

NEW TAMPA LITTLE LEAGUE

2010 Local Rules

Baseball and Softball



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NTLL 2010 LOCAL RULES

IMPORTANT 2010 DATES TO REMEMBER:

January 31st	Mandatory Manager and Coaches Meeting
February 20th	Games Begin
March 20th	Picture Day
April 10-17	No Games—Spring Break
May 1st	All-Star Voting Begins— AAA; Minor A and up
May 2nd	District 25 Rays Youth Day vs KC Royals Game time 1:40pm Tickets \$15/person
May 8th	NTLL Park Championship Begins
May 22nd	Final games for Non-Competitive Divisions Closing Ceremony—11-3pm at Live Oak Complex Participation Award Distribution
May 23rd	District 25 Tournament Of Champions Begins
June 26th	All Stars Begins for 9/10 BB (subject to change)
July 5th	All Stars Begin for all others (subject to change)

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Section 1: MISSION STATEMENT

Little League is a program of service to our local youth. It is geared to provide an outlet of healthful activity and training under good leadership in the atmosphere of wholesome community participation. The movement is dedicated to helping children become good and decent citizens. It inspires them with a goal and enriches their lives towards the day when they must take their places in the world. It establishes the values of teamwork, sportsmanship and fair play.

Section 2: AVAILABLE PROGRAMS (ages refer to "league age" - see page 5)

- A Challenger Division is offered to boys and girls ages five to 18 or who remain in school, with physical or mental disabilities.
- MIDGETS DIVISION is a minor league program for 4-5 year old boys and girls. This division is designed for children with no or very little experience.
- BASEBALL COACH PITCH is a minor league program for 6 year old players, and 5 year old players with a LL spring season of MIDGETS. This program operated as an instructional league with the games being a combination of hitting off a COACH PITCH and/or TEE.
- SOFTBALL MINOR C LEAGUE is a program for 7-8 year old players and 6 year old players with a LL spring season of MIDGETS.
- BASEBALL ROOKIE LEAGUE is a program for 7 year old players, and 6 year old players with 3 seasons (any combination of fall or spring) of COACH PITCH baseball. This program is operated as an instructional league with hitting off COACH PTICH only.
- SOFTBALL MINOR B LEAGUE is a program for players ages 8-11 year olds. This program operates as an instructional league with games being CHILD PITCH and COACH PITCH.
- BASEBALL "A" LEAGUE is a minor league program for 8 and 9 year old players. This program operates as an instructional league with games being CHILD PITCH and COACH PITCH.
- BASEBALL "AA" LEAGUE is a program for 9-10 year old players.
- BASEBALL "AAA" LEAGUE is a program for 10-11 year old players, and elite 9 year olds.
- SOFTBALL MINOR A LEAGUE is a program for 9-11 year old players.
- BASEBALL MAJOR LEAGUE is a program for 11 and 12 year old players.
- SOFTBALL MAJOR LEAGUE is a program for 9-12 year old players.
- BASEBALL JUNIOR LEAGUE is a program for 13 and 14 year old players
- BASEBALL SENIOR LEAGUE is a program for 15 and 16 year old players.
- SOFTBALL SENIOR LEAGUE is a program for 13-16 year old players..

Section 3: MANAGERS/COACHES

SELECTION

All individuals interested in managing or coaching a team must submit an application during registration. Managers/coaches are presented by the league President and approved by the Board of Directors. Final approval of all managers and coaches will be subject to a background check. Each team is allowed to have one manager and two roster coaches in the dugout. Once a manager drafts two Board of Directors approved coaches they will become the roster coaches.

Managers and coaches are approved each year for the current season only. There are no guarantees that a manager or coach who serves one year will be appointed to serve the next year or that he/she will have the same team.

Without approval of the Board of Directors, Managers may not manage or coach a non-high school baseball/softball team in the same age bracket as their Little League team. The President of the league may be a roster manager or coach however may not serve as an All Star Manager or Coach.

RESPONSIBILITIES

The most important responsibility of a manager or coach is the safety and welfare of our players. The Midgets, Coach Pitch, Rookie, A and Minor C & B Softball programs will be run as an instructional league where friendly competition will be emphasized along with important life lessons such as sportsmanship and teamwork. The AA, AAA, Minor A Softball, Majors, Juniors and Senior League programs will be more competitive leagues, but sportsmanship and teamwork should also be emphasized. Our managers and coaches will be held to the highest possible standards when dealing with our players and their families.

Team manager and coaches are responsible for the following duties:

- Performance & conduct of the team and its spectators at all team functions.
- Knowledge of all the rules developed by Little League and the NTLL Board of Directors.
- Attendance at all of the manager, coaching, CPR and Hillsborough County Coaching Certification meeting/clinics as required.
- Provide a team parent responsible for coordinating team communication, concession coverage and field preparation.
- Assume responsibility for obtaining and returning all team equipment.
- Inspecting the field conditions and making necessary repairs prior to the start of the game.

CONDUCT

Managers and coaches are responsible for their conduct and the conduct of their team and fans. The NTLL Board of Directors recognize and adhere to a “**Zero Tolerance**” policy in matters of conduct, drugs, and alcohol. Obscene or foul language or gestures from players, fans, coaches or managers will not be tolerated. Adults are reminded that we are the role models for all NTLL players. We encourage positive feedback from our managers, coaches, and spectators. Disparaging remarks or verbal abuse directed at managers, coaches, umpires, parents and especially players will not be tolerated. The league will not condone inappropriate touching and/or handling of players by managers or coaches. Any incident will be brought before the NTLL President, Officers and Board of Directors for review and possible disciplinary action.

Managers and coaches who come to practice or games under the influence of alcohol or drugs will be sent home and their position in the League revoked. Use of tobacco by managers or coaches in the park excluding the parking lots during practice sessions or games is prohibited. Failure to meet these requirements will lead to dismissal from their role in Little League.

