation VI in the Little League Rule Book).** These provisions will be strictly enforced by the League, and any violation of the same should be reported immediately to the Umpire-in-Chief at the game involved and the responsible Division Director.
- G. Each Major Division team shall be composed of twelve (12) players, or if approved by the Board, eleven (11) players. **All players, not in the starting line-up, must be inserted into the line-up prior to the first pitch of the top of the 4<sup>th</sup> inning.** Teams at "lower" divisions may be composed of fewer than 12 players as appropriate for the level of play as determined by the Board of Directors.
- H. The PVLL has adopted the option of not utilizing Rule 4.10(e). **The 10/15-run "mercy" rule shall not be invoked during PVLL games.**
- I. The PVLL has adopted the option of utilizing the "Uncaught Third Strike" rule at the Major Division level and above (Rule 6.05/6.09).
- J. The PVLL has adopted the option of not utilizing Rule 6.02(c) which mandates that the batter must keep one foot in the batter's box throughout an at bat.

## **SECTION V—SPECIAL RULES AND PROCEDURES**

- A. All Divisions will play a full regular season of games, no halves. The best overall record for all games (including inter-league games) shall determine the regular season Division Championship.
- B. Little League Major Division teams will play a full regular season of games to determine eligibility for the Double-Elimination Championship Playoffs. The Division Champion will be determined as follows:
  - (1.) At the conclusion of the regular season, ALL teams will be ranked based on their won/loss record. **The first place through fourth place teams will be entered into a “double-elimination” playoff tournament to determine the Division Champion.** The first round of the “double-elimination” playoff will have the first place team host the fourth place team and the second place team host the third place team. A coin flip shall determine the home team for each game after the first round.
  - (2.) If two (2) or more teams are tied for a spot in the standings, the tie will be broken as follows:
    - (a.) The first tie-breaker is “head-to-head” record between the tied teams.
    - (b.) The second tie-breaker is “record against higher seeded teams”. Example: two teams are tied for 3<sup>rd</sup> place, we would look at their records against the 1<sup>st</sup> place team. If that doesn’t break the tie, we would look at their record against the 2<sup>nd</sup> place team.
    - (c.) The third tie-breaker is a coin flip.

#### **SECTION VI – T-BALL DIVISION SPECIAL RULES**

PVLL philosophy regarding the T-Ball Division is to follow the **Little League Tee Ball 10-Week Program**. It is a publication of Little League International intended to act as a guide to **Fun, Fitness and Fundamentals**. The T-Ball program is an introduction to PVLL.

- A. Teams should consist of 6 and no more than 10 players. Team size should be kept small to allow less downtime, shortened games, and more direct coach to player contact. All players will bat in order and play the field as a team.
- B. Each team should have one weekday practice (preferably in the middle of the week) and one game during the season.
- C. Games should last no longer than 2-3 innings. Both practices and games should last between 45 minutes to 1 hour and 15 minutes maximum. This allows for a more positive experience.
- D. Every batter will be given the chance to hit the ball and will not be called out on strikes. The ball shall be hit off of the tee and **at no time should a coach attempt to pitch the ball to a player**.
- E. Every batter will become a base runner and should not be put out at a base.
- F. All equipment for T-Ball games shall be stored in the Minor League Shed. It is the responsibility of the managers to make sure that all equipment is maintained in good condition and put away at the conclusion of practice/games.
- G. Safety at this age needs to be a top priority for all managers and coaches. Only approved Little

League equipment will be allowed on the field. Only one bat will be utilized at one time. The player shall not take possession of the bat until they are in the batter's box and under the direct supervision of the manager/coach.

### SECTION VII -- 6-8 MINIS DIVISION SPECIAL RULES

PVLL philosophy regarding the 6-8 Minor Division is that we are trying to develop baseball skills and a **love for the game**. What the score is, or who wins or loses is immaterial. No score or scorebook shall be kept. Managers, Coaches, and parents should keep these things in mind when involved in 6-8 Minor Division activities.

