



**GASTINEAU CHANNEL LITTLE LEAGUE
LOCAL LEAGUE RULES
“BASEBALL ONLY”
(Effective April 2012)**

Gastineau Channel Little League, Inc. ("League") adheres to the rules and regulations of Little League Baseball® Inc. From time to time, it is necessary to modify those rules and regulations by adopting “Local Rules” to allow for the best operation of the League. Modifications to rules and regulations and “Local Rules” shall be only by Board action.

OFFICIAL PLAYING RULES AND PLAYER REGULATIONS
[If not modified below, Little League Rules in 2012 Rule Book Apply]

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GCLL-1 GENERAL LOCAL LEAGUE RULES

1. Any change and/or additions to the playing field must have Board approval.
2. The home team dugout is along the 3rd base side. The visitor's dugout is along the 1st base side.
3. The home team shall supply game balls and shall receive them back at conclusion of game.
4. The home team is responsible for setting up the equipment, lining the field, setting the bases and other field preparation necessary to commence play. The home team is also responsible for putting equipment away upon completion of the game. On fields with lights the Home Team Manager is responsible for turning off the lights at the conclusion of the game.
5. The home team is responsible for providing an official scorekeeper unless a staff scorekeeper is present (Minor AAA and above only). The official scorekeeper is responsible for maintaining an accurate record of the pitch count. It is the manager's responsibility to verify the count with the scorekeeper after the end of each half inning. Once the first pitch of the new inning is thrown, the previous half inning pitch count becomes official. At the conclusion of each game, the plate umpire will sign the official scorebook.
6. The visiting team will provide the official pitch counter. The pitch counter will sit with the official scorekeeper and they will compare their results and resolve any discrepancies at the end of each half inning.
7. "10 Run" Rule: The "10 run" rule addressed in LL rule 4.10(e) does NOT apply to all divisions AAA and below (because the five run per inning rule is in effect). In all divisions Majors and above, the LL rule 4.10(e) applies.
8. Time Limits: [Modifies LL Rule 4.10]
 - Tee-ball: 1 ½ hours.
 - Minor A: No new inning (top of inning) to begin after 1 hr 45 minutes from start time.
 - Minor AA: No new inning (top of inning) to begin after 1 hr 45 minutes from start time.
 - Minor AAA: No new inning (top of inning) to begin after 2 hours from start time.
 - Majors: No new inning (top of inning) to begin after 2 hrs 15 minutes from start time.
 - Juniors: No new inning (top of inning) to begin after 2 hrs 30 minutes from start time.
 - Seniors: No new inning (top of inning) to begin after 2 hrs 30 minutes from start time.
9. The cutoff date for managers to bring players from the Minor s to the Majors will be 4 weeks from the regularly scheduled opening day. A manager must replace an injured or a player who quits the team within 48 hours or the player agent will assign him a player.

10. Rain outs and Weather: [Modifies LL Rule 3.10] Teams will show up at the fields as scheduled; any delay of game or suspension will be per LL Rule 3.10. Only under extreme weather conditions will the President of the League, through the local media, cancel games. Games in the competitive divisions cancelled due to weather may be rescheduled through the Player Agent. Games in the divisions below Majors cancelled due to weather are not rescheduled.
11. Uniforms are issued by the league. There shall be no alterations to uniforms without the approval of the equipment manager or board of directors. Sponsor names are provided on uniforms. No individual players' name will be displayed on uniforms. LLB patches are affixed to the left sleeve of the uniform.
12. Managers MUST notify the League President, IN WRITING, of any injury that requires medical attention, as soon as realistically possible, but no later than twenty-four (24) hours from the occurrence.
13. No games (Tball & Single A excluded) will be started with less than 9 players. The game will be a forfeit unless the manager has made arrangements through the player agent for their respective division to reschedule the game. The manager MUST contact the player agent of their division no less than 24 hours prior to game time to request a game be rescheduled. All attempts to reschedule the game will be made for the competitive divisions. Any changes in game schedules, other than those caused by weather, must have the approval of the President, Vice President, or Chief Player Agent prior to the game being rescheduled.
14. Discipline: Managers shall discipline Players in the following manner. Any time a Manager disciplines a Player, other than conducting a discussion with that Player, the Manager shall notify the President, Vice-President, or Chief Player Agent within 24 hours of the incident:
 - If the Manager determines the behavior of a Player is unacceptable, they shall discuss the situation with the Player, and parents if possible, and reach agreement as to the expectations.
 - If the unacceptable behavior continues, or is of such a nature that it warrants more profound action, the Manager shall "bench" the Player. This shall consist of removing the Player from any additional play during that game and remaining in the dugout. The Manager shall notify the Umpire of such action, but no one else. The intent is not to embarrass the Player, but to correct the behavior.
 - If the unacceptable behavior further continues, or if it is of such a serious nature, the Manager shall remove the Player from the game and from the field. The Manager shall notify the Umpire of such action, but no one else.

