

# ECLL

El Campo  
Little League

## HANDBOOK & GENERAL RULES

# SPRING 2020

El Campo Little League Softball

Minors A – Ages 6-8

Minors AA – Ages 8-10

Majors – Ages 10-12

Juniors – Ages 12-14

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### **A, AA, Majors and Juniors RULES – 2020**

### I. GENERAL LEAGUE RULES

**All competition is to be conducted under the Official Little League Regulations and Playing Rules for the appropriate division, except where specifically amended here or in the specific division rules.**

1. A maximum of 3 adults total are allowed in the dugout (1 manager and 2 coaches). No dugout moms, dads, batboys, batgirls or siblings in the dugout.
2. There is no on-deck position in Little League (Minors A through Major divisions). At no time shall a player be permitted to hold a bat while in the dugout. All players and coaches should remain in the dugout during the game except to enter the game, between half-innings, or to call time. This is a critical safety rule!
3. Players who are catching pitchers warming up in the bullpen areas (attached to the dugout) must wear a mask and catcher's helmet at all times.
4. Little League rules state that coaches and managers may only leave the bench to (1) talk to a pitcher and catcher during a timeout, (2) be a base coach, or (3) approach the umpire, rule book in hand, to discuss a rule interpretation. Adults are specifically prohibited from warming up players on the field or in the bullpens.
5. League VPs will put out additional rules concerning observance of the 10-run rule, time, length of games, curfews, umpires, rain-out schedules, etc., that pertain to their division for the current season.
6. Absolutely no soft toss with baseballs or softballs is allowed against the fences. This is an expensive problem for the league, so please correct anyone you see doing this or bring your concern to a league official.
7. The visiting team must supply a scoreboard operator. The controllers for each scoreboard are stored in the Concession Stand and should be replaced in the marked spots following the final game of the day.

8. All games MUST start on time. The length of the game will be determined from the SCHEDULED start time. If a prior game concludes 1 minute before the next scheduled starting time, the managers will immediately field their teams and start the game. In this case, all warm-ups will be done away from the field. As noted above, the first game of the day will start on time, even if the field is still being prepared at game time. When no later game is scheduled, all games should be played in their entirety, subject to curfew limits and league VP approval, unless prior agreement between managers and the umpire is made. To speed up play, remember that the rules call for one minute or eight warmup pitches between innings. Umpires should enforce this rule and managers should prepare for this by getting the defense on the field as quickly as possible and by preparing a substitute player to warm up the pitcher in the event the catcher does not have his gear on at the end of an inning.
9. The home team is responsible for keeping the official game book and providing an announcer. The Game Books will be kept in the Concession Stand and should be replaced in its proper location after the last game of the day, along with any pencils that may have been borrowed. The scorekeeper will ask for assistance from the umpire-in-chief on any scoring questions that may occur during the game.
10. No Protests are allowed in the Minors A & AA Divisions. All other protests will be allowed for rule interpretations only, not for judgment calls. All protests will be in accordance with Rule 4.19. The written protest must be accompanied by a \$25 fee that will be refunded only if the Rules Committee upholds the protest.
11. Time Limits and Curfews for each division:  
  
Time Limits: Minors A – 1 hour 15 min time limit. Minors AA, Majors and Juniors – 1 hour 30 min time limit (All Games; no inning shall start after the 1 hour 30 min mark)  
Curfew: (Rule X) • No Inning shall start after 9:30 PM for Minors, Majors, and Junior.
12. Games Ending in Tie (Applies to all divisions):

The first scheduled game may end in a tie if the game ends due to the time limit. The second scheduled game of the day may end in a tie if the curfew time is reached.

At the end of the season, if there is a tie for first place in the standings, whichever team won the head to head meeting of the two teams will be declared the first place team. If the two teams tied for first place in the standings tied each other in a head to head meeting or split games in head to head meetings, then a playoff game will be play to determine the first place team for the final standings.

13. Your child's league age is based on the following chart:

### 2020 Little League® Age Chart FOR SOFTBALL DIVISION ONLY

Match month (top line) and box with year of birth. League age indicated at right.