- A. No player may sit more than one consecutive defensive inning. The manager shall make an effort so that no players may sit more than two defensive innings in a single game.
- B. For the 1<sup>st</sup> half of the season, all players present for a game shall bat each offensive inning played regardless of the number of outs attained by the defense. For the 2<sup>nd</sup> half of the season, all players present for a game shall bat in the 1<sup>st</sup> offensive inning. From the 2<sup>nd</sup> inning on, three (3) outs must be attained by the defense (strikeouts do not count) making plays OR bat through the entire order to end an offensive inning.
- C. After a ball has been hit fair, base runners may continue to advance until the pitcher (volunteer coach) has possession of the ball. If a runner is more than half way to a base, that runner may continue to that base. If a runner is less than half way to a base, that runner must return to the last base of possession.
- D. 6-8 Minor Division games should be limited to three (3) innings of play, especially on weekends when multiple games are occurring on the same field. If both managers agree, the teams may continue to play additional innings as long as no new inning is started after the game has been in progress for one (1) hour forty five (45) minutes.
- E. **A pitching machine shall be utilized for each game.** The machine shall be operated by a coach only. The defensive team shall provide a player to act as the pitcher while the pitching machine is in use. The coach shall not receive throws from defensive players; his/her sole purpose is to "feed" the machine and to keep the pitcher protected. **The pitching machine shall be surrounded by a 10 ft. circle for defensive player safety (5 foot radius from the center of the pitching mound). Any ball hit to within the circle will be considered a foul-ball. A ball that passes through this circle may be played as a fair ball.**
- F. Each batter will be given a maximum of five (5) pitches. If the 5<sup>th</sup> and final pitch is not put into play, the batter will be declared "out". There shall be no walks. (Note: fouling off that 5<sup>th</sup> pitch will prolong the at-bat and cause another 5<sup>th</sup> pitch.)
- G. Each team will provide one adult volunteer base umpire for every game.

### SECTION VIII-- 8-11 MINOR DIVISION SPECIAL RULES

- A. The Special Rules noted in this Section VIII may be superseded by any Inter-League By-Laws the PVLL may enter into with any other chartered Little League.

- B.** No player may sit more than one consecutive defensive inning. The manager shall make an effort so that no players may sit more than two defensive innings in a row (consecutive) in a single game.
- C.** **For the first “round” of scheduled games (i.e. every team plays every other team once): A pitching machine shall be utilized for the first three (3) full innings of each game.** The machine shall be operated by a coach only. The defensive team shall provide a player to act as the pitcher while the pitching machine is in use. The coach shall not receive throws from defensive players; his/her sole purpose is to “feed” the machine and to keep the pitcher protected. **The pitching machine shall be surrounded by a 10 ft. circle for defensive player safety (5-foot radius from the center of the pitching mound). Any ball hit to within the circle will be considered a foul-ball. A ball that rapidly passes through the circle without contacting a coach, pitching machine or other object (i.e. ball bag) may be played as a fair-ball.**
- D.** Each batter will be given a maximum of five (5) pitches. If the 5<sup>th</sup> and final pitch is not put into play, the batter will be declared “out”. (Note: fouling off that 5<sup>th</sup> pitch will prolong the at-bat and cause another 5<sup>th</sup> pitch.) This rule applies ONLY while the pitching machine is in use.
- E.** During the first 5 innings of a game, a team is limited to scoring five (5) runs per inning. If an out-of-the-park home run is hit, all runners on base, plus the batter, will be allowed to score and the batting team is allowed to finish the play, but a maximum of 5 runs will be recorded. Beginning in the 6th inning, there shall be no run limit for either team.
- F.** There shall be no intentional walks allowed.
- G.** A runner may steal a base on each pitch and may advance to second or third as they wish, at their own peril. **Stealing home is allowed on a wild pitch, or passed ball to the catcher (provided it goes behind the catcher). Stealing home is also allowed when the catcher “overthrows” the pitcher, or the pitcher makes any attempt to “engage” a base runner.** “Engage” means attempting to tag the baserunner by leaving the area of the mound or throwing the ball to a base or towards a defensive player with the intent of putting the base runner out. The term “overthrow” means that the ball is thrown past the pitcher towards second base. Stealing of home may not happen on an “underthrown” ball that bounces in front or near the pitcher. **Stealing is not allowed on a pitching machine. Stealing home is not allowed in a game started with a pitching machine.**
- H.** No new inning may begin after the game has been in progress for more than one (1) hour and fifty (50) minutes. If not a regulation game, it will be rescheduled. The umpire shall announce the starting time and the clock to be used as the official timepiece. **If the official scheduled start time is not announced and documented by the home book, the official start time shall be the scheduled start time.** The time limit shall be waived for playoff tournament games only.
- I.** **Regulation VI of Little League Rules, dealing with pitcher eligibility shall be strictly enforced.**
- J.** The home team Manager and Coach(es) shall umpire (or provide qualified volunteer umpires) for the next scheduled game in this Division. (Example: the home team on Monday will umpire on Tuesday; Saturday evening will umpire Monday; etc.) This Division Director will



maintain and coordinate the umpire schedule with the teams. Some years this rule may not apply due to scheduling.

- K. There shall be no split-season in this division. All teams will participate in a tournament at the conclusion of the regular season. Playoff seeding shall be determined by the final regular season standings, unless the Board decides on an alternative method. There will be no time limit for all division playoff games.

**SECTION IX--ALL-STAR & TOURNAMENT TEAMS**

- A. If the PVLL participates in a Combined League (such as Petaluma 50/70 Intermediate, Junior and/or Senior Division), the Bylaws of that entity would govern the selection of that All-Star team(s) and would supersede any selection process noted in this document for that Division.