GCLL-2 PLAYER/TEAM ROSTER REGULATIONS & MODIFICATIONS

PLAYING REQUIREMENTS – LL Regulations Section IV.

See local rules modification in Section GCLL-1, above.

THE TEAMS -LL Regulations Sections III and IV.

All rosters will be kept full in Competitive Divisions. A Manager will contact the Player Agent within 48 hours of losing a Player. If two Teams have vacancies, the Team that notified the Player Agent first will have the first opportunity to fill the vacancy.

If a Player misses four (4) consecutive games without the approval of the Manager and Player Agent, or eight (8) games in the season, the Player shall be released from the team, at the discretion of the Chief Player Agent, unless the Board permits the Player to remain on the Team. In addition, if a Player misses 50% or more of the Team's scheduled practices without approval of the Manager, the Player may be released from the Team, at the discretion of the Chief Player Agent, unless the Board permits the Player to remain on the Team. It shall be "another justifiable reason" under REGULATION III d. if a manager loses a Player during the season for any of these reasons.

THE PLAYERS -LL Regulations Section IV.

Managers may protect Players selected to the High School Teams for the duration of the High School season. Schedules will be arranged to allow minimum conflict among teams.

SELECTION OF PLAYERS -LL Regulations Section V.

Only those Players who have registered and have attended tryouts will be eligible for the initial drafts. Player Agents will maintain tryout lists for further drafts throughout the Season.

Managers or Coaches of a Team who are interested in drafting a Player may not contact the Player or their parent until notified by the Player Agent that the candidate has accepted the draft. No inference can be made to candidate Players, or their parents, that a candidate may be drafted or become a member of a particular Team until the Player is actually drafted by that Team, with approval of the Player Agent. The Player becomes a member of the drafting Team at the time they accept the draft and is no longer on the Team from which they were drafted. No Manager or Coach of a AA, AAA, Majors, Junior or Senior Division Team will in any way attempt to influence a decision by a Player candidate or their parents to be drafted.

Reason: The Board considers actions affecting the drafting of Players to be very serious. If a Manager violates these rules, it can be very detrimental to the Player and the Player's family.

GCLL-3 TEE-BALL & MINOR A DIVISIONS

[See also, general local league rules, above]

Team Roster: Tee-Ball team rosters shall have a maximum of ten (10) players. Minor A team rosters shall have a maximum of twelve (12) players.

Defense: Defensive teams shall consist of a minimum of six (6) players and a maximum of ten (10) Players. The infield shall consist of the six traditional positions, and the outfield shall consist of up to four positions, one being a rover. Two coaches may be placed in the outfield to assist the Players.

Offense: Tee Ball Division ONLY, each offensive team will bat through its entire roster every inning. No base stealing is allowed.

Offense: Minor A Division ONLY, the Offensive Team shall retire when three outs or five runs are scored, whichever occurs first. No base stealing is allowed.

Playing Requirements: Each player must play at least two complete defensive innings, one of which must be in an infield position. The Batting Order shall contain the complete roster of Players. [Modifies LL Rule 4.04 and Regulation IV(i)]

Umpires: Home team will provide a parent umpire behind the plate if possible. The home plate parent umpire will ask for a volunteer parent from the stands to umpire the field.

Pitching: Minor A Division ONLY, all games will be played with a pitching machine, or a coach pitching if weather or equipment problems prevent the use of the machine. Each player will have an opportunity to hit 5 pitches. If the batter is not successful in hitting a pitched ball then a batting tee shall be used. There will be no strikeouts.

GCLL-4 MINOR AA & MINOR AAA DIVISIONS

[See also, general local league rules, above]

Playing Requirements: The Batting Order shall contain the complete roster of Players. Every Player will play a minimum of six defensive outs per game. [Modifies LL Rule 4.04 and Reg. IV(i)]

Offense: The “five-run” rule is in effect. The Offensive team shall retire when three outs occur or five runs are scored, whichever occurs first. This rule applies to all innings except for the last half of the sixth inning of the game for either team, nor would it apply to any half-inning in an “extra-inning”.