JAN	FEB	MAR	APR	MAY	JUN	JUL	AUG	SEP	OCT	NOV	DEC	AGE
2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	2015	4
2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	2014	5
2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	2013	6
2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	2012	7
2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	2011	8
2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	2010	9
2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	2009	10
2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	2008	11
2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	2007	12
2006	2006	2006	2006	2006	2006	2006	2006	2006	2006	2006	2006	13
2005	2005	2005	2005	2005	2005	2005	2005	2005	2005	2005	2005	14
2004	2004	2004	2004	2004	2004	2004	2004	2004	2004	2004	2004	15
2003	2003	2003	2003	2003	2003	2003	2003	2003	2003	2003	2003	16

**NOTE:** This age chart is for **SOFTBALL DIVISIONS ONLY**, and only for 2020.

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Juniors – Ages 12-14

El Campo Little League rules do allow a player to play up or down a division that corresponds to their grade level. Please see the El Campo Little League Level of Play Policy section. Players shall be selected by a team through a draft process conducted for each division. Parents cannot request a trade.

### **Tryouts**

Tryouts are for Minors A, Minors AA and Major League Divisions. All players must attend 1 tryout session to be eligible for All-Stars unless the child presents a written timely excuse (within 7 days of tryouts) which is accepted by a majority of the board. Players who do not attend the draft will be ineligible for All-Stars and ineligible to play up divisions.

### El Campo Little League Level of Play Policy Softball Level of Play Policy

- Softball Players are assigned to a level of play based on their Little League International defined age.
- Parents who wish to have their child play up or down must submit a Softball Waiver to the Player Agent.
- If your child is of a league age that places him/her in a level of play that is consistent with his/her school grade level then the child must try out with that age group and fill out a Softball Waiver as indicated above.
- If your child's Softball waiver is granted and your child will be playing at a level that has a different fee than original registration, you are responsible for the difference before draft night. If not paid, child reverts back to original league.

League Age	Register For	Play up one Level	Notables
13 & 14	Juniors		
12	Majors	All Players play in the Majors unless parents request to play up	Parent may request Juniors. Player must be drafted in Juniors.
11	Majors	11 yr olds may be drafted to a Major League Team	
10	Minors AA	10 yr olds may be drafted to a Major League Team	Parents may request Majors. Player must try out for Majors.
9	Minors AA	9 yr olds will be drafted to a Minors AA League Team	
8	Minors A	8 yr olds may be drafted to a Minors AA League Team	Parents may request Minors AA. Player must try out for Minors AA.
7	Minors A	7 yr olds will be drafted to a Minors A League Team	
6	Minors A	6 yr olds will be drafted to a Minors A League Team	

14. Minors A Division may play games with less than 9 players, see specific division rules.

15. Shirts must be tucked in and cap/visor worn with bill facing forward.

16. Disorderly Conduct by Manager, Coach or Parents/Fans:

- Managers and Coaches should control their fans. If a parent is disorderly, an umpire may warn the manager and coach of that team. A manager or coach may ask the fan to leave or be quiet. If the umpire has to reprimand the same fan in the same game more than once, then coach gets written up by umpire. First write up, the League/Division VP shall give a verbal and written warning to coach. Second write up, coach will receive one game suspension and no opportunity to coach all-stars team. Third write up in same season, coach will receive one year suspension from coaching.
- Any player, manager, coach, or fan may be ejected from the field or park by the umpire. All incidents where players, managers, coaches, or fans are ejected by the umpire will be referred to the Disciplinary Committee for possible action under the direction of the Player Agent. In addition, the Committee will consider other serious incidents that are brought to its attention.
- Please remember that one of the purposes of Little League is to promote good examples of sportsmanship and fair play for our children to emulate. Our league will not tolerate any joking about a pitcher deliberately throwing at a batter. We take this very seriously and if we hear of this in any context your son will be expelled from our league.

17. Coaches cannot warm up pitchers, only catchers and they must have a mask on. During pre-game warm ups, the catcher MUST have the mask on.

18. NO intentional walks. You must pitch to batters.

19. NO Cell phones on the playing field.

20. Coaches must stay in the Dugout unless they are coaching a base. Coaches must not exit the dugout onto the playing field without permission from the umpire. Coaches and Players must not exit the field while a game is in progress without permission from the umpire.