- B. The following teams shall be selected from their respective leagues:

- (1.) “All-Star” Teams: 10U 8- to 10-year-old (Little League)  
11U 9- to 11-year-old (Little League)  
12U Little League Major 10- to 12-year-old

- (2.) “Tournament” Teams: Little League Minor Division  
AA “All-Stars”  
8- to 10-year-old  
Little League Minor Division  
AAA “All-Stars”  
9- to 11-year-old

- C. Players in each division will vote by secret ballot to select the following number of “All-Star” players from their respective division:

10U All-Stars	No Voting
11U All-Stars	No Voting
<b>12U LL Major All-Stars</b>	<b>Player Voting</b>
Minor Division AAA & AA Tournament Teams	No Voting

Voting players cannot vote for members of their own regular season team and must mark the required number of selections in order for their ballot to be counted.

- D. For each division conducting All-Star elections, an All-Star Committee composed of the respective League Vice-President, Division Director and Player Agent shall be established. Each committee will be responsible for overseeing the election process, collecting and tallying the ballots, and certifying the results to the League President.

The Player Agent(s) will run all All-Star Selection meetings. The members of that division's All-Star Committee should be present along with the League President. All information discussed at All-Star Selection meetings is PRIVATE and must not leave the room.

- E. For the **8- to 10-year-old 10U All-Star** team, if there are fewer than thirteen (13) 10-year-olds in the Major Division, all shall be eligible for the team. The designated Manager shall select additional players (*if necessary*) from the Minor League system to fill the 12-14 player roster. If there are thirteen (13) or more 10-year-olds in the Major Division, each team in the Major Division, at a mandatory meeting of Managers and Coaches, will present a written list of eleven (11) players that they would place on the roster. The names will be read and counted from each list and the eleven (11) players in the order of most total votes received will become eligible for the team. Where more than one player has an equal number of votes to qualify for the last position or positions, final selection shall be made by the designated Manager. The designated Manager may then select one (1) to three (3) additional team member(s) from the remaining eligible Major Division or Minor Division players.
  
- F. For the **9- to 11-year-old 11U All-Star** team, if there are less than thirteen (13) 11-year-olds in the Major Division, all shall be eligible for the team. The designated Manager shall select additional players (*if necessary*) from the Minor League system to fill the 12-14 player roster. If there are thirteen (13) or more 11-year-olds in the Major Division, each team in the Major Division, at a mandatory meeting of Managers and Coaches, will present a written list of eleven (11) players that they would place on the roster. The names will be read and counted from each list and the eleven (11) players in the order of most total votes received will become eligible for the team. Where more than one player has an equal number of votes to qualify for the last position or positions, final selection shall be made by the designated Manager. The designated Manager may then select one (1) to three (3) additional team member(s) from the remaining eligible Major Division or Minor Division players.
  
- G.(1) **(IF PVLL has 5-6 Major Division teams.)** For the **LL Major 12U All-Star (10- to 12-year-old)** team, the Player Agent shall present the list of eight (8) players selected to the team, by vote of the players, at a mandatory meeting of the Division Managers and Coaches. (Each team in the division shall present a written list of five (5) players that they would add to the roster. The names are to be read and counted from each of the lists and three (3) players in the order of most total votes received shall become eligible for the team. When more than one has an equal number of votes to qualify for the last position or positions, final selection shall be made by

the designated All-Star Manager. The designated Manager may then select one (1) to three (3) additional team member(s) from the remaining eligible players. Players who do not appear on any lists shall be declared ineligible for team selection. Every team in the Division must be represented on the initial All-Star team roster.

**G.(2) (IF PVLL has 4 Major Division teams.)** For the **LL Major 12U All-Star (10- to 12-year-old)** team, the Player Agent shall present the list of six (6) players selected to the team, by vote of the players, at a mandatory meeting of the Division Managers and Coaches. (Each team in the division shall present a written list of seven (7) players that they would add to the roster. The names are to be read and counted from each of the lists and five (5) players in the order of most total votes received shall become eligible for the team. When more than one has an equal number of votes to qualify for the last position or positions, final selection shall be made by the designated All-Star Manager. The designated Manager may then select one (1) to three (3) additional team member(s) from the remaining eligible players. Players who do not appear on any lists shall be declared ineligible for team selection. Every team in the Division must be represented on the initial All-Star team roster.

**G.(3) (IF PVLL has 3 Major Division teams.)** For the **LL Major 12U All-Star (10- to 12-year-old)** team, the Player Agent shall present the list of five (5) players selected to the team, by vote of the players, at a mandatory meeting of the Division Managers and Coaches. (Each team in the division shall present a written list of eight (8) players that they would add to the roster. The names are to be read and counted from each of the lists and six (6) players in the order of most total votes received shall become eligible for the team. When more than one has an equal number of votes to qualify for the last position or positions, final selection shall be made by the designated All-Star Manager. The designated Manager may then select one (1) to three (3) additional team member(s) from the remaining eligible players. Players who do not appear on any lists shall be declared ineligible for team selection. Every team in the Division must be represented on the initial All-Star team roster.