Section 4: PARENTS

WHAT LITTLE LEAGUE & OUR COACHES EXPECTS OF OUR PARENTS

- Attend your child's games.
- Be a supportive parent for the manager and team.
- Communicate with the manager only in appropriate ways.
- Cheer for all players on both teams.
- Be a positive role model.
- Be there for your child whether successful or struggling for success.
- Respect and support league volunteers and be prepared to "pitch in" when asked.
- Understand that the game is difficult to learn and play.
- Look for opportunities to work with your child on the basic skills of the game.
- Drop off and pick up your child from practices in a timely manner. If parents do not pick up child and cannot be reached, **the authorities will be called after 20 minutes.**
- Be positive and be supportive whether your team wins or loses.
- Be a model of good sportsmanship.
- Never use negative comments towards the players from either team.
- Respect the umpire's decisions. Refrain from making the umpire's job more difficult than it already is. Be willing to forgive the bad call, the inconsistent strike zone, or the muffed rule. There are no experts in a volunteer Little League organization.
- Let the players play, let the coaches coach, let the officials officiate.
- Come and enjoy the games. Help us make this fun for all the players on all teams.
- Allow the managers to run the team. Remember that we are all volunteers.
- Please discuss any concerns that you have with the manager after the game and away from the team's players.
- Set a good example for our players. Don't yell at our umpires or opposing players.
- Volunteer to help us make this a positive experience for your child.
- There are many small and/or one-time jobs that need to be done both during the season and the off season. Everyone's effort is always welcome.

Section 5: PARK RULES

- The following actions are cause for ejection from the park: the use of alcoholic beverages or illegal drugs, fighting or harassment, the use of profanity or abusive language or obscene gestures.
- Safety is our primary concern. We therefore prohibit the following: climbing of trees, bleachers or fences, using skateboards, skates, scooters or bikes within the common area of the park, hitting

balls into fences or throwing or batting balls in the common area. Warm-up areas are provided for uniformed players and coaches only.

- The use of drums, horns, or other noise making devices during games is prohibited.
- Pets are not permitted.
- No food of any kind is allowed in the dugout including gum and sunflower seeds. Players are allowed to drink water or sport drinks in the dugout as long as they are in plastic containers or coolers.
- Each team is responsible for picking up trash in the dugout and spectator areas after each game.
- There is a 10 PM curfew at NTLL (Kinnan Street) and Live Oak ballparks.
- The league will make available a list of approved concession workers. Parents may hire these individuals to work their appointed shift. If the individual doesn't show, the parent will be required to work the scheduled shift. At least one adult must be in concessions at all times.
- Concessions at NTLL (Kinnan Street): Each team is responsible for sending a parent, or approved concession worker, to work concessions. Field #1 at NTLL is exempt from this requirement. All volunteers at Kinnan Street must be at least 16 yrs old. For any interlock games (games with non-NTLL teams) the NTLL team will provide 2 parents. The director on duty will not release the game balls until all concession workers for that game are in place.
- Concessions at Live Oak: The home team is responsible for sending a parent, or approved concession worker, to work concessions. All volunteers at Live Oak must be at least 13 yrs old. The game balls will not be released until all workers for that game have reported to the director.
- Refer to New Tampa Little League Concession Policy for additional details.
- During the spring season, the home team of competitive divisions will provide an official scorekeeper. Baseball only: the visiting team will provide an official pitch count tracker. Both volunteers shall sit at the official score table.
- For insurance purposes, all off-site practice fields need to be Board approved. The manager has the responsibility of alerting the Director of the Division if off-site fields are to be used.
- The Director on duty, in combination with the umpire, is the only one who can call off scheduled games due to inclement weather. Rainouts for competitive divisions must be rescheduled during the first available open field date (including Sundays). Rainouts will listed on our voice message at 994-0074 and on our website www.newtampalittleleague.com when possible.

Section 6: LOCAL BASEBALL/SOFTBALL RULES REGULAR SEASON RULES

GENERAL (ALL DIVISIONS)

Local rules are in addition to, or modification of regular Little League rules. These changes reflect the playing rules, conduct, safety procedures, post-season play and other management issues pertaining solely to the New Tampa Little League.

LEAGUE AGE AND GRANDFATHER RULE

Little League "League-Age" is:

- Softball league-age is now as of December 31, 2009.
- Baseball league-age is now as of April 30, 2010.

Little League International Board of Director approval to league age exception:

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A player who is league-age 12 will be allowed to try out for a Junior League Division team, starting in 2006. This applies to any player who will be league-age 12. Such a player who is otherwise eligible under all conditions would be eligible for selection to the Junior League Division tournament team. However, if such a player is selected to and participates in one or more games on a Junior League team, he/she will be ineligible to participate in the Major Division from that point forward in regular season and/or tournament play.

If you played at NTLL in a baseball division during the 2005 Spring Season, at the discretion of the players parent, that player may be registered for the up coming season as per Little League league-age of the past (as of July 31, 2010).

For Little League All Star eligibility your league-age will be determined by the new league-age.

PLAYER EQUIPMENT

All players must wear consistent uniforms provided by the League. No uniforms other than those supplied by the League are acceptable. While on the field, all batters, runners and player base coaches must wear an approved Little League batting helmet (no writing, painting, or stickers allowed). Coach Pitch, Rookie, A, AA, AAA Baseball; Minor C, B and A Softball will wear helmets with facemasks. Players are not allowed to wear jewelry, watches or earrings. All players should wear cleats, tennis shoes or all-purpose shoes; no metal cleats are allowed (except for the junior/senior leagues where metal cleats are now allowed). All male players are required to wear protective cup. Catchers must wear a mask with neck protector, helmet and chest protector and leg guards whenever behind home plate, including infield warm up before games. Only players wearing an approved Little League helmet and mask can warm up pitchers in between innings.

AGE RESTRICTIONS

Under extreme circumstances, and only with Player Agent and President recommendation and 2/3 Board approval, will exceptions be allowed to the age restrictions listed in the section entitled "Available Programs".

EXTRAORDINARY SKILL

To ensure parity and provide an enjoyable experience for even the most talented players, the NTLL BOD approved a local rule that allows players of extraordinary skill to "play up" (one division higher than locally defined divisions yet within the Little League rules). Extraordinary skill is defined as possessing those skills equal or greater than the top 10% of players of the upper division.

Any player league age 10 with extraordinary skill may play in the Major Division provided approved by the Competitive Player Agent and Managers from the Major division. For draft purposes each league age 10 players will be considered a league age 11 or 12 year old as deemed by the Competitive Player Agent and Managers from the Major division. Unless no other choices are available the 10 year old parent(s)/guardian(s) may not be a Manager in the Major division. NOTE: For All Star selection purposes any player league age 10 will be placed on the AAA All Star ballot and selection will be per the current rules for that division (e.g. player vote, coach vote, or All Star manager selection).