21. Little League does not have a slide rule. The rule is, the player must not intentionally contact the fielder (in the Umpire judgment). Sliding is the best way to do this, but as long as the runner did not intend to collide with the fielder, he should not be called out.

22. Please see the Little League International Rulebook for all Equipment Specifications & Limitations.

23. No tobacco products whatsoever are allowed at the El Campo Little League Complex within feet outside any portion of any operated field, building, structure or Facility in the City of El



Campo. This includes all of the Little League Complex. We have had many complaints about managers and coaches chewing tobacco in the dugouts. If we catch you chewing tobacco you will be removed as a manager or coach.

24. BOTH teams are responsible for field maintenance. Both teams should assist in setting up the fields for play (getting the bases, tee, and rakes, chalking the field, etc.) and raking after each game. Teams playing the last game of the day should return all equipment and rakes to the dugout.

25. BOTH teams are responsible for the cleanliness of the dugout, the field and grandstand areas around the field after the game. No food, gum, or carbonated drinks are allowed in the dugouts. No sunflower seeds. Only noncarbonated drinks are allowed in the dugout.

26. Managers are responsible for the conduct of their coaches, players and parents before, during and after the game.

27. Smoking is not allowed at El Campo Little League including by the dugouts, grandstands, or field fence lines. In addition, alcohol is not allowed in the park and will be enforced by the Wharton County Sherriff's Department.

28. All Managers, Coaches, Volunteers and/or hired workers, who have repetitive access to, or contact with, players, teams or league activities must have annually completed and submitted to the President a Little League Volunteer Application prior to the applicant assuming his/her duties. The Little League Volunteer Application is located on the El Campo Little League website.

### II. GENERAL LITTLE LEAGUE PARK RULES

1. Only water and un-carbonated (sport) drinks are allowed in the dugout; food (including chewing gum) and soda are prohibited in the dugout. Both teams shall clean their bench areas thoroughly after each game. Despite numerous trashcans throughout the park, we continue to have a problem with players and fans neglecting to properly dispose of their trash. Set a good example and take pride in our beautiful facility! Please pick up your trash and dispose of it in a trash container.
2. Our concession stand is our most reliable fundraiser, and all members are expected to participate by volunteering to work a shift during the season. If your team fails to show up for concession duty your manager will be suspended for the next game. If this continues a second time your manager will be removed as manager. If every family in the league works just one time for their team during the season, most of the job is done. Remember that the minimum age is 15 and that there must be six adult volunteers in the concession stand at all times.
3. No vehicles are allowed on the park grounds, unless specifically authorized by the El Campo Little League.
4. NO weapons, knives and guns are allowed in the Little League Park.
5. NO Tobacco Products within 25 feet outside any portion of any operated field, building, structure or facility at the Little League Park.
6. Parents we all love our children and think they are special, but please keep track of your other children while watching your child play baseball at the Little League Park. We sometimes find the siblings of players running unsupervised throughout the facility. There are no Bicycles, go-carts, roller skates, roller blades, skateboards, or scooters of any kind allowed in the baseball complex.
7. Only Umpires & Board Members are allowed in the meeting/umpire room.

### III. SPECIFIC DIVISION RULES

#### A. MINORS A (6-8 YRS)

All competition is to be conducted under official Little League rules. Refer to the Minor League Official Regulations and Playing Rules. The following are El Campo Little League local rules. They are intended only as additions to the Official Little League rules.