**H.** The Designated Manager for each of the International “All-Star” teams and the local “Tournament” teams shall be selected as follows:

**(1.)** The Managers of the regular season Major Division and Teenage Division teams (U10, U11, U12, 50/70, Juniors, Seniors) will be asked to provide a letter/e-mail of interest to the PVLL Board if they desire to be an All-Star Manager for PVLL. A PVLL Board will select and approve managers for these All-Star teams based on their overall performance as Managers in the regular season. A manager may be deemed

ineligible due to current or pending disciplinary actions.

- (2.) The LL Minor Division Regular Season Champion Manager shall be designated the LL Minor “All-Stars” Tournament Team Manager for the division of their choice (AA or AAA). Whichever management position is not filled (AA or AAA) shall be filled by managers in the Minor Division based on final standings and good standing. If no managers are interested, the PVLL Board may select any PVLL manager/coach as a manager in this Minor Division All-Star City Tournament. A manager may be deemed ineligible due to current or pending disciplinary actions.
- (3.) If any of the “All-Star” or “Tournament” manager positions is not filled by the methods detailed above, the Manager shall be selected at the mandatory Manager/Coach All-Star selection meeting. The Division Director shall determine the level of interest among the assembled Williamsport rostered coaches and conduct a ballot if necessary. The Division Director shall present his/her recommendation to the Board for final approval.

The Coaches for each “All-Star” and “Tournament” team shall be selected by the designated Manager from among the eligible Managers and Coaches of the League.

- I. Each All-Star/Tournament team Manager shall establish special player requirements concerning participation in practice, hustle, and training during All-Star/Tournament competition. These special requirements shall be stated in letter form to all players and their parents at a mandatory meeting prior to the first practice. This letter must be approved by the Board prior to distribution.
- J. The **Little League Minor Division Tournament** team should consist of twelve (12) players selected as follows: Each team in the 8-11 Minor Division, at a mandatory meeting of Managers and Coaches, will present a written list of eleven (11) players that they would place on the roster. The names will be read and counted from each list and the eleven (11) players in the order of most total votes received will become eligible for the team. Where more than one player has an equal number of votes to qualify for the last position or positions, final selection shall be made by the designated Manager. The designated Manager may then select one (1) additional team member from the remaining eligible 8-11 Minor Division players. Little League Regulation IV(i) pertaining

to minimum playing time shall apply to this Tournament team.  
Every team in the Division must be represented on the initial All-Star team roster.

### **SECTION X--DISCIPLINARY ACTION**

- A. Managers should attempt to correct undesirable behavior in ways short of taking disciplinary action (i.e., discussing the player's behavior with parents, playing a player the minimum number of required innings, etc.).
- B. Disciplinary action may be taken against players by a Manager, subject to the following criteria:
  - (1.) Discipline should be designed to correct undesirable behavior, not solely to punish a player.
  - (2.) Discipline should be administered swiftly and equitably if it is to accomplish its proper objective.
  - (3.) If disciplinary action is necessary, and the Parents and Division Director have been notified, with Board approval, the Manager may (after a 48-hour waiting period) suspend a player for not more than one (1) game.
  - (4.) If more than a one game suspension is appropriate, or if a given player has already been disciplined under Item (3.) above, the Board of Directors must approve any further disciplinary action. (See Article III, Section 4 of the PVLL Constitution.)
- C. Poor attendance, disrespect towards authority, unsportsmanlike conduct, or use of foul or obscene language are examples of appropriate grounds for disciplinary action. **IN NO CASE SHALL FAILURE TO PERFORM ADEQUATELY ON THE FIELD SERVE AS GROUNDS FOR DISCIPLINARY ACTION.**

### **SECTION XI--CONDUCT AND DECORUM AT PVLL GAMES**

- A. The actions of players, managers, coaches, umpires and league officials must be above reproach. Any player, manager, coach, umpire or 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, is subject to disciplinary action by the PVLL Board of Directors. (Regulation XIV(a))
- B. All fans at all PVLL games are expected to conduct themselves in an orderly and acceptable manner, showing respect and courtesy towards one another. If, in the judgment of an Umpire or PVLL Director, an individual's behavior is disruptive, or distracting from others' enjoyment of the game, they will be asked to leave the premises and are expected to comply without incident.
- C. **Use of alcoholic beverages, tobacco products, cigarettes (including e-cigarettes and vapors), illegal drugs or foul language will not be allowed on the premises during games or team practices.**
- D. A Manager of a team shall be the only representative of that team to speak to Umpires regarding a call. Players who confront an umpire to dispute a call shall be suspended for one game.

- E. Managers, Coaches and players shall remain inside the dugouts when not actively involved in the play of the game. No food or drink (other than water and sports drinks) shall be permitted in the dugout during the game.