Any player league age 8 with extraordinary skill may play in the AA Division provided approved by both the Competitive and Non-Competitive Player Agents and Managers from the AA division. For draft purposes these players will be considered league age 9. Unless no other choices are available the 8 year old parent(s)/guardian(s) may not be a Manager in the AA Division. NOTE: Players league age 8 are not eligible for the LL All Stars, but are eligible for the intra-league NTLL AA All Stars.

Any player league age 7 with extraordinary skill may play in the A Division provided approved by the Non Competitive Player Agent and Managers for that division. For draft purposes these players will be considered league age 8. Unless no other choices are available the 7 year old parent(s)/guardian(s) may not be a Manager in the A Division.

Any player invoking the Extraordinary Skill rule must attend the older age group's player evaluation session. If the player does not attend the required age group's evaluation session, that player will be placed in their actual age group for the draft. If the player does attend the required age group's evaluation session, the managers, division director and player agent must agree to at least 50% vote on whether that player should be considered for the higher division's draft. This does not guarantee that player will be drafted into the higher division.

FIELDS

Each team is responsible to prepare the field after their game for the following game. The first game of the day will have to prepare the field before and after their game. This includes raking/dragging the clay areas (including bullpens), chalking the batter's box and foul lines (clay only) and a circle around the mound for softball. **DO NOT PUT CHALK ON THE GRASS AREAS!** Directors will be responsible for painting the foul lines on the grass.

Refer to Field Maintenance Addendum available annually at Manager and Coaches meeting.

TIME LIMITS ON GAMES

Time limits and curfews will be enforced and the final score will be determined using Little League Baseball & Softball Rules & Regulations.

Baseball/Softball:

- Midgets has 60 minute time limit.

Baseball:

- Coach Pitch, Rookie and "A" have a 90 minute time limit limit.
- AA through Majors: no new inning may start after 105 minutes. If the previous inning ends before 105 minutes, you may complete the next inning.
- Junior-Senior: no new inning may start after 120 minutes. If the previous inning ends before 120 minutes, you may complete the next inning.
- AA through Senior: if any inning is not completed by curfew, the game will be suspended—it will not revert to the previous inning. Any suspected game will resume the next time the two teams meet.

Softball:

- Minor C has a 90 minute time limit.
- Minor B has a 90 minute time limit during the week and 120 minutes during the weekend.
- Minor A through Majors: no new inning may start after 105 minutes. If the previous inning ends before 105 minutes, you may complete the next inning.
- Junior-Senior: no new inning may start after 120 minutes. If the previous inning ends before 120 minutes, you may complete the next inning.
- Minor A through Senior: if any inning is not completed by curfew, the game will be suspended—it will not revert to the previous inning. Any suspended game will resume the next time the two teams meet.

In case an inning is inadvertently started after no start time, the game will continue until the inning is completed.

For the competitive divisions, if an inning is started before the 'no new inning' mark, teams will complete that inning even if the inning goes beyond the total time limit (120 minutes for AA-Major baseball and Minor A-Major softball, or 150 minutes for Junior / Senior baseball or softball). Once that inning is completed, the game will be over unless there is a tie. The score will not revert back to the previous inning. All competitive games must be at least 4 innings to be official. EXCEPTION: AA games may be official after three innings of play (2 1/2 if home team is ahead at drop dead time). AA and Minor A games may end in a tie.

Competitive divisions time limits in regards to TIE GAMES only: If after the 'no new inning' mark there is a tie, the game will continue to resolve the tie:

- Weeknight Game: Game plays until one team is ahead at the end of a completed inning. There will be no new inning after 9:30pm.
- Weekend Game: One additional inning will be allowed to resolve the tie in AA / AAA baseball and Minor A softball. Two additional innings will be allowed to resolve the tie in Major, Junior and Senior baseball or softball.
- Of the game is still tied after the above scenarios, the game will be resolved the next time the two teams meet. If it is the last time they play each other for the season, the managers must contact their division director who will coordinate with the league scheduler to schedule a day. The scheduler will offer 2 slots for reschedule. If neither slot is agreed on, the game will be played on a date determined by the scheduler.

NUMBER OF PLAYERS

- MIDGETS: All players should be used in the field. Standard infield baseball positions will be used (including the pitcher position) with extra players used in the outfield and positioned in the outfield grass. Managers must rotate infielders and outfielders every inning.
- COACH PITCH, ROOKIE, "A" BASEBALL & MINOR C & B SOFTBALL: Ten (10) players will be used in the field. The tenth player will be used in the outfield. To accelerate the learning process, players should be rotated to play in several positions. A player should not play more than 2 innings in each position. No player shall have exclusive infield or outfield play. The batting order will consist of the entire roster. No one should sit out consecutive innings.
- "AA", "AAA" BASEBALL & ABOVE AND MINOR A SOFTBALL & ABOVE: The Little League rulebook applies. Teams will follow LL Rule 4.04 all players present are in the batting order..

MINIMUM PLAYING TIME

- MIDGETS: Each player shall play the entire game.
- COACH PTICH, ROOKIE, "A" BASEBALL & MINOR C & B SOFTBALL: Players are not allowed to sit out more than one inning per game.
- "AA" BASEBALL & ABOVE AND MINOR A SOFTBALL & ABOVE: Refer to the Little League Rules & Regulations.

KEEPING SCORE

Fall Season: No Score is kept in the Fall Season.

Spring Season: In the competitive divisions, the home team is responsible for providing the official scorekeeper. The visiting team is responsible for providing the official pitch count tracker. Both score keeper official pitch count tracker must sit at the scorer's table. The official scorebooks are kept in the concession stand. After the game, the scorebook must be reviewed and signed by the umpire. The books will be periodically audited for minimum playing time.

- MIDGETS & COACH PITCH: No official scores are kept.
- ROOKIE, "A" BASEBALL & MINOR C & B SOFTBALL: These leagues will be run to emphasize instruction over competition. Scores should not be kept.
- "AA" BASEBALL & ABOVE AND MINOR A SOFTBALL & ABOVE: The Division Director will keep records of the game scores and of team standings, which will be posted weekly on our website. These records will be used to determine final team standings.