1. All games must start on time. The length of the game is determined from the scheduled starting time. If a prior game concludes one minute before the next scheduled starting time, then managers must take the field immediately and start on time. The only instance in which the scheduled starting time will be waived is when a prior game actually encroaches on the scheduled start of the following game. In that case, time limits will begin five minutes from the end of the prior game.
2. Games will be a maximum of six innings in length. No new inning will start after one hour, 15 minutes from the scheduled start time. Any inning started before one hour, 15 minutes will be finished. If the game ends in a tie, it will be recorded as a tie. To help speed up play, the umpires, managers, and coaches should allow no more than 90 seconds between innings or side retired situations. Time outs are limited to one offensive and defensive time out per inning with no more per game than specified in the official rules. A game is considered a regulation game if three (3) full innings have been completed or 2 1/2 if the home team is ahead.
3. The manager of the team at bat will appoint a member of his/her caching staff to pitch to his/her batter. A team will not be allowed to change a coach pitcher until the inning is over.
4. The five-run rule will be in effect for all innings. (The exception is on an out of the park home run where all runs scored by the home run will count). A ten (10) run rule applies after 4 innings (3 ½ if the home team is ahead).
5. Base runners may advance until a play is made at any base without an overthrow, or the lead runner is stopped. In the case of an overthrow, all runners may advance 1 base, except for a runner on 3rd, who cannot advance to home on an overthrow. There are no multiple overthrows per play. A runner can only score from 3rd on a batted ball put in play. The play is considered dead or over when the lead runner has stopped at a base or the ball has reached infield playing grass or imaginary baseline. All runners that reached a halfway mark will be allowed to obtain the next base if that base is empty, if a runner has not reached the halfway mark, that runner will return to the prior base.

6. All players on the roster will bat in continuous order. A player who arrives after the start of the game will be inserted at the bottom of the batting order. In the event the game is played with eight players, the absent ninth batter will be counted as an out when it is their turn at bat.
7. All player participation and substitution rules will be enforced and are the responsibility of the manager. All players shall play six outs on defense and all players shall have at least one at bat during the game. If a child does not make it into a game due to the time limit constraints, that child must start defensively in the next game. If a manager chooses not to follow these rules he or she will be reprimanded by the Division VP and will be written up by the board.
8. The defensive player/pitcher must stand in the back half of the pitching circle. She may not move from the back half of the pitching circle until the ball has been hit. With the exception of the catcher, no defensive player may be closer than 30 feet from the batter until the ball has been hit. The four outfielders will remain on outfield grass until the ball has been hit.
9. A play will be considered dead once the defensive pitcher has control of the ball within the 16' circle, unless making a play. Should the ball be hit directly back to the defensive pitcher on the ground and the pitcher chooses to hold the ball in the circle rather than make a play, all runners will be allowed to advance one base, or position, at the time the ball goes dead; or, in the judgment of the umpire, all play has come to a complete halt, then ball will be declared dead.
10. A batter will have up to 4 pitches to hit a fair ball.
11. A pitcher cannot make an unassisted out on any base except home plate. She must throw the ball to another player for the out. Exceptions would be a pop-fly she catches or if a ball is stopped by the pitcher in the runners baseline for a tag. If the runner has passed where the ball is stopped the pitcher must throw the ball to the baseman for the out.
12. There is to be NO tackling of runners in any attempt to make an out.
13. A batter must wear a helmet to bat.
14. A batted ball making contact with the pitching coach shall be a dead ball. On a dead ball, the batter and runners advance one base, except a runner already on third base (unless he is forced home).
15. A base runner cannot lead off a base. A base runner may not leave the base until the ball crosses home plate. Runners leaving the base early may be called out. Stealing is not permitted.

16. Bunting has never been allowed in the Minors A Division for a couple of reasons. The first is a safety issue where we would not want the infield "drawn-in", and the batter to swing away. The second is to encourage the batters to swing the bat. The first instance of bunting will result in a warning to the manager, the second instance of bunting will be a called strike and the third and future instances will result in an automatic out. Fake bunting is not allowed!

17. 4 coaches are allowed per team. While on offense, one coach shall be at the pitching machine, one coach may be at 1st base, one coach may be at 3rd base and one coach may be in the dugout to supervise the team at bat. On defense two coaches may be allowed in the outfield (only) and the other two coaches must sit in the dugout.

18. The pitching position should be played left or right of the coach, but not in front, with one foot in the circle. All defensive players should be in their positions when the pitch is delivered.

19. Outfielders must play at least 25ft deep on the outfield grass at all times unless assisting on a play. They cannot interfere with the base runners. Infielders may not play any closer than three feet inside the imaginary baseline. Only a maximum of ten players may play on defense in usual baseball positions with four of these players in the outfield positions. (Left Fielder, Right Fielder, Center Fielder and a Rover Fielder)

20. The infield fly rule is not in effect. A team may play a game with a minimum of 8 players (defensively 2 outfielders). However, absent ninth batter will be counted as an out.