## SECTION XII--MANAGERS AND UMPIRES

- A. To be eligible for selection as a Major Division Manager, an individual must have at least one year experience coaching at some level of play in the PVLL. This rule may be waived only by the Board of Directors. The intent is to train and promote from within the PVLL. Those who volunteer to be managers will participate in an interview process that will assist with selection. The interviews will be conducted by a committee led by the PVLL Coaching Coordinator. Managers will then be appointed by the President and confirmed by the Board of Directors. Each Manager may choose two (2) coach volunteers to assist them though the season and be present on the field at games in accordance with Little League Rules and regulations. Additional coaches may assist at practices but may not be present on the field during games. All managers and coaches must complete a background check through Little League International prior to volunteer for any team event. **All coaches** will be appointed by the president and confirmed by the Board of Directors.
- B. It is the intent of the PVLL to use volunteer adult umpires to officiate all League games. If sufficient numbers of adult umpires are not available, individuals under the age of 18 may be recruited and trained as umpires. Assignment of such non-adult umpires to officiate games will be restricted as follows: 1.) The umpire must be older than the maximum eligibility age for the level of play to which assigned (13 or older for Little League, 14 or older for 50/70 Intermediate, and 17 or older for Senior) and 2.) There must be an adult umpire on the field with any youth umpire unless the PVLL has a designated “game coordinator” in attendance at the game.

## SECTION XIII-PVLL FACILITY USE

- A. It is the intent of PVLL to promote player development in all Divisions and therefore to allow all PVLL Divisions access to the facilities (i.e. Murphy Field, McDowell Minor Field, Del Oro Park, East Washington Turf Fields and the Batting Cages/Bull). LL Majors and 50/70 Intermediate shall have the first pick of practice times and locations, followed by LL (8-11) Minors (AAA and AA), LL (6-8) Minors (A) and then LL T-Ball. PVLL will attempt to allow all Divisions weekly access to facilities for practices.
- B. A master schedule will be kept by a PVLL designated board member selected by the Board of Directors. The designee(s) shall share the schedule monthly with all team managers to allow for prompt scheduling and ample practice opportunities for all teams. This master schedule will be updated monthly by the designee(s) during the season. Managers are encouraged to communicate with other managers to allow shared access to all PVLL facilities. Managers who reserve access to a facility, but then do not use it and/or fail to communicate with the designated board member who is in charge of scheduling, risks losing access to facilities for practices. Any facility that is not in use and has not been reserved by another team can be used on a first-come first-serve basis.
- C. **Murphy Field (Majors)**
  - a. Murphy Field is the primary location for all LL Major Games and practices whenever the field is not in use for another scheduled game from any PVLL Division. Murphy Field shall be used in lieu of McDowell Field for all LL Minor

games to promote snack shack sales. For the 2021 season, Murphy Field is also the primary practice location for the AAA division.

#### **D. McDowell Field (Minor)**

- a. McDowell Field is the primary location for all LL 50/70 (13 year olds), LL AA (8-11) Minor League, and LL A (6-8) Minor League games. It is also the primary location for all LL 50/70 (13 year olds) and LL AA (8-11) Minor League practices unless a LL game is scheduled on the field. If Murphy Field does not have a scheduled LL Major game, then it shall be used in lieu of McDowell Field for all LL Minor games to promote snack shack sales.

#### **E. Petaluma Community Sports Complex (Washington Turf Fields)/McDowell Park**

- a. Petaluma Community Sports Complex (Washington Turf Fields) and McDowell Park will be scheduled with the PVLL designated board member on a first-come first-serve basis in accordance with paragraph A in this section.

#### **F. Batting Cages/Bullpen**

- a. Whenever there is a LL Majors game scheduled on Murphy Field, the teams playing in that game will have exclusive access to the Batting Cages until 30 minutes prior to the start of the game if they desire. For this reason, no batting cage time will be scheduled at this time for other teams. However, if not in use, it can be used by any team on a first-come, first-served basis.
- b. A team that has the Batting Cage reserved shall also have full access to the bullpen. However, if the bullpen is not in use by a team that is using the batting cage, it may be used by any other team on a first-come, first-served basis with the understanding that the team that reserved the batting cage may elect to use the bullpen if they desire.

#### **G. Designated Division Parks (Wiseman and Del Oro Parks)**

- a. Del Oro Park is the primary location for T-Ball practices Tuesday through Thursday. The field may be used by other teams on Mondays and Fridays when reserved through the PVLL designated board member.
- b. Wiseman Park is the primary location for LL (6-8) Minor practices Tuesday through Thursday. The field may be used by other teams on Mondays and Fridays when reserved through the PVLL designated board member.

#### **H. Use of PVLL Facilities for Practice**

- a. Team use of PVLL facilities for practices will be determined by agreement between the division managers. The process should be fair and have a rotation so that no team always has a specific day and time reserved unless agreed upon by all team managers. In the event that team(s) cannot agree upon the shared use of PVLL facilities, the President may intervene and assign use appropriately.