EXCESSIVE SCORES

- MIDGETS, COACH PITCH, ROOKIE & MINOR C SOFTBALL: Does not apply.
- "A", "AA" & "AAA" BASEBALL & MINOR B & A SOFTBALL: Once a team scores 5 runs in an inning, that half inning will end.
- "AA" BASEBALL & ABOVE AND MAJOR SOFTBALL & ABOVE: A game will end after 4 completed innings (3 ½ if the home team is ahead) if one team is ahead by 10 runs or more.

PITCHING RULES

Definitions of innings pitched and required rest periods are specified in the respective Little League Baseball/Softball Rules & Regulations Regulation VI pages in LL Baseball Rule Book and in LL Softball Rule Book. Pitchers may not wear any brightly colored items or use a batting glove while pitching. Pitchers are allowed a maximum of eight (8) warm up pitches. For safety reasons, a MAJOR or MINOR league pitcher who hits three batters in a game must be removed from the pitching position. Managers should be aware of pitch counts, as well as innings pitched.

Reminder: Managers and coaches shall not warm up pitchers. Refer to XIV(f) in LL rule book.

EXCEPTIONS:

- MIDGETS: All batters must use the tee for hitting as per the Little League Regulations.
- COACH PITCH: Each coach will pitch to his/her own team. The coach should kneel on one knee where he/she feels the batter has the best chance of hitting the ball. No walks. After 5 pitches, the batter should use a tee. To speed up the game, it is advised to have an additional coach behind the catcher to retrieve wild pitches.
- ROOKIE: Each coach will pitch to his/her own team. The coach should kneel on one knee where he/she feels the batter has the best chance of hitting the ball. No walks. The batter is out after 7 pitches unless the 7th pitch is fouled.
- "A" BASEBALL: Pitchers may not pitch more than two (2) innings or 50 (fifty) pitches per game. These two innings must be consecutive. After 4 balls the coach will come in to pitch. See Single A Local Rules for more information

- **MINOR B SOFTBALL:** Pitchers may not pitch more than two (2) innings per game. These two innings must be consecutive. After 4 balls the coach will come in to pitch. Regardless of the batter count when the coach starts pitching the batter will have a 1 strike count.
- **MINOR C SOFTBALL:**
 - ⇒ The Coach will pitch a maximum of 7 pitches per batter. Strikeouts are allowed.
 - ⇒ The inning will end when eight players have taken their turn at bat.
 - ⇒ No stealing.
 - ⇒ Catcher for next defensive inning should not be one of your eight batters.
 - ⇒ Managers/coaches must rotate players so that each plays 50 percent in the infield each game.
 - ⇒ Single elimination tournament to determine park champion. Random drawing will determine seeding. There will be consolation games. Same rules used during regular season will be used during tournament.

BATTING RULES

Little League rule 4.04 will be adopted for ALL divisions. A continuous batting order will include all players on the team roster present for the game batting in order. Each player will be required to bat his/her respective spot in the batting order. However, a player may be entered and/or re-entered defensively in the game anytime provided he/she meets the requirements of mandatory play. NOTE: If a child is injured, becomes ill or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty. If the injured, ill or absent player returns he/she is merely inserted into their original spot in the batting order and the game continues. Also, if a child arrives late to a game site, if the manager chooses to enter him/her in the lineup (see Rule 4.01 NOTE), he/she would be added to the end of the current lineup.

EXCEPTIONS:

- **MIDGETS:**
 - ⇒ All batters will hit off the tee. To be called a hit, the ball must pass the arch designated on the field. No bunting or walks are allowed.
 - ⇒ Last batter rule: An inning will end in one of the following ways: 1) If the last batter of the inning gets a fair hit, the base runners may cross home plate until the ball is returned to the pitcher; or 2) all present team members have batted and the last batter makes an out.
- **COACH PITCH:**
 - ⇒ All batters will hit "coach pitch" or off the tee. To be called a hit, the ball must pass the arch designated on the field. No bunting or walks are allowed.
 - ⇒ Last batter rule: An inning will end in one of the following ways: 1) If the last batter of the inning gets a fair hit, the base runners may cross home plate until the ball is returned to the pitcher; or 2) all present team members have batted and the last batter makes an out.
- **ROOKIE AND MINOR C SOFTBALL:**
 - ⇒ The half inning is completed when a team bats 8 players.
- **"A" and MINOR B SOFTBALL**
 - ⇒ The strike zone is enlarged to include the area, which is the width of one ball on either side of the plate and from the batter's knees to his/her armpits.
 - ⇒ The half inning is completed if a team has batted the complete available roster, made 3 outs or scored 5 runs.

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BASE RUNNING RULES

The Little League base running rules are specified in Little League Baseball/Softball Rules & Regulations Section 7.00. LL rule 7.14 special pinch-runner for any offensive player may NOT be used since Rule 4.04 has been adopted.

EXCEPTIONS

- MIDGETS & COACH PITCH: No stealing permitted. Runners must stop advancing once the ball enters the infield (i.e. crossed the base path), any runner over halfway to the next base when the ball enters the infield may continue on to that base. Runner will leave base once an out is made.
- ROOKIE, "A" BASEBALL and MINOR C SOFTBALL: No stealing permitted.
- MINOR B SOFTBALL: No stealing permitted for the first half of the season. For the second half, runners are allowed to score from third base on a wild pitch or passed ball. Runners at first and/or second base are NOT allowed to steal even if the runner on third steals home!
- "AA", "AAA" & MAJOR BASEBALL AND MINOR A & MAJOR SOFTBALL: No lead off is permitted. The runner may steal after the ball has reached the batter. Runners trying to score must attempt to avoid contact with the catcher. Defensive players covering home plate after a wild pitch or passed ball must have the ball in their possession before blocking home plate.
- Head-first sliding is not allowed in any division other than JUNIOR & SENIOR BASEBALL and SOFTBALL.
- "AA" BASEBALL & ABOVE AND MINOR A SOFTBALL & ABOVE: A catcher that reaches base successfully and with two outs may, at the Managers discretion, be replaced as a runner by a teammate who has made the last out. If the Manager decides not to pinch run for the catcher then a player (field player or player not in field lineup) must be properly equipped and ready to warm up the pitcher. If no player is ready to warm up the pitcher the pitcher shall not receive warm up pitches.