21. NO GENTLEMENS AGREEMENTS ARE TO BE MADE.

22. Protests will not be allowed in the Minors A Division. If an incident occurs, one or both managers should locate or call the Division VP or a member of the executive committee (President, Vice-President, or Player Agent). Scores will be kept during the game and reported to the League after each game and standings will be maintained for the season.

### The Playing Field

- Mound – 35 feet
- A sixteen (16) foot circle will be placed around the pitching mound.
- Distance to the bases will be 60 feet.
- A line bisecting the pitching circle will be drawn starting on the first base side of the circle and ending on the third base side of the circle.
- A line will be drawn indicating the half way mark between bases for runners.

### Equipment

- Bats must meet Little League specification.
- 11" ball
- All players batting must wear a batting helmet equipped with a face guard attached to the helmet that meets Little League safety requirements.
- Catchers must wear full catcher's gear.
- Position players who play pitcher and 3<sup>rd</sup> must wear a facial safety mask. (ex. Rip IT Defense)

### **B. MINORS AA (8-10 YRS)**

All competition is to be conducted under official Little League rules. Refer to the Minor League Official Regulations and Playing Rules. The following are El Campo Little League local Rules. They are intended only as additions to the official Little League rules.

1. All games must start on time. The length of the game is determined from the scheduled starting time. If a prior game concludes one minute before the next scheduled starting time, then managers must take the field immediately and start on time. The only instance in which the scheduled starting time will be waived is when a prior game actually encroaches on the scheduled start of the following game. In that case, time limits will begin five minutes from the end of the prior game.
2. Games will be a maximum of six innings in length. No new inning will start after one hour, 15 minutes from the scheduled start time. Any inning started before one hour, 15 minutes will be finished. If the game ends in a tie, it will be recorded as a tie. To help speed up play, the umpires, managers, and coaches should allow no more than 90 seconds between innings or side retired situations. Time outs are limited to one offensive and defensive time out per inning with no more per game than specified in the official rules. A game is considered a regulation game if three (3) full innings have been completed or 2 1/2 if the home team is ahead.
3. The manager of the team at bat will appoint a member of his/her caching staff to pitch to his/her batter. A team will not be allowed to change a coach pitcher until the inning is over.
4. The five-run rule will be in effect for all innings. (The exception is on an out of the park home run where all runs scored by the home run will count). A ten (10) run rule applies after 4 innings (3 ½ if the home team is ahead).
5. Base runners may advance until a play is made at any base without an overthrow, or the lead runner is stopped. In the case of an overthrow, all runners may advance 1 base, except for a runner on 3<sup>rd</sup>, who cannot advance to home on an overthrow. There are no multiple

overthrows per play. A runner can only score from 3rd on a batted ball put in play. The play is considered dead or over when the lead runner has stopped at a base or the ball has reached infield playing grass or imaginary baseline. All runners that reached a halfway mark will be allowed to obtain the next base if that base is empty, if a runner has not reached the halfway mark, that runner will return to the prior base.

6. All players on the roster will bat in continuous order. A player who arrives after the start of the game will be inserted at the bottom of the batting order. In the event the game is played with eight players, the absent ninth batter will be counted as an out when it is their turn at bat.

7. All player participation and substitution rules will be enforced and are the responsibility of the manager. All players shall play six outs on defense and all players shall have at least one at bat during the game. If a child does not make it into a game due to the time limit constraints, that child must start defensively in the next game. If a manager chooses not to follow these rules he or she will be reprimanded by the Division VP and will be written up by the board.

8. Pitcher will start count with no Balls and no Strikes. The pitcher will remain pitching to a hitter until: - Hitter is thrown 4 balls with results in a walk or Hitter strikes out.

9. No walks allowed in this division. If a batter is hit by a pitcher, Coach will come in to pitch.

10. Foul balls are treated as foul balls.

11. If a pitcher walks a hitter, a manager/coach finishes the batter's strike count.

- a. If the hitter has no strikes, then the coach will be allowed four pitches
- b. If the hitter has one strike, then the coach will be allowed three pitches
- c. If the hitter has two strikes, then the coach will be allowed two pitches
- d. Umpire will call balls and strikes while coach is on mound.
- e. The batter's at bat may not end with a foul ball unless it is caught. In the event of a foul ball on the final pitch, the batter will get an additional pitch.