### **SECTION XIV-SAVINGS CLAUSE**

- A. The above Local Rules constitute the complete set of documented local policies and procedures of the PVLL. They are to be used in conjunction with the PVLL Constitution &

Bylaws and the Rules and Regulations of Little League Baseball, Inc. in administering the PVLL program.

- B. Any matter not specifically addressed in these Local Rules, or in the aforementioned Constitution & Bylaws, Rules and Regulation of Little League Baseball, Inc., shall be decided by the PVLL Board of Directors, or, as circumstances warrant, by the PVLL Official assigned jurisdiction over the matter at issue.

#### **SECTION XV—2022 SEASON**

PVLL Board has elected to adopt the following provisions for the 2022 season.

- A. Regular season interleague play with both PNLL and PALL in Majors, AAA and AA Divisions.
- B. The PVLL Minor League Division will be divided into AAA (11-8 year olds) and AA (11-7 year olds) to accommodate interleague play with PNLL and PALL.
- C. A Little League game will be allowed to start with 8 players for AA, AAA, Majors and 50/70 Divisions. The 9<sup>th</sup> spot will be recorded as a **skip** when a team fields only 8 players in the Minors (AA & AAA) and as an **out** for the Majors and 50/70.
- D. Pool play is allowed for AA, AAA, Majors and 50/70 Intermediate.
- E. AAA and AA Interleague game rules that were agreed upon by all three leagues for the 2022 season have been established that supersede local rules listed in SECTION VII.
- F. A Courtesy Runner may be used for a catcher under 7.14(b)

**Approved by the Petaluma Valley Little League Board of Directors on January 26<sup>th</sup>, 2023.**

*William Royster*

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William Royster, President



**The following rules apply to City Tournament play and Allstar play only. They do not apply to PVLL regular season.**

**Amendment 1A**

**PETALUMA LITTLE LEAGUES INTER LEAGUE RULES: AAA MINOR DIVISION**

All games will be played by Little League rules (the book). Modifications to certain rules that are allowed under local rules are listed below. This document was agreed upon by all three leagues on March 1st, 2021.

**LITTLE LEAGUE MINOR (AAA) DIVISION SPECIAL RULES**

A) Roster: The roster of each team will be determined by a draft conducted at the beginning of the season. Once an official team roster is set at the beginning of the season, it cannot be modified except to fill an absence through a player agent from a lower division or waitlist.

B) Playing Time: No player will remain out of the defensive line-up for two (2) consecutive innings. Managers and coaches shall rotate defensive players.

C) Scoring: During the first 4 innings of a game, a team is limited to scoring five (5) runs per inning. If an out-of-the-park home run is hit, all runners on base, plus the batter, will be allowed to score and the batting team is allowed to finish the play, but a maximum of 5 runs will be recorded. Beginning in the 5th inning, there shall be no run limit for either team. Minors divisions (AAA) adhere to the Run Rule, 4.10(e): If at the end of three (3) innings (two and one-half innings if the home team is ahead), one team has a lead of fifteen (15) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. If at the end of a regulation game (4 completed innings) one team has a lead of ten (10) runs or more, the manager of the team with the least runs shall concede the victory to the opponent. The home team, if behind, must bat in its half of the inning.

D) Time Limits: No new inning --defined as starting at the completion of the last out in the prior inning-- shall begin after the game has been in progress for one(1) hour, fifty minutes (1:50). The game start time will commence on the first pitch and be monitored by the game's umpire. No exceptions. Games can end in a tie. There is no time limit for playoffs and tournament play as these games cannot end in a tie.

E) Base Stealing: Players may steal second and third on any pitch. Players may advance to home on a passed ball or wild pitch, but may not steal/delay steal home. However, a player may run home if the pitcher misses the throw back from the catcher.

F) Walks: There shall be no intentional walks allowed.

G) Batting Order: All players present at the start of a game shall be listed on their team's batting order and shall bat in that order throughout the game, whether or not they are playing in the field during any particular inning. This shall be known as the "continuous batting order" rule.

H) Game Status: Games should start on time and as scheduled. Any team that can not field a team, needs to notify the opposing team 24 hours in advance. Failure to do so, will result in a forfeit. The eight player rule in effect for the 2021 season. The 9th player (missing from the game) will be placed in the 9th position of the batting order and be recorded as a “skip” in each batting rotation. Games may be canceled prior to starting for weather by agreement of both managers, the adult umpire and board notification to the affected leagues. Games in progress may be suspended or called by the adult umpire on the field. Makeup games will be rescheduled as soon as possible.

I) Playoffs: A playoff format will be annually determined by representatives of each league. The format will be based on the number of teams in the Minor (AAA) Division and final season standings. Home field advantage will be determined by a coin flip conducted prior to the beginning of the first pitch at the plate meeting with the umpire who will flip the coin.