FORFEITS

- MIDGETS, COACH PITCH, ROOKIE, "A" AND MINOR C SOFTBALL: It is the intention of the NTLL Board of Directors to have the children in our non-competitive divisions play all of the games listed on the schedule. Therefore, there will be no forfeits of games due to teams having too few players. If a team cannot field nine players on the date and time of the scheduled game, the managers shall either agree to play the game with fewer players or borrow from the opposing team.
- "AA" BASEBALL & ABOVE AND MINOR A SOFTBALL & ABOVE: After 15 minutes from the official start time a forfeit will occur if a team cannot field the minimum number of players.. The only acceptable reasons for rescheduling a game is for a mandatory school event and the provision below. The rescheduling is only valid if the manager cannot field a nine-player team. For games using paid umpires, a 72-hour notification to the Division Director is required to reschedule games.

POOL PLAYERS

In the event that a team in one of the competitive divisions anticipates a shortage of players, a pool of designated players will be available from the next lower division to avoid the need for a forfeit. The Division Directors and Managers shall designate three players from each team to be pool players. All pool player requests should be made to the Pool Player Director as early as possible in advance of the upcoming game. The Pool Player Director will select from the available pool list on a rotational basis. Pool player assignment will be subject to player agreement and game conflicts.

Any team playing with a pool player shall designate on his/her lineup card and the official scorebook "PP" indicating the pool player status.

Pool Player Playing Rules:

- If the pool player is the 10th player on the roster, the pool player must sit a minimum of 1 inning out of the first 4 innings on the bench.
- Pool player can play no more than 2 total innings in the infield or catcher
- Pool player must bat last in the order
- Pool player cannot pitch in the division in which he is called up to play.

Any team that fails to submit pool players for the pool, shall not be able to utilize the pool player system.

Pool players shall be designated on or before the first game of the season by sending email to Pool Player Director.

POOL PLAYERS FOR THE JUNIOR AND SENIOR DIVISION COME FROM WITHIN THE RESPECTIVE DIVISION RATHER THAN LOWER DIVISIONS.

RESCHEDULE OF REGULAR SEASON GAMES

- Each Team in AA, AAA, Minor A SB, Major BB & SB, Junior BB division, will have the opportunity to reschedule 2 games during the regular season for reasons other than school or religious functions. The manager who would like to reschedule the game (Manager A) will contact the division director that he is wishing to reschedule the game. The Division Director will contact the opposing manager (Managers B) and notify him of Managers A request. If Manager B agrees, the game will be rescheduled by the scheduler of the league. The scheduler will offer 2 slots for reschedule. If those slots are not agreed on, the game will be played at the regularly scheduled time and the game will be played as per the LL rules.
- NOTE: A minimum 72 hour notice is required by Manager A. In the event the league discovers that Manager A could have fielded a team but not the "9" he/she wanted a forfeit will result and Manager A will be suspended from the next game and is ineligible for All Star coaching.

PROTESTS

Protests are described in the Little League Rules and Regulations. The umpire and manager are encouraged to resolve the protest immediately.

EXCEPTIONS:

- MIDGETS, COACH PITCH, ROOKIE, "A" BASEBALL, MINOR B & C SOFTBALL: Formal protests are NOT allowed. Protest must be resolved on the field at the time of play. The managers are encouraged to resolve the disagreements immediately. If necessary, the Director on Duty will make the final decision regarding a dispute. Letters describing an ongoing problem should be submitted to the Division Director with copies to the President and the Player Agent.
- "AA" BASEBALL & ABOVE AND MINOR A SOFTBALL & ABOVE: If a formal protest is lodged, the protesting manager should request that the official scorekeeper enter the time, inning, team at bat and number of outs at the time of the protest on the official score sheet. The game is to continue "under protest" and the protesting manager must submit a written description of the play and the basis of the protest to the Protest Committee within 24 hours of completion of the game.

The opposition manager and the home plate umpire must submit rebuttal letters regarding the protest within 24 hours of notification by the League Director that the written protest has been received. The Protest Committee will be comprised of the Umpire-In-Chief, the Player Agent, the President, the Vice President and the appropriate Division Director.

RAINOUTS

- If the weather appears to be in question, the Field Maintenance and Game Day Director will decide if the fields are playable at least 30 minutes before the start of the first scheduled game. They will notify the League Scheduler of the rainout.
- The league voicemail 994-0074 and website will be updated to reflect current status.
- If this is the first day of rainout for the week, please follow the make up schedule below. If this is the second or more rainout day in one week, the League Scheduler will intervene and schedule make up games and notify the Division Directors.

RAINOUT SCHEDULE

During the spring season, all games in the competitive divisions will be made up. Games will be rescheduled as close to the original time as possible.

We do not make up games due to rainout in the fall season. If the managers would like to make up any games, they can do so during their practice time or an open field time, if field space is available. There will be no umpires for fall season make up games.

No make up days are scheduled for non-competitive baseball or softball divisions.

ON-FIELD CONDUCT

Sportsmanship is one of the most important lessons we teach to our children. Improper on-field conduct by our managers, coaches, players, parents or spectators will not be condoned. The NTLL Board will have a zero-tolerance policy towards rule violations. NTLL's Discipline Committee will be comprised of the President, Vice President, Umpire-In-Chief and the appropriate Division Director. Penalties for improper on-field conduct are as follows:

- **FIRST OFFENSE:**
 - ⇒ **PLAYERS:** The player will be ejected from the game. The player will sit in the stands, in uniform for the next game or until the penalty has been served.
 - ⇒ **MANAGERS/COACHES:** The person will be ejected from the park. He/she must meet with the NTLL Board's discipline committee before they can return to their team.
 - ⇒ **ADULT SPECTATOR:** The person will be ejected from the park.
- **SECOND OFFENSE:**
 - ⇒ **PLAYERS, MANAGERS OR COACHES:** Referred to the NTLL Board's discipline committee. Permanent expulsion from Little League is possible.

MAJOR INFRACTIONS

Including, but not limited to physical contact with umpires or opposing players, abusive behavior, etc

PENALTIES ARE AS FOLLOWS:

NTLL 2010 LOCAL RULES

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- **FIRST OFFENSE:**
 - ⇒ **PLAYERS:** The player will be ejected from the game. The player will sit in the stands in uniform until the penalty determined by the NTLL Board's discipline committee has been served. Permanent expulsion is possible.
 - ⇒ **MANAGERS/COACHES:** Referred to the NTLL Board's discipline committee. Permanent expulsion from Little League is possible.
 - ⇒ **ADULT SPECTATOR:** Referred to the Hillsborough Sheriff's/City of Tampa Police Department.