12. A coach must start pitch with 1 foot in the circle. The coach is allowed to coach or talk to the batter, but must not leave the circle before the pitch. Once the batter becomes a batter/runner, the coach may continue to talk to the batter/runner as long as he/she is moving to foul territory and does not interfere with the play.

13. The defensive player/pitcher must stand in the back half of the pitching circle while coach is pitching. She may not move from the back half of the pitching circle until the ball has been hit. With the exception of the catcher, no defensive player may be closer than 30 feet from the

batter until the ball has been hit. The four outfielders will remain on outfield grass until the ball has been hit.

14. A play will be considered dead once the defensive pitcher has control of the ball within the 16' circle, unless making a play. Should the ball be hit directly back to the defensive pitcher on the ground and the pitcher chooses to hold the ball in the circle rather than make a play, all runners will be allowed to advance one base, or position, at the time the ball goes dead; or, in the judgment of the umpire, all play has come to a complete halt, then ball will be declared dead.

15. No open bases. The only time a baserunner will be able to advance home on an overthrow would be if they occupied second base and were advancing to third base on a batted ball to an infielder. If the infielder overthrows first base, the baserunner advancing to third base may attempt to score at the risk of being put out at home plate.

16. A batter must wear a helmet to bat.

17. A batted ball making contact with the pitching coach shall be a dead ball. On a dead ball, the batter and runners advance one base, except a runner already on third base (unless he is forced home).

18. A base runner cannot lead off a base. A base runner may not leave the base until the ball crosses home plate. Runners leaving the base early may be called out. Stealing is not permitted.

19. Bunting has never been allowed in the Minors AA Division for a couple of reasons. The first is a safety issue where we would not want the infield "drawn-in", and the batter to swing away. The second is to encourage the batters to swing the bat. The first instance of bunting will result in a warning to the manager, the second instance of bunting will be a called strike and the third and future instances will result in an automatic out. Fake bunting is not allowed!

20. 4 coaches are allowed per team. While on offense, one coach shall be at the pitching machine, one coach may be at 1st base, one coach may be at 3rd base and one coach may be in the dugout to supervise the team at bat. On defense two coaches may be allowed in the outfield (only) and the other two coaches must sit in the dugout.

21. The pitching position should be played left or right of the coach, but not in front, with one foot in the circle. All defensive players should be in their positions when the pitch is delivered.

22. Outfielders must play at least 25ft deep on the outfield grass at all times unless assisting on a play. They cannot interfere with the base runners. Infielders may not play any closer than three feet inside the imaginary baseline. Only a maximum of ten players may play on defense in usual



baseball positions with four of these players in the outfield positions. (Left Fielder, Right Fielder, Center Fielder and a Rover Fielder)

23. The infield fly rule is not in effect. A team may play a game with a minimum of 8 players (defensively 2 outfielders). However, absent ninth batter will be counted as an out.

24. NO GENTLEMENS AGREEMENTS ARE TO BE MADE.

25. Protests will not be allowed in the Minors AA Division. If an incident occurs, one or both managers should locate or call the Division VP or a member of the executive committee (President, Vice-President, or Player Agent). Scores will be kept during the game and reported to the League after each game and standings will be maintained for the season.

### The Playing Field

- Mound – 35 feet
- A sixteen (16) foot circle will be placed around the pitching mound.
- Distance to the bases will be 60 feet.
- A line bisecting the pitching circle will be drawn starting on the first base side of the circle and ending on the third base side of the circle.
- A line will be drawn indicating the half way mark between bases for runners.

### Equipment

- Bats must meet Little League specification.
- 11" ball
- All players batting must wear a batting helmet equipped with a face guard attached to the helmet that meets Little League safety requirements.
- Catchers must wear full catcher's gear.
- Position players who play pitcher and 3<sup>rd</sup> must wear a facial safety mask. (ex. Rip It Defense)

### C. MAJORS GIRLS (10-12 YRS)

All competition is to be conducted under official Little League rules. Refer to the Major League Official Regulations and Playing Rules. The following are El Campo Little League local rules. They are intended only as additions to the official Little League rules. Pitchers must follow innings regulations from Little League.

1. All games must start on time. The length of the game is determined from the scheduled starting time. If a prior game concludes one minute before the next scheduled start time, the managers must have their teams take the field immediately and start on time. The instance in which the scheduled start time will be waived is when a prior game actually encroaches on the scheduled start of a following game. In that case, time limits will begin five minutes from the end of the prior game.
2. All games will be a maximum of (6) six innings in length. No new inning will start after one hour, 30 minutes from the scheduled start time in the first game of the night. The second game is governed by curfew time. However, once the inning has started within the one hour, 30 minutes – the inning must be finished. New innings begin at the moment of the last out. A drop-dead time limit will not apply. To help speed up play, the umpires, managers, and coaches should allow no more than 60 seconds between innings, sides retired or a new pitcher (Rule 8.03 applies). Time outs are governed by Rule 8.06. LL rule 4.15 (f) of the playing rules “A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team – (f) employs tactics designed to delay, shorten, or make a travesty of the game”.

3. If the game is called (weather, curfew, etc.) before it is “official” (four complete or 3-1/2 innings if the home team is ahead), the game will be stopped and resumed later in its entirety. Any suspended games must be rescheduled with the approval of the Division VP.
4. All players on the roster will bat in continuous order. Note: All player participation rules will be enforced and are the responsibility of the manager. Every player will bat. Free substitution of defensive players is allowed. Every player must play at least 6 defensive outs. If a child does not make it into a game due to the time limit constraints, that child must start defensively in the next game. If a manager chooses not to follow these rules he or she will be reprimanded by the Division VP and will be written up by the board. A player who arrives after the start of the game will be inserted at the bottom of the batting order.
5. Failure to place 9 players on the field at any time will result in a forfeit.
6. Base coaches will consist of two adults or one adult and one player or two players. No defensive coaches will be allowed on the field. They will remain in the dugout. No on-deck batters are allowed per official Little League rules.
7. Open bases.
8. Dropped 3<sup>rd</sup> strike rule in effect.
8. The infield fly rule is in effect.
9. Five (5) run limit per inning rule. The 10-run rule applies after four innings or 3-1/2 innings if the home team is ahead.
10. The home team shall be responsible for providing an official scorekeeper and announcer. Official scorebook must be kept on LL provided scorebook and forms, and must stay in the box marked with the field you are assigned to. After the game, the scorekeeper shall have both team managers and Umpire-in-Chief sign the scorebook.

### The Playing Field

- Mound – 40 feet
- A sixteen (16) foot circle will be placed around the pitching mound.
- Distance to the bases will be 60 feet.

### Equipment

- Bats must meet Little League specification.
- 12" ball
- All players batting must wear a batting helmet equipped with a face guard attached to the helmet that meets Little League safety requirements.
- Catchers must wear full catcher's gear.
- Position players who play pitcher and 3<sup>rd</sup> must wear a facial safety mask. (ex. Rip IT Defense)

### **D. JUNIOR LEAGUE GIRLS (12-14)**

All competition is to be conducted under official Little League rules. Refer to the Junior League Official Regulations and Playing Rules. The following are El Campo Little League local rules. They are intended only as additions to the official Little League rules. All pitching stats must be recorded in the official scorebook. No Exceptions!

1. All games must start on time. The length of the game is determined from the scheduled starting time. If a prior game concludes one minute before the next scheduled start time, the managers must have their teams take the field immediately and start on time. The instance in which the scheduled start time will be waived is when a prior game actually encroaches on the scheduled start of a following game. In that case, time limits will begin five minutes from the end of the prior game.
2. All games will be a maximum of (6) innings in length. No new inning will start after one hour, 30 minutes from the scheduled start time in the first game of the night. The second game is governed by curfew time. However, once the inning has started within the one hour, 30 minutes – the inning must be finished. New innings begin at the moment of the last out. A drop-dead time limit will not apply. To help speed up play, the umpires, managers, and coaches should allow no more than 60 seconds between innings, sides retired or a new pitcher (Rule 8.03 applies). Time outs are governed by Rule 8.06. LL rule 4.15 (f) of the playing rules "A game may be forfeited by the umpire-in-chief of the game in progress to the opposing team when a team – (f) employs tactics designed to delay, shorten, or make a travesty of the game".
3. Open bases.

4. Dropped 3<sup>rd</sup> strike rule in effect.
5. The infield fly rule is in effect.
6. Five (5) run limit per inning rule. The 10-run rule applies after four innings or 3-1/2 innings if the home team is ahead.
7. Failure to place 9 players on the field at any time will result in a forfeit.
8. Batting order is non-continuous. Note: All player participation rules will be enforced and are the responsibility of the manager. Every player will bat at least once. Every player must play at least 6 consecutive defensive outs. If a child does not make it into a game due to the time limit constraints, that child must start defensively in the next game. If a manager chooses not to follow these rules he or she will be reprimanded by the Division VP and will be written up by the board. A player who arrives after the start of the game will be inserted at the bottom of the batting order.

### The Playing Field

- Mound – 43 feet
- A sixteen (16) foot circle will be placed around the pitching mound.
- Distance to the bases will be 60 feet.

### Equipment

- Bats must meet Little League specification.
- 12" ball
- All players batting must wear a batting helmet equipped with a face guard attached to the helmet that meets Little League safety requirements.
- Catchers must wear full catcher's gear.
- Position players who play pitcher and 3<sup>rd</sup> must wear a facial safety mask. (ex. Rip IT Defense)

#### IV. PLAYER CODE OF CONDUCT

The following items should be discussed with each player before the first practice either personally or as part of the team practice or orientation:

- I will not lie, cheat, steal or engage in any other unsportsmanlike conduct on or off the field.
- I will be on time to all practices and games.
- I will practice good sportsmanship.
- I will be courteous in victory and defeat.
- I will congratulate and be respectful of others.
- I will not be disrespectful to my teammates, my coaches, the officials, or my parents by using profanity, obscene gestures, offensive remarks or engaging in boastful talk or behavior.
- I will strive to do my best in school.
- I will not fight or exhibit extreme displays of anger on or off the field.
- I will not be disruptive in the dugout during any game or practice session.
- I will not engage in any behavior that may be hurtful to me or others.
- I will play by the rules of the game and abide by the rules of the league.

### V. PARENT CODE OF CONDUCT

The essential elements of character building and ethics in sports are embodied in the concept of sportsmanship and six core principles: Trustworthiness, Respect, Responsibility, Fairness, Caring, and Good Citizenship. Managers should discuss the following items either in person or at their Parents orientation meeting at the beginning of the season. All parents should agree to the following codes of conduct:

- No profanity or abusive language by a manager, coach, player, umpire or spectator will be tolerated.
- I will not force my child to participate in sports.
- I will remember that children participate to have fun and that the game is for youth, not adults.
- I will learn the rules of the game and the policies of the league.
- I (and my guests) will be a positive role model for my child and encourage sportsmanship by showing respect and courtesy, and by demonstrating positive support for all Players, Managers, Coaches, Umpires, Officials and other Spectators at every game and practice.
- I (and my guests) will not engage in any kind of unsportsmanlike conduct with any Official, Manager, Coach, Umpire, Player, or Parent such as booing and taunting, refusing to shake hands, or using profane language or gestures.

- I will inform the coach of any physical disability or ailment that may affect the safety of my child or others.
- I will teach my child that doing one's best is more important than winning, so that my child will never feel defeated by the outcome of a game or his/her performance.
- I will praise my child for competing fairly and trying hard, and make my child feel like a winner every time.
- I will never ridicule or yell at my child or other participants for making a mistake or losing a game.
- I will emphasize skill development and practices and how they benefit my child over winning. I will also deemphasize games and competition in the lower age groups.
- I will promote the well-being of all players ahead of any personal desire I may have for my child to win.
- I will respect the officials (umpires) and their authority during games and will never question, discuss, or confront coaches or umpires at the game field, and will take time to speak with coaches and/or umpires at an agreed upon time and place.
- I will refrain from coaching my child or other players during games and practices, unless I am one of the official coaches of the team.
- After each game, both teams must clean up trash in their respective dugouts and around stands