J) Playoff Seeding: The team with the best record will receive the top seed in the Minor (AAA) Division Championship Playoffs. All minor league teams will participate in the playoffs. If multiple teams have the same regular season record, the advantage will be determined by the following: 1) Team with the best head-to-head record. If still tied, then; 2) Team with the lowest total runs allowed between the tied teams. If still tied, then; 3) Team with the lowest total runs allowed against all other teams in the full season. If still tied then: 4) A coin toss

K) Umpires: Hosting leagues will provide the umpire, unless they need help from other leagues. While adult umpires are preferred, a youth umpire age 13 or older is allowed. Under limited exceptions, a youth umpire may be less than 13 years old when the League believes that they are mature enough to umpire. Under such circumstances, the youth umpire(s) shall be older than the players they are umpiring.

When a youth umpire is umpiring a game, an adult umpire (umpire, coach, board member) will be on the field as the second umpire. All disputes against a call made by the youth umpire will go directly to the adult umpire on the field. Managers are only allowed to talk with the adult umpire regarding the youth umpires call and ask them to clarify or to dispute calls that are made by the youth umpire. Adult umpires should listen to the dispute and then privately meet with the youth umpire to discuss the dispute. The adult umpire will then make the final ruling and let the manager know what the ruling is.

A league may choose (due to Covid restrictions) to have an adult umpire or a defensive coach behind the pitcher mound to call balls and strikes instead of having an umpire behind the plate during the regular season. This does not apply for the playoffs.

Any manager, coach, parent, player, that displays inappropriate behavior, bad language or aggression that is directed at the youth umpire may be ejected from the game by the adult umpire on the field and would be subject to discipline from their league. It is strongly recommended that playoff and championship games be umpired by adults and not youth umpires.

L) Playoff and Championship Hosting: Each league will have a choice of hosting at least one playoff game. Higher seeds determined by regular season standings will host playoff games over lower seeds. The highest seed for the regular season gets the option of hosting the championship game and consolation game. The lowest seed will have the option of hosting one game in the lower bracket if there is a double elimination playoff schedule.

M) Score Book/Pitch Count: The official score book and pitch count will be held by the home team as determined by the regular schedule or by coin flip in the playoff and championship games. Both team managers sign off on pitch count sheets at the end of the game.

N) Field Prep: Field prep will be completed by the hosting league or home team if both teams are in the same league. Hosting league or home team will provide game balls.

O) Trophies: Trophies will be presented to the 1st place team. The cost of trophies will be split between the three leagues, but ordered by the league that hosts the championship game, as determined by regular season seeding.

P) Pool Play: Pool play will be allowed in the AAA Division as outlined in each League's Local Rules. Pool Play will not be allowed in the playoffs.

## **Amendment 1B**

### **PETALUMA LITTLE LEAGUES INTER LEAGUE RULES: AA MINOR DIVISION**

All games will be played by Little League rules (the book). Modifications to certain rules that are allowed under local rules are listed below. This document was agreed upon by all three leagues on March 1st, 2021.

### **LITTLE LEAGUE MINOR (AA) DIVISION SPECIAL RULES**

A) Roster: The roster of each team will be determined by a draft conducted at the beginning of the season. Once an official team roster is set at the beginning of the season, it cannot be modified except to fill an absence through a player agent from a lower division or waitlist.

B) Playing Time: No player will remain out of the defensive line-up for two (2) consecutive innings. Managers and coaches shall rotate defensive players.

C) Scoring: During all innings of a game a team is limited to scoring five runs per inning. If an out-of-the-park home run is hit, all runners on base, plus the batter will be allowed to score and the batting team is allowed to finish the play, but a maximum of 5 runs will be recorded. The Run Rule, 4.10(e) does not apply for the AA division's regular season. For playoffs the Run Rule 4.10(e) will apply for the AA division.

D) Pitching: During the first half of the regular season and will not be used after April 12th. A pitching machine will be used for the first three (3) innings of each game. Players will pitch the remaining innings of the game. The pitching machine may be used for fewer innings in a game based on mutual agreement by participating managers prior to the start of the game. An adult member of the coaching staff of the team on offense will run the pitching machine. This adult coach should not receive throws from other defensive players or participate in the field. Their sole purpose is to feed the machine. A player will receive a maximum of 5 pitches from the pitching machine.

A player can strike out when the pitching machine is in use. The player is declared out after the fifth pitch unless they foul the ball off, then they can continue to bat until a single ball passes homeplate without being struck by the bat. Players will pitch all innings of the game during the second half of the season and in the playoffs.

E) Time Limits: No new inning --defined as starting at the completion of the last out in the prior inning-- shall begin after the game has been in progress for one(1) hour, forty minutes (1:40) A game officially ends at 2:00 hours and reverts back to the last completed inning of play. The game start time will

commence on the first pitch and be monitored by the game's umpire(s). Games can end in a tie. There is a time limit for playoffs and tournament play, however no playoff or tournament games can end in a tie.