Ejections from Little League games are rare and should be handled in a serious manner. It is the responsibility of the Director on Duty and the Umpire in charge to document, on an incident report, the circumstances surrounding the ejection. These reports will be used by the Discipline Committee to determine the severity of the offense and the appropriate punishment.

UMPIRES

It is the policy of NTLL to utilize paid umpires for the competitive divisions. The non-competitive divisions will utilize managers/coaches or other volunteers such as our Junior Umpire program as umpires. Only umpires with appropriate protective gear may call games behind the plate. All others will call balls and strikes from behind the mound.

- **MIDGETS:** The manager or coach of the team in the field will umpire.
- **COACH PITCH , ROOKIE & MINOR C:** The manager or coach that is pitching will umpire.
- **"A" AND MINOR B SOFTBALL:** If available, a volunteer umpire will be assigned to each game. If not available, each team's manager or coach will umpire while their team is in the field.
- **"AA" BASEBALL and MINOR A SOFTBALL:** A Junior Umpire will be assigned to each game. We will assign 2 umpires (1 behind the plate and 1 for the bases) during the spring season. Fall may only have 1 Junior Umpire.
- **"AAA" BASEBALL & ABOVE AND MAJOR SOFTBALL & ABOVE:** NTLL will provide paid umpires. For games with 60' bases, one umpire will be used except majors and above baseball and softball use two umpires. For Junior Softball games and games with 90' bases, 2 umpires will be used. The NTLL Board of Directors will have the option of using 2 umpires for tournament games.
- An umpire may not umpire an NTLL tournament game in the division where his/her child or sibling plays. This is for home plate and the bases. The intent is to protect our umpires.

PLAYER SELECTION OR DRAFT PROCESS

All players will be assigned/drafted on to teams after player registration each season. Draft order will be picked from a hat. The player pool will consist of all players who are eligible as defined by the rules developed by the NTLL Board of Directors. The Board will determine the number of teams per division and number of players per team. Player applications will be accepted on a first come, first served basis. When all available division slots are filled, a wait list will be maintained by the Player Agent based on registration date.

The manager of a team will pick his/her child in the third or fourth round depending on the age of the child (e.g. a league age 12 year old gets picked in the 3rd round while a league age 11 year old gets picked in the fourth round in the Major Division). Coaches' children are not protected except as noted below:

NON COMPETITIVE DIVISIONS PLAYER SELECTION

- **“A” BB & Minor B SB**

Player Agent, Division Director and all division Managers are all present at the draft. Prior to the draft the Division Director will notify each Manager of any special requests. These requests will remain confidential. Each manager selects a draft number out of a hat. The draft form will have no special requests on it, and every player is fair game! A Manager can only draft a special request if he/she drafts child before any other Manager. Parents who wish to coach will have a coach notation next to their child’s name. It is up to each Manager to draft coaches before another Manager drafts them. All Managers’ children will go in the third round. If a manager has more than 1 child, the second child will go in the fifth round. At the end of all 12 rounds, each manager may initiate 1 trade, and 1 trade only, and that trade must be approved by all parties present and must be completed at the draft table the night of the draft. This will help move these managers and players towards a full-blown AA Division draft...one small step at a time.

- **Rookie & Minor C SB:**

Player Agent, Division Director and all division Managers are all present at the draft. Prior to the draft the Division Director will notify each Manager of any special requests. These requests will remain confidential. Each manager selects a draft number out of a hat. The draft form will have no special requests on it, and every player is fair game! A Manager can only draft a special request if he/she drafts child before any other Manager. Parents who wish to coach will have a Coach notation next to their child’s name. Each Manager will be allowed to protect 1 Coach. This will be done in the first round. It is then up to each Manager to draft their remaining Coach before another Manager drafts them. If a Manager does not want to protect a Coach, he/she may choose any child in the first round, knowing there may not be any Coaches available at a later pick. All Managers’ children will go in the third round. At the end of all 12 rounds, each manager may initiate 1 trade, and 1 trade only, and that trade must be approved by all parties present and must be completed at the draft table the night of the draft.

- **Midgets & Coach Pitch:**

Player Agent, Division Director and all division Managers are all present at the draft. Prior to the draft the Division Director will notify each Manager of any special requests. These requests will remain confidential. Each manager selects a draft number out of a hat. The draft form will have no special requests on it, and every player is fair game! A Manager can only draft a special request if he/she drafts child before any other Manager. Parents who wish to coach will have a Coach notation next to their child’s name. Each Manager will be allowed to protect 1 Coach. This will be done in the first round. It is then up to each Manager to draft their remaining Coach before another Manager drafts them. If a Manager does not want to protect a Coach, he/she may choose any child in the first round, knowing there may not be any Coaches available at a later pick. All Managers’ children will go in the third round. At the end of all 12 rounds, each manager may initiate 2 trades, and 2 trades only, and those trades must be approved by all parties present and must be completed at the draft table the night of the draft.

****The only special consideration that will be made at any of the 4 non-competitive levels will be to place siblings on the same team. That pairing will be predetermined by the Player Agent prior to the actual draft. This way when a player that has a sibling is “drafted”, his/her sibling will automatically be placed on the same team and used as that manager’s next pick.**

After draft order is determined, managers will then select Team Name, In Season Field practice time, In Season Cage practice time, Pre Season Weekday practice time (field and cage), and Pre Season Weekend practice time (field and cage). The Player Agent will use a matrix designed to balance the selection of players and additional selections. These help to ensure no manager gets the best choice of all selections.

COMPETITIVE DIVISION DRAFTS

Managers or coaches may not take video or pictures of players without parental consent during player evaluations. Managers or coaches are not permitted to contact players until after the draft is complete

“AA” BASEBALL & ABOVE AND MINOR A SOFTBALL & ABOVE: The managers will select in strict draft format. There will be no protecting any player other than his or her own child. All players need to attend the tryouts. Any player that does not attend tryouts will automatically move down to the next lower division, unless approved by the NTLL Board of Directors. Any trades must be done with the Player Agent before he/she leaves the draft site.

In order to keep the draft process moving, the following time limits will be followed:

- Rounds 1-3 and 6-8: managers, or the manager’s delegate, will have 3 minutes to make a selection;
- Rounds 4-5 and 9-12: managers, or the manager’s delegate, will have 4 minutes to make a selection;
- If a manager, or the manager’s delegate, fails to make a selection within the appropriated time limit, your selection will be skipped. The next manager will have his allotted time. After that manager selects, you will have an opportunity to make a selection immediately. If that manager is still not ready to make a selection, we will go to the next manager and repeat the process.

