

# TRELL 2017 Local Rules

**Toms River East Little League (TRELL)**

# **Toms River East LL Charter: 2301810**

## **Local Rules**

**Failure to abide by any TRELL rules will result in appropriate action by the Board of Directors.**

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## I. Safety – Weather

1. Upon hearing thunder, game play or practice is to suspend immediately.
2. Upon seeing lightning, game play or practice is to suspend immediately.
3. All Players, Managers and Coaches must clear the field and seek shelter either at the Little League Building, or in a vehicle.
4. PLAYERS MAY NOT SEEK SHELTER IN THE DUGOUTS.
5. The game, or practice, may resume 30 minutes after the weather has cleared.
6. Managers and Coaches MUST, if they see it, take the initiative to suspend the game. Do not rely on the Umpire
7. Outfielders and Infielders warming-up before the start of an inning must throw the baseball in on the dugout side. That is, throwing the ball across the infield is strictly prohibited.
8. Players (not in the game) warming up the outfielders must wear a batting helmet.
9. No player shall be allowed to wear metal spikes or cleats. (EXCEPTION: Metal cleats permitted for Junior and Senior leagues ONLY)
10. All male players and catchers must wear a protective cup.
11. All batters and base runners must wear approved protective helmets.
12. There is no on-deck circle, or an area to be used as such, anytime during the game, or practice.
13. All players must wear team uniforms.
14. All managers and coaches must be safety certified, at least one member of the coaching staff needs to attend a certified safety clinic in the current (2014) playing year.
15. A player warming-up the pitcher MUST wear a conforming Catcher's Mask (including throat guard).
16. If a Manager or Coach asks a parent to assist during the course of a game or practice, **THE MUST HAVE COMPLETED AND SUBMITTED THE WILLIAMSPORT VOLUNTEER APPLICATION AND BEEN APPROVED.** Failure to comply may result in a 1-game suspension and/or further action by the Board of Directors.
17. **MEDICAL RELEASE FORMS:** Managers and coaches must have in their possession the medical release forms for each of their players at all games and practices. Very important if a serious injury occurs. RANDOM CHECKS WILL BE MADE THROUGHOUT THE SEASON, 1<sup>ST</sup> OFFENSE WILL BE A WARNING, 2<sup>ND</sup> WILL BE SUSPENSION
18. **INJURIES:** In the event a player becomes injured in conjunction with League activities and under the supervision of the team manager or coaches, it is the Manager's responsibility to file the appropriate accident report and immediately place the accident form in a log book to be maintained in the board room. A TRELL Board member acting in the capacity of or on behalf of the Safety Officer will regularly monitor the accident log book for proper handling. Any injury which requires an accident report must notify the league President within 24 hours of incident via e-mail. This will ensure that the incident will be reported to Williamsport within the required 24 to 48 hours of the injury.

## **II Field Decorum**

### **A. General Rules of Field Decorum.**

The following rules appear in the Little League Rule book and are reproduced here for emphasis:

1. The use of alcoholic beverages and illegal substances, in any form, are prohibited on the complex.
2. All Players will be in their dugouts when not participating in the game.
3. Managers and Coaches will not leave the dugout or coach's box until time is called and the Umpire grants permission.
4. Only one offensive time out will be permitted per inning in Major division and higher.
5. The use of Tobacco in any form is prohibited on the complex, practice fields, benches, dugouts and any TRELLE property.
6. After inclement weather occurs, all teams playing on Saturday and/or Sunday must have representation in order to have fields playable that day and should report at 8:00am. The manager is responsible to arrange for a representative from their team to report.
7. Managers and Coaches are responsible for cleaning the dugout after each game/practice.
8. Failure to comply with any of these rules may result in a one game suspension for that manager at the discretion of the Board of Directors.
  - a. Repeated failure to do so may result in a two game suspension and so on.
  - b. The Division player agent and the executive board will consider any extenuating circumstances.
  - c. If a manager is suspended, he/she is not permitted to be at the complex during the play of the next regularly scheduled game or any practices scheduled on the TRELLE complex prior to the one game suspension.
9. All Managers and Coaches are responsible to walk the field prior to a game and/or practice to identify any safety issues. If a safety issue is identified it must be corrected immediately.
10. Managers will be required to post a \$ 150.00 bond for league issued equipment.
11. Managers, and/or Coaches, should notify the Equipment Manager when defective or damaged equipment is found so a suitable replacement can be provided.
12. The manager is responsible for returning league issued equipment promptly at season's end on scheduled equipment return dates unless other arrangements are made with equipment manager. Dates and times TBD. Failure to return equipment on scheduled date and time will result in forfeiture of the manager's bond check and the ability to manage or coach the following season. Managers are required to clean their equipment prior to its return, and to cull-out any damaged pieces.
13. Hit-downs into the fences or backstops is prohibited. THERE SHALL BE NO BATTING PRACTICE ON THE FIELD BEFORE A GAME. Heavy balls or hit sticks are allowed. There will be no live "on-field" batting practice before a game.
14. Managers and Coaches must supervise and prevent Players from digging holes into the field. This is both a safety and field maintenance issue.

### **B. Coaching Personnel.**

1. All Managers and Coaches must fill out and submit a background evaluation form each season.
  2. In order to provide the highest qualified managers and coaches, the TRELLE Board of Directors will approve all Managers and Coaches each year. All managers are voted in each year,

player agents will present the board with nominees, the board will vote, and the President will appoint managers based on recommendation from the board.

2. Each team must have a Manager and two (2) Coaches, all coaches should be on the roster and have background checks.
3. Three (3) adults or two (2) adults and a junior coach will be permitted in the dugout area during the game. (Junior coach is a coach 16 to 18 years of age) No more 4 coaches total (Including scorekeeper)
4. Adult Coaches are permitted to coach at either first or third base at all levels, when available, adult coaches may coach at first and third, except in All-Star and other tournament games that prohibit it.
- 5 A. Junior coaches are not permitted to manage teams (Junior refers to age of 16 – 18 year old coaches, not junior division).
- 6B. One adult coach must be in dugout at all times.
7. Each team, from AAA league up, should have an official score keeper for each game. The Score Keeper may sit on bench provided they are declared as such.
8. A complete and accurate score book is to be kept from the minor league up, the home team's score book shall serve as the official score book. Please enter last names in scorebook.
9. All Coaching personnel, while practicing with their team, on or off complex, must be declared. A Managers or Coaches option may only be declared at one playing level.
10. Wearing a helmet is mandatory for all players coaching bases.
11. Each team must be represented at every manager's meeting.
12. Each team is recommended to practice a minimum of twice a week before the season starts and once a week after the season begins. All practices should be documented with attendance records kept. Failure to hold practices may result in the manager's loss of the team.
13. All Managers with TRELLE can assist with any division.

### **C. Penalties for Ejection from Games**

1. The ejection of any participant from a game, whether a manager, coach, player, or parent, will result in the participant's automatic ejection from the TRELLE complex. Also an automatic suspension from the complex for the next played game.
2. Any physical fighting between player and or spectators will result in an automatic ejection from the complex and game, and will be subject to the Trelle Disciplinary Policy
3. Any Manager, Coach, Player, spectator, Umpire or Scorekeeper actively involved in physical fighting, will be suspended indefinitely from all TRELLE activities, until an appearance before the board of directors
4. After two (2) ejections the Manager, Coach or player may be relieved of his or her responsibilities at the discretion of the BOARD (this used to read executive board)
- 5. ALL EJECTIONS MUST BE DOCUMENTED AND SUBMITTED TO THE DIVISIONAL PLAYER AGENT WITHIN 24 HOURS OF THE OFFENSE BY THE UMPIRE ISSUING THE EJECTION.**

### **D. Appeal and Protest**

1. Appeal and protests will be made through the Board of Directors and must be filed within 24 hours to the League President and in writing / or via email to the player Agent within 48 hours.  
Note: See Little League Rule Book for guidelines for filing a protest.
2. The committee will have the final authority to decide protests of games and interpretation of appeal-able decisions.
3. For purposes of decision-making, a quorum will consist of at least five board members, and must include as "The Chairman" the Vice President, and must include the Player Agent and Umpire chief for the division in which the offense occurred.
4. If the Vice President is involved with the protest or appeal, the Recording Secretary will chair the meeting.

### **III TRELLE COMPLEX RULES:** The Board of Directors shall enforce the following rules:

- A. A team may forfeit a game if the conduct of the spectators becomes unsportsmanlike or uncontrollable. Unruly spectators may be directed to leave the complex and if necessary the police will be called to remove such spectators. The plate umpire shall decide upon the

appropriate course of actions for the AAA, Major, Junior and Senior Leagues. **MANAGERS ARE RESPONSIBLE FOR THE PARENTS, COACHES AND PLAYERS OF THEIR OWN TEAM.**

- B. No motor vehicle parking is permitted within the fences of the complex.
- C. No alcoholic beverages or illegal substances are permitted on the complex.
- D. No ball playing is permitted anywhere except on the playing fields
- E. All litter will be disposed of in proper receptacles
- F. All managers must ensure that their dugouts are clean after each game or practice.
- G. No riding of bicycles, motorbikes, in-line skates, kick scooters or skateboards within the complex.
- H. No pets or animals are allowed on the complex. **SERVICE ANIMALS EXCLUDED!**
- I. All players must wear full uniforms, which are supplied by the league. School ball players, coming from a game, will wear League shirt and hat. Metal spikes are allowed in the Juniors and Seniors.
- J. No jewelry will be allowed under any circumstances by players during games, except medical alert tags.
- K. All rules on player safety will be followed under the Little League rulebook.
- L. Any Manager or Coach who does not conform to these rules will appear before the Board of Directors for disciplinary action.
- M. Hit downs should be done in designated areas.
- M. Any TREL player found vandalizing the complex will be suspended.
- O Any board member has the right to call any game due to darkness or inclement weather, **UNLESS INVOLVED IN THE GAME**
- P No Batting practice on fields prior to the game
- Q. In the event of lightning, there must be a 30 minute wait, after last lightning strike

#### **IV. TREL PLAYING RULES**

##### **A. Players Participation Requirements**

Each player present for a game shall participate as follows:

##### **1. AAA**

- A.** Batting order shall consist of **ALL** players present, batting in rotation.
- B.** All players must play three (3) complete defensive innings, nine (9) defensive outs; open substitution rules apply.
- C.** Non-pitching defensive players may not be replaced while on the field except for injury. All players must be in defensively prior to the first pitch of the top of the 4<sup>TH</sup> inning. If a relief pitcher needs to leave the field to prepare to enter the game, he may be removed but would still need to play 3 complete defensive innings.
- D.** Each batter must wear a helmet for their time at bat and while running the bases.
- E.** AAA must follow new pitching rules set forth in the LL rule book option
- F.** Intentional walks- Pitcher does NOT throw all pitches, HOWEVER, the 4 pitches do count towards the pitchers pitch count.
- G.** AAA – Each team may **ATTEMPT** to steal home on a past ball or wild pitch. However, overthrows to the pitcher or to a base will not count as an attempt.
- H.** AAA(Mercy Rule) There is a 5 run limit per half inning, except the 6<sup>th</sup> inning, **WHICH IS AN OPEN INNING.**
- I.** AAA(Mercy Rule) If the winning team has a 12 (or more) run lead, and the losing team has had at least 4 offensive innings, the game will be called and considered complete. If the visiting team takes the lead (12 or more runs) in the top of an inning the home will still bat. If the home team takes the lead (12 or more runs) after the 4<sup>th</sup> inning the visiting team does not bat.
- I (A) MAJORS- (MERCY RULE)10 RUN LEAD AFTER 5 AT BATS BY LOSING TEAM.**
- J.** Any player not receiving his/her minimum playing time due to a game called by the Mercy Rule, must start in field in the next game.
- K.** Bunting is allowed throughout the entire season.
- L.** Any player who shows up late must be inserted at the bottom of the order, even if the order has turned over. Player would have to play half of the remaining innings in the field. If a player leaves the game early or a player is injured, the spot in the batting order will be skipped with no out charged to the team.
- M.** No swinging bat in the on deck area and only one batter is permitted outside the dugout prior to each

inning.

**N.** Managers must ensure that all players experience as many positions as possible to enhance the player's learning opportunities.

**O.** Players warming up an outfielder must wear a protective helmet during the warm up toss.

**P.** Bat weights are not permitted in Little League, Batting sleeves are allowed

**Q.** Regular season pitching rules will apply during the playoffs.

**R. ?**

**S.** Failure to abide by these rules may result in the manager being suspended a minimum of 1 game.

**T.** 12 YEAR OLD PLAYERS MAY NOT PITCH IN AAA. THEY WILL BE ALLOWED TO PITCH FOR A MAJOR TEAM IF THEY ARE CALLED UP FOR A GAME AS A REPLACEMENT PLAYER.

**u.** **Effective for the 2016 season, there will be a 12 run rule after 5 innings.**

**2. Juniors and Seniors:** must have all players present in the batting order, open substitutions rules apply. Each player must play 3 complete defensive innings.

**Juniors:** If a team is ahead by 10 or more runs after 5 innings the Mercy Rule will be invoked.

**Seniors:** a 10 run mercy rules will apply after 5 innings.

Any player who shows up late must be inserted at the bottom of the order, even if the order has turned over. Player would have to play half of the remaining innings in the field. If a player leaves the game early or a player is injured, the spot in the batting order will be skipped with no out charged to the team.

**3. Majors:** if a Major league team is short players, they will call-up players from the AAA only. The AAA player agent will provide a list of players for the Major Player agent to fill roster spots on a game by game basis.

**4. Seniors/Juniors:** If a senior team is to be short players, they may "call-up" Junior League players. The player's first responsibility is to his Junior league team. A senior team should not "call-up" a Junior league player if the Junior league player has a game that day. TRELLE would appreciate Junior league managers allowing Junior league players to miss practices, to play as a Senior league player when needed. Teams may call-up Junior league players as their 9<sup>th</sup> and 10<sup>th</sup> players only.

**5. Seniors** may be playing inter league games with Beachwood, Berkeley, and Lacey LL.

## **B. Proper Substitution Rule (All Divisions)**

1. Any player that does not receive the minimum amount of playing time must start the next scheduled game and play at least the minimum for both games.

2. Violation of the substitution rules will be considered grounds for protest of the game in which the violation occurred if the offense is deemed intentional.

3. The penalties for the manager or coach will be: **FIRST OFFENSE** Suspension from the next played game. **SECOND OFFENSE:** Suspension for the remainder of the season. **NOTE:** If an intentional violation has been determined, the Board of Directors may assess a more serious penalty.

## **C. Pitcher Eligibility**

1. Please refer to the Little League rules book for pitching rules regarding the new Pitch Count program. (see little league pitching rules ) Manager will be suspended for pitch count violation

2. Pitch counts must be verified every half inning.

3. There will be no protests regarding the pitch count. Home team's book will be the count of record. Any repeat offender will be evaluated by the board of directors.

4. An official pitch counter will be present for all playoff games.

## **D. Rescheduling of Rainout Games**

1. The Player Agent, who shall notify the Umpire in Chief, will reschedule all rainout games. If a player agent is unavailable, the Vice President may act in his or her behalf. If either team fails to field a team on the rescheduled date, they will be charged with a forfeit. Player agent is also responsible for notifying the kitchen director of rescheduled games.

## **E. Postponements**

1. Any game that does not start within 30 minutes of the scheduled start time will be postponed.

2. No inning will start 25 minutes prior to the start of the next scheduled game. This rule is waived for Field 5 for the 5:30/7:30 weekday games. If need be, the 1<sup>st</sup> game on field 5 will use speed up rules (see below).

3. Where a team has advanced notice of its inability to field a team, a request for postponement must be directed to the Player Agent no less than 48 hours prior to game time. The manager must supply a list of absent players. The Player Agent, using discretion, may then call up

players for Major or Senior teams using players from the AAA or Junior division, or postpone the game. In the event the player agent is unavailable, then the Vice President may act on behalf of the league. As with rainouts the umpire in Chief must be notified of all postponements.

**4. The manager is responsible for playing the game, regardless of whom the umpire is.**

5. Both manager and umpire will agree on the way the game was postponed for a continuation game.

6. Home team scorebook must be signed by the umpire and both managers for all continuation games to verify status.

#### **F. Speed-Up Rules**

1. Between Innings warm-ups will be no longer than three (3) minutes.

2. Where inclement weather or darkness threatens the completion of a game, the umpire may implement the following rules:

a. When the catcher is on base with two outs, he/she will be replaced with a runner, who is a player not in the game at the time.

b. No warm up balls will be used in between innings.

c. Warm up pitches will be reduced to a number consistent with the minimum needed for the pitchers safety.

d. No full innings will start after 8 PM, except for games played on Field 5 and Field 6, where no inning is to start after 9:45.

e. The umpire can invoke speed up rules for the 5:30 game on field 5 if he/she believes there will be time constraints on the 730 game.

f. The umpire or board members on duty will, solely decide to end game due to weather or darkness.

g. All participants will cooperate with the Umpire(s) to expedite play.

#### **V. All Weather Practice Facility (AWPF) Rules:**

A. Do not bring baseballs into building.

B. No Smoking

C. Gum and food are prohibited.

D. Sneakers only.

E. Do not hang or pull on nets.

F. No running or horseplay.

G. Do not swing bats outside of hitting areas.

H. Only one (1) person in a cage at a time.

I. Batting helmets must be worn in all batting areas, including hit down and tee areas.

J. Catchers must wear full catcher's equipment while in pitching area.

\*\* Note failure to comply with these rules will result in suspension of players AWPF privileges and could result in penalties for the player's manager \*\*

#### **V I. PLAYOFF AND TOURNAMENT GAME RULES:**

Refer to the playing schedule for Major, Junior and Senior playoff format.

##### **A. Playoff Games.**

1. No regular season make-up game after Date set by Player Agents, except to break a tie for the regular season championship.

2. Ties in the standings will be resolved using the following guidelines:

a. Best head to head record.

b. Best record within division.

c. Least runs given up (by teams involved in tie) in games played against each other.

d. Coin toss.

e. 1 game Play-off game for 1st place tie.

3. Failure to field a team for any reason during the play-offs will result in an automatic forfeit.

4. Normal TRELLE substitution rules apply.

5. Pitch count rules apply through the playoffs.

6. All play-off games must be played to completion. All suspended games, having completed one (1) inning or more, will be continued from the point of suspension and played to completion (Majors: six (6) innings, Juniors/Seniors seven (7) innings).

7. Protests will be resolved immediately on the field.

8. The Player Agent will determine AAA League playoff/tournament format at the end of the Season

**B. Mayor's Trophy Game.**

1. The first place, Major and Junior teams, as of date set forth by Player Agents, will represent TRELL in the Mayor's Trophy Games. Won-lost percentage, regardless of the number of games played, shall determine the first place team. All games count toward the teams record, not just divisional games. In the event of ties, the following tie-breaking formula shall be used:

- a. Best head-to-head record of tied teams
- b. Best record within division (American/National)
- c. Least runs given up (by teams involved in tie) in games played against each other

2. Pitching rules are waived in the Mayor's Trophy Game.

3. TRELL World Series' champion will play in District 18's Tournament of Champions. More information on the TOC will be provided when the information is passed down to the TRELL board of directors.

4. Every effort will be made to name the first place team 7 days prior to the date of the Mayor's trophy game.

**C. ALL-STAR GENERAL RULES AND SELECTION.**

**All Stars-General 8U and up only (Underlined blue font rules are specific to the Major Division)**

1. The date for All-Star Team voting by managers of the (Major) division will precede the player announcement date established by Little League Baseball of June 15th of each year.

2. To coincide with Williamsport Rules, TRELL recommends that All Star Teams consist of a minimum of 12 players, but preferably 13 or, 14 players, unless it becomes necessary to invoke the tiebreaker rules defined in the —All Star—Player Selection section of this document.

3. A multiple round voting process governs the election of Players to an All Star Team.

4. The voting process occurs in the presence of the VP of Operations, Player Agent and League President. All teams must be represented and cast the necessary votes. If a manager can not be present, a pre-approved (by team manager) regular season coach from the team will be assigned a proxy vote, by notifying the Player Agent. at least 2 days prior to the date set for all-star selections. Emergency situations (e.g. less than 2 days) must be communicated to the Player Agent prior to the beginning of the selection meeting.

5. The Player Agent VP and/or League President are the only individuals who will view voting ballots.

6. Managers CAN vote for their own players.

7. To recognize the time and efforts of the coaches, Managers are encouraged to INVITE their coaches to the All Star election. The decision to have coaches present during the election is at the sole discretion of the Manager.

8. The only eligible individuals who can cast votes for the All Star Team are Team Managers.

9. Managers will be required to collect a \$50 bond from each player for uniforms. All bond checks will be kept by the equipment manager and will not be returned until all uniforms have been returned.

10. Managers will be required to post a \$150 bond for equipment.

11. Voting for All Stars is division specific. That is, a Manager in the American League cannot vote for a player in the National League.

**All Stars—Manager / Coach Selection (Single A Division and above)**

Managers and Coaches interested in managing or coaching an All-Star Team must request it in writing, requests must be forwarded to the Player Agent no later than 48 hours prior to manager selection. All requests will be reviewed by the VP, Player Agent and President of TRELL. **In the event the President, VP or Player Agent are active managers, they will be excluded from review process and counting ballots for their respective division. They can, however, participate in the voting process as managers.** Managers will then be elected by majority vote within each division and league respectively (i.e.- Major American League managers will vote for Major American League All-star manager only). In the event of a tie, the division Player Agent will cast the final deciding vote. Once this review process has been completed the Player Agent and VP/President will make manager and coach recommendations to the TRELL Board of

Directors. Please note that this process is no different than appointing any manager or coaching position for TRELL. Only managers and coaches approved by the Board of directors will be permitted to manage or coach an All-Star team.

1. A Manager, subject to the Division Player Agent, President and TRELL Board approval, will have a choice of any Major League Manager or Coach, division specific, in filling their staffing positions.
2. The election of an all star manager by the Division Player Agent, President and the Board should consider vacation schedules and the necessary commitment to devote the time to enable the team to advance to its maximum level (e.g. District, Region, State and beyond)
3. A regular season Manager who chooses not to manage an All-Star Team is still eligible for a Coaching position.
4. A regular season coach is eligible to manage an all-star team consistent with Williamsport Rules

**All-Stars—Player Selection (Single A Division and above) (Underlined blue font rules are specific to the Major Division)**

1. Managers can consider **ALL ELIGIBLE PLAYERS**, as defined by Little League Baseball, for All Stars.
  2. The first round of voting is conducted as follows:
    - a. The goal of the first round of voting is to select the first ten (10) players. The actual number may be more, or less, depending on the outcome of the voting process.
    - b. Before the vote, Managers can voice their opinion regarding the skills, or lack thereof, of ALL eligible players. Skills, character, availability, sportsmanship should all be considered.
    - c. Managers cast votes for up to (10) players...and a minimum of (8).
    - d. Election to the All Star Team in the first round requires a player to receive a minimum of four (4) votes. Players with less than four (4) votes automatically fall into the second round of voting. If in the event no players receive 4 or more votes the managers will return to the discussions of nominations for Round 1 of the voting. Alternatively, if more than 10 players receive 4 or more votes, the top vote getters (greater than 4 votes) automatically make the all star team and the managers shall then return to the discussion to determine the remaining nominations for Round 1. This procedure will be repeated until such time as the first 10 players are determined.
  - DEPENDING ON THE AMOUNT OF KIDS
  - e. In the event of a tie for the tenth position, the manager will decide which player will be the tenth player. Recommendation is to take both players.
  - f. The balance of the team will be selected at the All-Star Team manager's discretion to fill the needs of the team.
  - g. If only 12 players are selected (maximum 2 coaches permitted).
3. As a strict rule, players will only play within their respective All Star age division. Only in the rarest circumstances should a Manager recommend a player for a higher age division. If a recommendation is made, the player under consideration is subject to a two phase voting process as follows:
    - a. The player must first receive a **UNANIMOUS** vote by the Managers, Player Agent and League President for consideration in the higher age group. Standard voting process then occurs.

**VII. FARM LEAGUE & T-BALL RULES**

**A. Guidelines for 5, 6, 7, and 8 years olds.**

**TOMS RIVER EAST LITTLE LEAGUE  
5 year Old  
BASIC RULES**

1. Dress: All players should wear rubber cleats, uniform T-shirt, baseball cap,

athletic supporter, and any other approved safety equipment.

2. Batting order: All players will bat in a rotating order that shall include all players present for the game. Late arrivals shall be placed at the bottom of the batting order. All players will bat each inning. No score will be kept.

3. Fielding positions: Infield will consist of standard baseball positions **except pitcher and catcher**.

Outfield will consist of four (4) players.

4. Every child should be given as many opportunities as possible to experience playing every position, safety permitting. It is RECOMMENDED that no child play the same position twice in the same game.

5. Substitutions: There are unlimited substitutions. Players may enter and re-enter as often as the coach wishes. Changes should not be made in the middle of an inning unless an injury occurs or a personal issue arises (bathroom break).

6. A 1 hour 30 minute time limit (maximum) for each game should be played in its entirety. Please use common sense on very hot or cold days.

7. Protective Equipment: Batters and base runners MUST wear a protective helmet. All players should wear a protective athletic supporter. Outfielders must wear helmets. If there is a game on field 1 or 6 ALL PLAYERS MUST WEAR A HELMET

8. Handling of bats: There is no on deck area. Players should not handle bats in the dugout! Only the batter at the plate should be holding a bat.

9. Coaches on the field: Only certified coaches or parents may be on the field. Coaches may be anywhere on the field.

10. Infield fly rule: There is no infield fly rule. Coaches should have runners proceed with caution as they would with a regular pop up.

11. Stealing, bunting and hitting: there is no stealing or bunting in tee ball. The runners must stay on base until ball is hit. A hit ball must travel at least 10 feet. ALL HITTERS WILL HIT OFF A TEE FOR THE ENTIRE SEASON WITH NO EXCEPTIONS!

12. Base running: There is no sliding or plays to the plate. Coaches should hold runners to one base, unless the ball goes into the outfield then they can run two bases.

13. Umpires: Managers and coaches are the umpire their own games.

14. Injuries: All injuries are to be reported on an injury report form. Please report all injuries to player agent.

15. Rain outs: Rain outs may be rescheduled if field space is available.

16. Problems: if a problem arises between teams, the coaches should work it out amongst themselves without arguing or fighting in front of players. Please advise player agent of any problems.

17. All teams must have an adult in the dugout at all times players are present.

18. **Home team is on first base side, and is responsible for raking the field after each game. Visiting**

team is responsible for picking up garbage and policing surrounding area. All coaches are to instruct

players not to "dig" in the outfield.

19. No Jewelry

**TOMS RIVER EAST LITTLE LEAGUE  
ROOKIE 6 year Old  
BASIC RULES**

1. Dress: All players should wear rubber cleats (NO metal spikes), uniform T-shirt, baseball cap, athletic supporter, and any other approved safety equipment.

2. Batting order: All players will bat in a rotating order that shall include all players present for the game. Late arrivals shall be placed at the bottom of the batting order. All players will bat each inning. No score will be kept.

3. Fielding positions: Infield will consist of standard baseball positions except pitcher and catcher. Outfield will consist of four (4) players. PITCHER TO BE PLACED BEHIND COACH

4. Every child should be given as many opportunities as possible to experience playing every position, safety permitting. It is RECOMMENDED that no child play the same position twice in the same game.
5. Substitutions: There are unlimited substitutions. Players may enter and re-enter as often as the coach wishes. Changes should not be made in the middle of an inning unless an injury occurs or a personal issue arises (bathroom break).
6. A 1 hour 30 minute time limit (maximum) for each game should be played in its entirety. Please use common sense on very hot or cold days.
7. Protective Equipment: Batters and base runners MUST wear a protective helmet. All players should wear a protective athletic supporter. Outfielders must wear helmets.
8. Handling of bats: There is no on deck area. Players should not handle bats in the dugout! Only the batter at the plate should be holding a bat.
9. Coaches on the field: Only certified coaches or parents may be on the field. Coaches may be anywhere on the field.
10. Infield fly rule: There is no infield fly rule. Coaches should have runners proceed with caution as they would with a regular pop up.
11. Stealing, bunting and hitting: there is no stealing or bunting in rookie ball. The runners must stay on base until ball is hit. A hit ball must travel at least 10 feet. COACHES WILL PITCH , AFTER 3 PITCHERS, 3 SOFT TOSS, THEN TEE, APPROX 5-7 FEET SOFT TOSS, USE TEE WHEN NEEDED, AT COACHES DISCRETION
12. Base running: There is no sliding or plays to the plate. Coaches should hold runners to one base advanced unless ball is in the outfield. If a play is made runner is called out and will return to dugout.
13. Umpires: Managers and coaches are the umpire their own games.
14. Injuries: All injuries are to be reported on an injury report form. Please report all injuries to player agent.
15. Rain outs: Rain outs may be rescheduled if field space is available.
16. Problems: if a problem arises between teams, the coaches should work it out amongst themselves without arguing or fighting in front of players. Please advise player agent of any problems.
17. All teams must have an adult in the dugout at all times players are present.
18. No Jewelry
- 19. Home team is on first base side, and is responsible for raking the field after each game. Visiting team is responsible for clearing garbage and policing surrounding area. All coaches are to instruct players not to "dig" in the outfield.**
20. After, 4/28. after there is an out at first, the runner will go back to the dugout. The coach that is pitching will act as umpire for outs. (new)

**TOMS RIVER EAST LITTLE LEAGUE  
7 year old Farm Division  
BASIC RULES**

1. Dress: All players should wear rubber cleats (NO metal spikes), uniform T-shirt, baseball cap, athletic supporter, and any other approved safety equipment.
2. Batting order: All players will bat in a rotating order that shall include all players present for the game. Late arrivals shall be placed at the bottom of the batting order. All players will bat each inning. No score will be kept. Outs will be outs, clear bases
3. Fielding positions: Infield will consist of standard baseball positions. Outfield will consist of three players.
4. Every child should be given as many opportunities as possible to experience playing every position, safety permitting. It is RECOMMENDED that no child play the same position twice in the same game.
5. Substitutions: There are unlimited substitutions. Players may enter and re-enter as often as the coach wishes. Changes should not be made in the middle of an inning unless an injury occurs or a personal issue arises (bathroom break).

6. A 1 hour 45 minute time limit (maximum) for each game. Please use common sense on very hot or cold days.
7. Protective Equipment: Batters and base runners MUST wear a protective helmet. All players should wear a protective athletic supporter
8. Handling of bats: There is no on deck area. Players should not handle bats in the dugout! Only the batter at the plate should be holding a bat.
9. Coaches on the field: Only certified coaches or parents may be on the field. Coaches may be anywhere on the field.
10. Infield fly rule: There is no infield fly rule. Coaches should have runners proceed with caution as they would with a regular pop up.
11. Stealing, bunting and hitting: there is no stealing or bunting in farm. The runners must stay on base until ball is hit. Coaches will pitch, it is their choice to give the batter a walk.
12. Base running: Coaches should be teaching players to slide, sliding will be allowed. The last batter should not circle the bases unless play dictates. There will be no plays at the plate. Bases are to be cleared after 3 outs.
13. Umpires: Managers and coaches are the umpire their own games.
14. Injuries: All injuries are to be reported on an injury report form. Please report all injuries to player agent.
15. Rain outs: Rain outs may be rescheduled if field space is available.
16. Problems: if a problem arises between teams, the coaches should work it out amongst themselves without arguing or fighting in front of players. Please advise player agent of any problems.
17. All teams must have an adult in the dugout at all times players are present.
18. Home team is on first base side, and is responsible for raking the field after each game. Visiting team is responsible for emptying garbage and policing surrounding area. All coaches are to instruct players not to "dig" in the outfield.
19. 10 Players maximum on field at any time.

#### **Farm**

#### **Mid-Season Additions APRIL 29TH**

**The following rules should be followed in addition to the General Rules for the second half of the season.**

- Teams will play with 9 players on the field unless there is only "1" player on the bench and then that team is able to use all 10 available players. (Suggestion: players on the bench could be sent to the outfield corners with coaches to work on pitching technique)
- Teams will be allowed to rotate players from the dugout to the outfield half way through the opposing teams batting lineup. This will take preparation as well as communication with opposing coach and needs to be done in a timely fashion.
- Pitchers will throw 4 pitches to each batter. Coaches will then throw 4 "hittable" pitches. If the player does not hit, he/she will then be awarded a "walk".
- Pitchers will throw from no more than 2-3 feet in front of the rubber. (Pitching from too close is not beneficial for the Pitchers and can become a safety issue for the players)
- to the top)
- There shall be equal at bats for all 7 year olds by end of the game.
- There should be a coach behind the Catcher and Pitcher at all times prepared with extra baseballs to speed game up. If the Catcher receives the pitch cleanly, he/she should throw the ball back to Pitcher. If the pitch is a passed ball, a Coach should immediately give Pitcher a new baseball. There should also be a coach on 2<sup>nd</sup> base-Coaches to monitor time between innings and strive to start innings within a 3-4 minute time frame.
- coaches should pitch to their own batters, one coach on second base
- clear bases after 3 outs

### **TOMS RIVER EAST LITTLE LEAGUE 8 yr old Single A BASIC RULES**

1. Dress: All players should wear rubber cleats (NO metal spikes), uniform T-shirt, baseball cap, athletic supporter, and any other approved safety equipment.
2. Batting order: All players will bat in a rotating order that shall include all players present for the game. Late arrivals shall be placed at the bottom of the batting order. All players will bat each inning. 3 outs and switch sides also a 5 run limit per inning
3. Fielding positions: 10 players maximum all season.
4. Pitching: Pitching will be 2 innings of coach pitch, 2 innings of kids pitch and finishing with 2 innings of coach pitch.  
Players will receive 3 strikes for an out or 4 balls for a walk. Coaches must be cognizant of the Little League pitch count rule. Any player who hits 3 players in any 1 inning should be removed from the game. No pitcher should throw more than 50 pitches per game.
5. Every child should be given as many opportunities as possible to experience playing every position, safety permitting.
6. Substitutions: There are unlimited substitutions. Players may enter and re-enter as often as the coach wishes. Changes should not be made in the middle of an inning unless an injury occurs or a personal issue arises (bathroom break).
7. A 1 hour 45 minute time limit (maximum) for each game. Please use common sense on very hot or cold days.
8. Protective Equipment: Batters and base runners MUST wear a protective helmet. All players should wear a protective athletic supporter. Catchers must be fully equipped with complete set of gear including throat protector.
9. Handling of bats: There is no on deck area. Players should not handle bats in the dugout! Only the batter at the plate should be holding a bat.
10. Coaches on the field: Only certified coaches or parents may be on the field. Coaches may be anywhere on the field. Limit 1 per team.
11. Infield fly rule: There is no infield fly rule. Coaches should have runners proceed with caution as they would with a regular pop up.
12. Stealing, bunting: There is no stealing the 1<sup>st</sup> half of the season. No bunting entire season. The runners must stay on base until ball is hit.
13. Base running: Coaches should be teaching players to slide, sliding will be allowed. The last batter should not circle the bases unless play dictates. There will be no plays at the plate. Bases are to be cleared after 3 outs.
14. Umpires: Managers and coaches are to umpire their own games.
15. Injuries: All injuries are to be reported on an injury report form. Please report all injuries to player agent.
16. Rain outs: Rain outs may be rescheduled if field space is available.
17. Problems: If a problem arises between teams, the coaches should work it out amongst themselves without arguing or fighting in front of players. Please advise player agent of any problems.
18. All teams must have an adult in the dugout at all times players are present.
19. Home team is on first base side, and is responsible for raking the field after each game. Visiting team is responsible for emptying garbage and policing surrounding area. All coaches are to instruct players not to "dig" in the outfield.
20. Score will be kept from the beginning of the season.

**Single A APRIL 29th  
Mid-Season Additions**

**The following rules should be followed in addition to the General Rules for the second half of the season.**

- Teams will play with 9 players on the field at all times unless there is only 10
- Each team will have 3 outs or a 5 run limit.

- 50 Pitch or 3 inning max. No coach pitching 2<sup>nd</sup> half of season.
- Stealing is allowed, however, runners will be frozen at 3<sup>rd</sup> base.
- Coaching should be done from the dugouts or just outside the dugouts.
- On field 4 pitchers must throw from rubber on field 3 they can stand 2-3 feet in front of rubber.
- Each team's Catcher will bat first in the batting order to allow time for him/her to get geared up after coming to the dugout. (Suggestion: Have your Pitcher bat 2nd in the lineup or at least close to the top)
- There should not be a player in the same position 2 consecutive innings except pitcher or catcher.
- Coaches need to monitor time between innings and strive to start innings within a 2-3 minute time frame.

### **VIII. AAA LEAGUE DRAFT AND TEAM ORGANIZATION**

- A. Dropped 3<sup>rd</sup> strike rule from the beginning of the season.
- B. Eligibility: All 9,10, and 11 year old players. Also, 12 yr old players that sign a waiver for safety reasons. old children will be invited for an evaluation for the AAA League (9 year old players will not be eligible for the major league draft).
- C. Each manager will have a coach's option. All other players will be graded and a blind draft will be held to select evenly talented players for each team for all ages within the division.
- D. Age group: 9, 10, 11 and 12-year-old age groups. All players not selected to the Major league level will be eligible to play at the AAA level. The AAA Player Agent will chair a committee of evaluators to construct teams that should be of equal talent.
- E. Call/Ups: AAA players may be called up to a Major League team during the season to fill roster vacancies for a specific game (i.e., only if the Major League team has 9 or less players for a scheduled game. Majors manager will notify opposing team of AAA player. 9 yr old players will not be eligible to play up in the Majors. Major managers should look ahead and use AAA players NOT already playing for their AAA team.
- F. Practices: The AAA managers will be invited to participate in Major team practices.
- G. Player Agent: Major League player agents will assist The AAA Player Agent when player movement is an issue.

### **IX. MAJOR LEAGUE DRAFT AND TEAM ORGANIZATION**

- A. Draft positions will be determined by each team's won-lost record. The team with the worst record will pick first, the team with the 2<sup>nd</sup> worst record will pick 2<sup>nd</sup> ..... Ties will be broken in the same fashion as stated before in section VI-A-2.
  - A-1:** All teams requiring (8) or more draft picks will be given a bonus pick at the end of Round 5 as stated in Little League draft rules. If more than one team meets this requirement, order of bonus pick selection will follow regular draft order. (i.e.- Team with 4<sup>th</sup> overall draft pick will exercise bonus pick before Team with 9<sup>th</sup> overall pick...etc). Sixth Round will resume with normal draft order.
- B. Any drafted player refusing to play for a specific Major League Team may be placed on a AAA team but will remain the draft selection of the Major League Team for his/her major league eligibility.
- C. A manager's option must be exercised in the 3rd round. A coach's option must be exercised in the 2nd round. Coach's option players must have played in TRELLE within the previous two (2) years. A Manager must declare their child as an option or the child will not be permitted to be drafted on the team he/she manages. Any player released from a team and put back into the draft, may not be taken by another team as a Coach's option. A released player must play for the team that drafted him/her for that year. The player wishing to be released must show just course (refer to President's Manual, page 4). Existing Manager will be compensated by a 1st or 2nd round bonus pick, as decided by the player agent.
- D. There will be no more than eight (8) players of any single age (10,11 or 12) on any team. All teams must have a minimum of (5) 12-year-old players on each team, provided there are enough players to fulfill this request. The Player Agent will determine, prior to draft, the number of 12 years old per team. If this number is less than 5 due to lack of player availability for this age, additional 10 or 11 year old players may be taken to fill the vacancy(s).
- E. In order to be placed on a Major league team in TRELLE, all 10, 11 and 12 year old players must try-out. If not drafted to a Major League team the player will be placed on a AAA team.

F. Any 10, 11, or 12 year old player not trying-out will not be eligible for all-star play, with the exception of Manager's, Coach's and Brother's options.

G. All manager and coach's options must be declared 48 hours prior to the draft. The date to be determined by the Player Agent and/or Vice President of Baseball Operations.

H If a player resigns, the manager must replace him within 72 hours. If the manager doesn't replace the player within 72 hours, the player agent will assign a player to the team to round out the team roster.

I Brother/sister Option: Effective for all divisions. This option must be exercised in the 4th round when there is already a brother/sister on an existing team. In the event of multiple brother options, that selection will occur in each following round. The option(s) must be declared before the draft. This option is at the Manager's discretion, not the choice of the parents. It is incumbent upon the manager to speak with the family prior to the tryouts.

## **X. SENIOR LEAGUE DRAFT AND TEAM ORGANIZATION**

A. Draft position will be in reverse order of the final combined regular season records with the tie-breaking criteria listed in Section VI-A-2.

B. Teams will consist of 13-14 players. Should a Senior league team be short players, they are to "call-up" players from the Juniors. Players shall not be called up unless the team does not have enough players to field a team. No 13-year old players are to be brought up.

C. A Manager's option must be exercised in 3rd round. A Manager must declare their child as an option or the child will not be permitted to be drafted on the team they manage. A Coach's option must be exercised in the 2nd round. Brother options will remain the same as outlined in the Major section of Draft. Any player released from a team and put back in the draft cannot be taken as a Coach's option for another team. The player wishing to be released must show just cause, presented in writing, to the Board of Directors for review and approval. Existing Manager will be compensated by an 1st or 2nd round bonus pick as decided by the Player Agent. No trades are allowed prior to the draft. All Manager and Coach's options must be declared 48 hours prior to the draft.

D. All unassigned 14, 15, and 16-year-old players must tryout for the Senior leagues. All 15 and 16 year old players must play in the Seniors. Beginning with the 2008 season 15 year old players will be permitted to play in the Juniors.

E. If a player resigns, he/she must be replaced by the manager within 48 hours. The manager may take any player not currently on a senior league roster.

F. Any 15/16 player who wishes to register after teams are selected, must be placed on a waiting list and await an opening in the Seniors.

G. Any games played against Toms River Little League will count in or league's won-lost record.

## **XI. JUNIOR LEAGUE DRAFT**

A. The junior league will "start fresh" each season, with no players assigned to any team. Each team will have a manager's and coach's option. The Player Agent will determine the order of draft in a random fashion, and the draft will proceed in an order of first to last and then last to first in alternating rounds. I.e., 1-2-3-4-5-5-4-3-2-1.

B. Any 13/14 player who wishes to register after the teams are selected must be placed on a waiting list to be distributed by the Junior player agent.

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