F) Base Stealing: A player may not steal a base when the pitching machine is in use. A player may only steal one (1) base on any pitch. A player may only steal one (1) base per attempt and may not advance to an additional base on a defensive error. A player may steal home only when the catcher overthrows the pitcher (the ball lands behind the pitcher whether underthrown, overthrown or off of the pitcher's glove where the ball lands behind the pitcher). A player that steals or attempts to steal home under any other term(s) will return to third base and will not be called out, whether they were tagged out by the defensive team or not. The ball is dead when this illegal steal or attempt to steal by the base runner occurs.

G) Walks: There shall be no intentional walks allowed.

H) Batting Order: All players present at the start of a game shall be listed on their team's batting order and shall bat in that order throughout the game, whether or not they are playing in the field during any particular inning. This shall be known as the "continuous batting order" rule.

A team's continuous batting order will remain unchanged for the season and in use from game-to-game, such that the first batter in the order for a game is the player following the last out in the previous game.

This batting order will remain the same for the season with two exceptions. 1) Managers may change the batting order for the remainder of the season on April 12th. 2) In the playoffs, managers may change the batting order for each game.

I) Game Status: Games should start on time and as scheduled. Any team that can not field a team, needs to notify the opposing team 24 hours in advance. Failure to do so, will result in a forfeit. The eight player rule in effect for the 2021 season. The 9th player (missing from the game) will be placed in the 9th position of the batting order and be recorded as a "skip" in each batting rotation. Games may be cancelled prior to starting for weather by agreement of both managers and the adult umpire. Both managers should ensure that the affected leagues board is notified of the cancellation or game suspension for proper scheduling. Games in progress may be suspended or called by the adult umpire on the field. Makeup games will be rescheduled as soon as possible.

J) Playoffs: A playoff format will be annually determined by representatives of each league. The format will be based on the number of teams in the Minor (AA) Division and final season standings. Home field advantage will be determined by a coin flip conducted prior to the beginning of the first pitch at the plate meeting with the umpire who will flip the coin.

K) Playoff Seeding: The team with the best record will receive the top seed in the Minor (AA) Division Championship Playoffs. All minor league teams will participate in the playoffs. If multiple teams have the same regular season record, the advantage will be determined by the following: 1) Team with the best head-to-head record. If still tied, then; 2) Team with the lowest total runs allowed between the tied teams. If still tied, then; 3) Team with the lowest total runs allowed against all other teams in the full season. If still tied then: 4) A coin toss

L) Umpires: Hosting leagues will provide the umpire, unless they need help from other leagues. While adult umpires are preferred, a youth umpire age 13 or older is allowed. Under limited exceptions, a youth umpire may be less than 13 years old when the League believes that they are mature enough to umpire. Under such circumstances, the youth umpire(s) shall be older than the players they are umpiring.

When a youth umpire is umpiring a game, an adult umpire (umpire, coach, board member) will be on the field as the second umpire. All disputes against a call made by the youth umpire will go directly to the adult umpire on the field. Managers are only allowed to talk with the adult umpire regarding the youth umpires call and ask them to clarify or to dispute calls that are made by the youth umpire. Adult umpires should listen to the dispute and then privately meet with the youth umpire to discuss the dispute. The adult umpire will then make the final ruling and let the manager know the ruling.

A league may choose (due to Covid restrictions) to have an adult umpire or a defensive coach behind the pitcher mound to call balls and strikes instead of having an umpire behind the plate during the regular season. This does not apply for the playoffs.

Any manager, coach, parent, player, that displays inappropriate behavior, bad language or aggression that is directed at the youth umpire may be ejected from the game by the adult umpire on the field and would be subject to discipline from their league. It is strongly recommended that playoff and championship games be umpired by adults and not youth umpires.

M) Playoff and Championship Hosting: Each league will have a choice of hosting at least one playoff game. Higher seeds determined by regular season standings will host playoff games over lower seeds. The highest seed for the regular season gets the option of hosting the championship game and consolation game. The lowest seed will have the option of hosting one game in the lower bracket if there is a double elimination playoff schedule.

N) Score Book/Pitch Count: The official score book and pitch count will be held by the home team as determined by the regular schedule or by coin flip in the playoff and championship games. Both team managers sign off on pitch count sheets at the end of the game.

O) Field Prep: Field prep will be completed by the hosting league or home team if both teams are in the same league. Hosting league or home team will provide game balls.

P) Trophies: Trophies will be presented to the 1st place team. The cost of trophies will be split between the three leagues, but ordered by the league that hosts the championship game, as determined by regular season seeding.

Q) Pool Play: Pool play will be allowed in the AA Division as outlined in each Leagues Local Rules. Pool Play will not be allowed in the playoffs.