After draft order is determined, managers will then select Team Name, In Season Field practice time, In Season Cage practice time, Pre Season Weekday practice time (field and cage), and Pre Season Weekend practice time (field and cage). The Player Agent will use a matrix designed to balance the selection of players and additional selections. These help to ensure no manager gets the best choice of all selections.

REPLACEMENT PLAYERS

- A player from AAA will be required to move to the Majors during the first 2 weeks of the season. If the player refuses, that player will be moved to the team that has their player move up. Same thing for AA players moving to AAA and A players moving to AA.
- If a player is injured, moves from the area or cannot continue playing for a valid reason (determined by the NTLL Board), the team will be assigned the next available player from the wait list—the wait list is determined by the league President and/or Player Agent. A player cannot pass another player on the wait list, or another team waiting for a new player for any reason. NTLL Board approval is necessary for any roster adjustment.
- If there are no eligible players on the wait list for that age group, the manager must work with the player agent to choose a replacement player from the eligible players in the next lower division.
- After the first two weeks if the first player in the next lower division refuse to move, another player will be asked until all eligible players have been asked. If all players refuse, then each player will be asked again, in the same order, realizing that if the player declines again, he/she will have to move to the team that eventually has a player move to the next division.
- No replacement players will be selected within the final two weeks of the season.
- If a player misses two consecutive scheduled games without notification, the manager must notify the Player Agent within 24 hours of the second game. Failure to do so may result in disciplinary action.
- The Player Agent will determine when an injured player gets replaced based on doctor’s information from the family and what point of the season it is. Every effort will be made to insure all teams have 12 players for Park Championship Tournament. In the event that a team loses a player in the last two weeks of the season when they do not have to be replaced, minimum play rules will be adjusted by the Board for that team to make up for the advantage of playing with less players.
- In the event that an injured player who was not expected to come back does, resulting in 13 players, the Board will adjust substitution rules to compensate for the disadvantage of playing with 13 players.

Section 7: NTLL PARK CHAMPION TOURNAMENTS

- MIDGETS, COACH PITCH & ROOKIE There will be no designated division champion.
- "A" Baseball & MINOR C SOFTBALL: The park champion will be the winner of a single elimination tournament at the end of the season. For Minor C SB seeding will be determined by drawing names out of a hat. For "A" Managers will rank teams.
- MINOR B SOFTBALL: The park champion will be the winner of a double eliminations tournament at the end of the season. Seeding will be determined by drawing names out of a hat.
- "AA" BASEBALL & ABOVE AND MINOR A SOFTBALL & ABOVE: The park champion will be the winner of a double elimination tournament at the end of the season. Seeding will be determined by season placement. If only 2 teams in a division, a best 2 out of 3 games will be used.

Seeding will be based upon the following for Competitive Divisions:

- 1) Overall Won/Loss Record against NTLL Opponents
Winning percentage will be used if unequal number of games played.
Division Directors must approve any missed games against NTLL opponents.
- 2) Head-to-head record
- 3) Fewest runs allowed in head-to-head games
- 4) Most wins against top seeded team
- 5) Coin Toss

NTLL PARK CHAMPIONSHIP TOURNAMENT RULES

Format: Competitive Divisions and Minor B Softball will play double eliminations. "A" Baseball and Minor C softball will play single elimination. Special rules for tournament play are outlined in the 2008 Little League rule book beginning on Page T-1.

The EH rule will be in effect. If a team only has 9 players, they will only bat 9. If a team starts game with 10 players and loses a player due to injury or illness, that spot in the order will be dropped and NO penalty will be incurred.

The local catcher speed-up rule will not be applicable. The special pinch-runner rule 7.14 may be used.

Late arrivals: It is up the manager's discretion whether to use a player who arrives at the field after the games starts or the line-up cards have been turned in. The manager may announce the late-comer and use in the game, but they will be subject to minimum play rules so use with caution. It is probably a good idea to not have the player in the dugout if they will not be put into the game.

Substitution rules will be per Little League regular season rules. This means a starter may reenter in a different place in the batting order provided his sub has met the minimum play of 1 at bat and six outs in the field of play.

Minimum play: The regular season minimum play is in effect (Rule IV (i), 1 at bat and six outs in the field. The penalty is forfeit of the game. In the event of a shortened game (3.5 innings with him team winning by 10 runs) no minimum play violation will be executed provided the team has entered all substitutes at the top of the 3rd inning. If a manager violates this rule and loses the game there is in effect no penalty other than parental wrath. This violation must be pointed out before umpires leave the field. For non competitive divisions tournaments: A BB, Minor C SB, Minor B SB, we will play under rule 4.04.

Please pay special attention to the regulations regarding pitching. This is the area that differs most from regular season rules.

The team with the better regular season record (lower seed with 1 being the best) decides in each game whether they are the home team or away team. This is applicable in both the winner and loser brackets except for the Championship Game.

For competitive division games NTLL will make every effort to play complete games. No new inning and drop dead times will be discussed before each game.

Section 8: DISTRICT 25 TOURNAMENT OF CHAMPIONS (TOC)

District 25 consists of the following Little Leagues: Antioch, Dade City, Lutz, Land O' Lakes, New Tampa, North Seminole, Temple Terrace and Zephyrhills. At the end of the regular season and prior to All Stars the District Administrator sponsors a tournament for each leagues division Park Champion. The winner of the TOC is declared the District 25 Champion.

The Park Champion from the AAA division and Minor A SB will represent NTLL for the Minor TOC. For all other competitive divisions, the NTLL Park Champion will represent us in TOC.

This tournament typically begins on or around Memorial Day Weekend. Only regular season roster players are allowed to play. This is not a LL sanctioned tournament this is exclusively under the jurisdiction of District 25 and all decisions by the District Administrator are final.

Section 9: ALL-STAR SELECTION

MANAGER SELECTION

The manager of the team winning the Park Championship earns the right to manage the All-Star team for that age group (in the Major division, the Park Champion manager may choose to manage the 11 year old tournament or the 11/12 year old tournament). The NTLL Board of Directors must approve the All-Star Manager. Such approval may not be withheld unless specific actions have been documented indicating that the manager should not represent NTLL in Little League tournament play.