Umpires: Minor AA Division Only, Home team will provide a parent umpire behind the plate. The home plate umpire will ask for a volunteer parent to umpire the field. Umpires for Minor AAA division will be provided by the league.

Pitching: Minor AA Division ONLY, a combination of player & coach pitching will be utilized. The Player Pitcher throws the first 4 pitches to each Batter. If the batter does not hit the ball or strike out, the Coach will pitch 3 more balls to the Batter (total of 7 hittable pitches). If the batter does not hit one of the 3 pitches or strike out, the batter is out. There will be called strikes when the Player Pitcher is pitching. The strike count will carry over to the Coach pitch. There are no walks.

GCLL-5 MAJOR DIVISION

[See also, general local league rules, above]

Playing Requirements: The Batting Order shall contain a minimum of 9 players and at the discretion of the manager may contain as many as 12. Each player must be placed in the starting lineup at least every other game. The team must maintain the same number of batters in the lineup for the duration of the game. If injury or illness results in too few available players to maintain the original lineup size then the lineup may be decreased to contain all remaining players. Defensive positions for the players in the batting line-up may be switched at will, except for the pitcher which must comply with the pitcher substitution rules. Substitutions for players not in the starting lineup will be as set forth in LL rule 3.03. The starting lineup shall be rotated to ensure that no player begins a game “on the bench” for two games in a row. As per LL regulation IV(i), every Player will bat at least once and will play six defensive outs per game.

GCLL-6 JUNIOR DIVISION

[See also, general local league rules, above]

Age Eligibility: A player whose age is 12, 13, 14, or 15 as of April 30, 2012 is eligible to play in this division.

Team Roster: A team roster shall have a maximum of fourteen (14) players.

Pitchers Age Eligibility: Players age 12, 13, 14, or 15 are eligible to pitch in this division.

Playing Requirements: The batting order shall contain a minimum of 9 players and at the discretion of the manager may contain as many as 12. The team must maintain the same number of batters in the lineup for the duration of the game. If injury or illness results in too few available players to maintain the original lineup size then the lineup may be decreased to contain all remaining players. Defensive positions for the players in the batting lineup may be switched at will, except for the pitcher which must comply with the pitching substitution rules. Substitutions for players not in the starting lineup will be as set forth in LL rule 3.03. Pursuant to LL regulation IV(i), every Player will bat at least once and will play six defensive outs per game.

GCLL-7 SENIOR DIVISION

[See also, general local league rules, above]

Age Eligibility: A player whose age is 13, 14, 15 or 16 as of April 30, 2012 is eligible to play in this division.

Team Roster: A team roster shall have a maximum of fourteen (14) players.

Pitchers Age Eligibility: Players age 13, 14, or 15 are eligible to pitch in this division. 16 year olds are NOT eligible to pitch in this division.

Playing Requirements: The batting order shall contain a minimum of 9 players and at the discretion of the manager may contain as many as 12. The team must maintain the same number of batters in the lineup for the duration of the game. If injury or illness results in too few available players to maintain the original lineup size then the lineup may be decreased to contain all remaining players. Defensive positions for the players in the batting lineup may be switched at will, except for the pitcher which must comply with the pitching substitution rules. Substitutions for players not in the starting lineup will be as set forth in LL rule 3.03. Pursuant to LL regulation IV(i), every Player will bat at least once and will play six defensive outs per game.

GCLL-8 LOCAL POST-SEASON TOURNAMENTS

Tournament pitching rules contained in the 2012 Tournament Rules and Guidelines shall be utilized for all local post-season tournaments. [special games form submitted]

Reason: The relaxed pitching rest rules allow the local post-season tournaments to be completed in as few days as is reasonably possible.

GCLL-9 TOURNAMENT (ALL-STARS) GUIDELINES

RULES AND GUIDELINES

Selection of Tournament Teams

As per LL Rules, the “method of selection is to be determined by the Local League Board of Directors.”

Availability: Players selected to teams must be available for practices and travel no less than 10 days prior to the first scheduled game. In order to be selected to a tournament team a player must be available to “go all the way” to the World Series.

GCLL adopts the policy that any manager/coach who participates in a Little League tournament will be eligible to participate in a travel team so long as the travel team tournament does not interfere with the Little League tournament. If there is an occasion to have overlapping tournaments, the team must be eliminated from one tournament in order to participate in the other.