The All-Star Manager in finding one roster coach must give preference to the other Managers in the division in the order that their teams finished the regular season and/or managers of other division, if that manager's child is on the team. If there are still openings after all the managers have been asked, coaches may be approached. If all coaches decline, then other league members may be approached. All roster coaches are subject to approval by the NTLL Board of Directors. The All-Star Manager may complete his/her player selection before or after he/she selects his coaches. The Manager is not required to select the children of his/her coaches or involve the coaches in his/her player selection.

If sending a second 9/10 All-Star team, the first team will be completed first. A Manager or player may not refuse the first team and then coach/play on the second team. The Managers in AAA will be asked in order of finish in the regular season after the first All-Star team is put in place. Should all Managers refuse managers in majors will be asked (if child on team), then the Managers in AA will be asked starting with the Park Champion, followed by the regular season placement.

ALL STAR PLAYER SELECTION

NTLL All-Star teams will be selected using a combination of player and manager voting with the remaining openings to be filled by the All-Star Manager. The Manager may carry 12 or 13 players. There can be no alternates. The All-Star Manager must carry 13 players if the Manager's child is named to the team and not voted on by the players or other managers.

The Player Agent will provide ballots containing the names of all eligible players to each Division Director, including the player's team and league age.

Each player will vote for a maximum of 12 players and may NOT vote for any player on their own team including themselves.

Only players in the Major baseball and softball divisions will vote for 11 and 12 year old All-Stars although all 11 and 12 year olds will be on the ballot regardless of which division they play.

Only managers and players in AAA baseball and Minor A SB will vote for 9/10 year old All-Stars although all 9 and 10 year olds will be on the ballot regardless of which division they play.

Each Manager must vote for 12 players and may vote for any eligible player.

Player votes will be counted and the top four vote getters will be on the All-Star team. In the event of ties for the final position, up to 6 players may be selected. If the ties result in more than six players, then only those players with a clear margin will be selected.

Manager votes will be counted and the top four vote getters not already voted on by the players will be on the All-Star Team. In the event of ties for the final position, or if more than four players are selected by the players, the number selected by the managers will not cause the number remaining to be picked by the All-Star Manager to fall below 3 players.

All voting is to be anonymous and confidential. Managers are asked to provide only those instructions provided with the ballots by the Division Director. If the voting results in ties or other issues that complicate team selection, then a determination will be made by a group of Directors that includes the Division Director, League President and Player Agent. If any of these Directors has a child in the Division in question, another Director with no child in the division will serve as a replacement in this group.

SPECIAL PROVISION FOR LEAGUE AGE 10 & 11 BB BORN IN MAY, JUNE AND JULY

A player who is league age 10 and born in May, June or July that plays in the Major BB division may request to be placed on the All Star ballot for 11 year olds provided the following conditions are met:

- Little League allows 10 year olds to play on the 11 year old All Star team
- Player must declare his/her choice to the Player Agent within 24 hours of completion of the 11 year old player evaluation sessions
- The player will be available in draft with the 11 year olds
- If the player is not selected to the 11 year old team he/she will be available as a Manager only pick for the 9/10 All Star team(s)
- A player may revert to his real league age and be placed on the 9/10yera old ballot if notifies Player Agent by April 15, 2008

A player who is league age 11 and born in May, June or July that plays in the Major BB division may request to be placed on the All Star ballot for Major BB provided the following conditions are met:

- Little League must allows 11 year olds to play on the Major All Star team
- Player must declare his/her choice to the Player Agent within 24 hours of completion of the 12 year old player evaluation sessions
- The player will be available in draft with the 12 year olds
- If the player is not selected to the Major All Star team he/she will be available as a Manager only pick for the 11 All Star team.

- A player may revert to his real league age and be placed on the 11 year old ballot if notifies Player Agent by April 15, 2008

Section 10: DISCIPLINARY ACTION PROCEDURE

Disciplinary action may be commenced against any person involved in the NTLL program including, but not limited to NTLL officers, directors, umpires, managers, coaches, parents, players and those attending Little League Baseball or Softball games and/or functions. Activities that may be subject to disciplinary action shall include any violation of any Little League rules or regulations, any NTLL local league rule or policy or any park rule or policy. Any activity or conduct unbecoming of an individual who is any way involved in NTLL may also be subject to disciplinary action.

Complaints as to improper conduct should be documented and sent to the president of the league. The president shall call a meeting of the NTLL Discipline Committee to determine if the complaint is legitimate and if a disciplinary hearing is appropriate. In the event that a member of the NTLL Discipline Committee is the complainant, that person shall not be present at this initial determination phase.

When the Discipline Committee makes a determination on whether there is reasonable cause as to the validity of the complaint, the committee chair shall provide written notice to the complainant and the alleged violator stating the substance of the charge and shall request that both parties attend a hearing. The written notice shall state that failure of either party to appear at this meeting will constitute default and such default shall allow the Discipline Committee to take appropriate actions. The decision of the committee shall be final and shall not be subject to appeal.

Section 11: SAFETY**INJURIES**

The manager is responsible for reporting all injuries to the Director on Duty. Injuries to players, managers, coaches or umpires are to be documented immediately on the accident forms. The documentation should include the time, place and circumstances at the time of the injury. Any injured player missing 2 consecutive games must be reported to the Player Agent within 24 hours following the second missed game.

All managers must carry the signed notarized medical release forms with them to all practices and games. If the manager cannot be at a practice or game, he/she must give these forms to someone attending the practice or game.

The Concession Stand at NTLL and Live Oak contains an AED, accident reporting forms and first aid materials.

Section 12: APPLICABILITY

These local rules supplement the Little League Baseball Inc. (LL) Official Regulations and Playing Rules as required by LL Rule 3.13. Little League Regulations and Rules, together with these local rules, are applicable to all players, parents, managers, coaches and league officials at New Tampa Little League. All team managers are responsible for disseminating and enforcing these local rules to their respective team.

Little League Pledge

I TRUST IN GOD
I LOVE MY COUNTRY
AND WILL RESPECT ITS LAWS
I WILL PLAY FAIR
AND STRIVE TO WIN
BUT WIN OR LOSE
I WILL ALWAYS
DO MY BEST



The Little League Parent/Volunteer Pledge

I will teach all children to play fair and do their best
I will positively support all managers, coaches and players
I will respect the decision of the umpires
I will praise a good effort despite the outcome of the game

NTLL GOLD SPONSORS:

