

2018 By-Laws & Rules



Orchard Park Little League

In cooperation with the Town of Orchard Park Recreation Department

TOWN OF ORCHARD PARK RECREATION DEPARTMENT
4295 South Buffalo Street
Orchard Park, NY 14127

4 / 6 / 2018



2018 Board of Directors

- President:..... Ted Phalon
- Vice President:.....Jim Reitebach
- Treasurer:..... Tom Kingston
- Secretary:.....Jackie Mattina
- Director of Baseball:.....Daren Senfield
- Director of Softball:..... Julie Fanutti
- Player Agent - Baseball:..... Tom Prince
- Player Agent - Softball:..... Ted Chmiel
- Safety Officer:.....Jim Ryan, MD
- Developmental Program.....Ted Phalon
- League Information Officer:.....Joe Stallone
- Coaching Coordinator:BBall..... OPEN
- Coaching Coordinator SBall.....Alex Dobosh
- Travel Baseball Director:.....Ted Phalon
- District Team Director.....Ted Phalon
- Travel Softball Director:.....Neal McMullen
- Softball Tournament Director.....Neal McMullen

Baseball Committee

- Tee Ball Commissioner:..... Rick Licursi
- Pee Wee Commissioner:.....Chris Valiquette
- Juniors Baseball Commissioner.....Rich Grey
- Minors Baseball Commissioner:.....Ross Bowman
- Majors League Commissioner:.....Joe Stanisewski
- Jr/Senior League Commissioner:.....Ted Chmiel
- Big League Commissioner:..... OPEN

Softball Committee

- Rookies Commissioner.....April / Kyle Liebler
- Minors Commissioner:..... Matt Stegner
- Majors Commissioner:..... Daniel Vaillencourt
- Seniors Commissioner:.....Aaron Kilmer

Operations

- Chief Umpire:..... OPEN
- Baseball Equipment:.....Jeff Zelasko
- Softball Equipment:..... Chris Farina
- Director of Strategic Planning:..... Pete Suffoletto
- Director of Grounds:.....Tony Matczynski
- Director of Facilities:.....Tim Stiles
- Advertising & Sponsorships:..... Bill Barsotelli
- Special Events Coordinator..... Sharon Juda
- Web Site:..... Rick Licursi
- Concessions: (non-board position).....OPEN

LEAGUE MAILING ADDRESS

Orchard Park Little League
PO Box 201, Orchard Park, NY 14127

**TOWN OF ORCHARD PARK
RECREATION DEPARTMENT**

4295 South Buffalo Street
Orchard Park, NY 14127

PHONE 662-6450



Orchard Park Little League

Mission Statement

Through positive reinforcement, we will provide the best atmosphere for our children to learn the rules and skills of baseball and softball. We will build ballplayer’s self-esteem, and we will teach them to exhibit good sportsmanship.

The Orchard Park Little League Board of Directors must attract and develop the best managers, coaches, umpires, and other adult leaders to ensure that our children have an enjoyable learning and playing experience.



Little League Pledge

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



DO MY BEST

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IMPORTANT PHONE NUMBERS

Orchard Park Police - Emergency.....	911
Orchard Park Police - Non-Emergency.....	662-6444
Mercy Ambulatory Care Center.....	662-0500
OPLL Registrar.....	800-409-9731
Jim Ryan, Safety Officer.....	662-7771



VOLUNTEER APPLICATIONS

All adult volunteers wishing to manage or coach any Little League baseball and/or softball team and all board members must complete an OPLL Volunteer Application. These forms will be available at registration; from your league commissioner or you can print this form off our web site. Team coaches and managers must be appointed by the president and approved by the board of directors each and every year. Anybody who does not submit a completed form and is not approved by the board of directors will not be allowed to manage, coach or help at any OPLL games or practices.

LITTLE LEAGUE® CHILD PROTECTION PROGRAM Modifications to Regulation I

All Little League/ rule books and operating manuals now include in Regulation I the following language dealing with mandatory use of the Volunteer Application and mandatory background checks.

Regulation I (b)

New language: As a condition of service to the league, all managers, coaches, Board of Directors members and any other persons, volunteers or hired workers, who provide regular service to the league and/or have repetitive access to, or contact with players or teams, must complete and submit an official “Little League Volunteer Application” to the local league president. Annual background screenings must be completed prior to the applicant assuming his/her duties for the current season. Refusal to annually submit a fully completed “Little League Volunteer Application” must result in the immediate dismissal of the individual from the local league. (See also Reg. I (c) 8 and 9.)

Regulation I (c) 8 and 9.

I (c) Each league shall:

8. Require that all of the following personnel have annually submitted a fully completed official “Little League Volunteer Application” to the local league president, prior to the applicant assuming his/her duties for the current season: Managers, Coaches, Board of Directors members and any other persons, volunteers or hired workers, who provide regular service to the league

and/or have repetitive access to, or contact with, players or teams.. The “Little League Volunteer Application” must be maintained by the president of the local league board of directors for all personnel named above, for a minimum of the duration of the applicant’s service to the league for that year. Failure to comply with this regulation may result in the suspension or revocation of tournament privileges and/or the local league’s charter by action of the Charter or Tournament Committee in Williamsport.

9. Conduct an annual background check on all personnel that are required to complete a “Little League Volunteer Application” prior to the applicant assuming his/her duties for the current season. No local league shall permit any person to participate in any manner, whose background check reveals a conviction for any crime involving or against a minor. A local league may prohibit any individual from participating as a volunteer or hired worker; if the league deems the individual unfit to work with minors. A local league must conduct a search of the applicable government operated statewide sex offender registry. If no sex offender registry exists in a State /Province, the local league must conduct a statewide criminal background check through the appropriate governmental agency unless prohibited by law. Failure to comply with this regulation may result in the suspension or revocation of tournament privileges and/or the local league’s charter by action of the Charter or Tournament Committee in Williamsport. Note: Information regarding background checks is available at www.littleleague.org.

MANAGERS CODE OF CONDUCT

Competent leadership on and off the playing field is essential to the full benefit and enjoyment of the youngster who plays in Orchard Park Little League. A requisite to good leadership is knowledge of and ability to do a specific job. The Manager and other adults who perform services in the Orchard Park Little League are looked upon to provide leadership in much the same fashion, as is the Board of Directors. Each must know his/her job and develop the respect of players and adults alike.

Character, good judgment, ability to get along with youngsters and the desire to do that job well are the



attributes of a good manager. The manager's conduct on the field will, in a marked degree, determine success. The attitude in disposing of disputed decisions can elevate a manager's effectiveness rather than lower dignity.

MANAGERS COMMITTEE

Each year before the start of the season, the board of Directors appoints a Managers Committee of no less than three and not more than five directors. The Managers Committee, during the playing season, will observe the conduct to the President of the League. It shall, at the request of the League President or any league member, investigate complaints and make a report thereof to the league President or Board Of directors as the case may be. The Managers Committee will communicate with each other, meet as needed and report any findings to the League President in the timely manner. This committee may also interview and investigate prospective new coaches and managers and recommend acceptable candidates to the League President for appointment and subsequent approval by the Board of Directors.

Article VII of Little league Baseball, Inc. provides for disciplinary action including, but not restricted to, removal or suspension, for any act, conduct or involvement contrary to the Rules, Regulations, and Policies of the Corporation. (Orchard Park Little League), or which might tend to bring the corporation (Orchard Park Little League) into disrepute, or for any failure to perform the duties and responsibilities assigned to each member.

Any member of Orchard Park Little League that wishes to initiate a complaint concerning a coach, manager or spectator, does so by contacting anybody on the Board Member. Members of Orchard Park Little League include all players, coaches, managers, umpires and any other league volunteers.

OPLL FEE STRUCTURE

Fees for 2018 are as follows: (includes \$40 raffle ticket purchase)

Tee Ball League - \$150.00

Pee Wee League - \$165.00

Juniors League - \$165.00

Majors League - \$165.00

Seniors League - \$175.00

Baseball Travel Players (House Opt Out Fee) - \$100.00

- Late signup fee of \$20.00 may also be applied after the initial sign up dates have passed.
- The executive committee will make decisions to void fees based on just cause.

GAME STARTING TIMES

Monday thru Friday

6:00 pm (and 8:30 pm California Rd 90' diamond only)

* Plus games under the lights.

Saturday and Sunday 10:30 am, 1:00 pm, 3:30 pm and 6:00 pm (8:30 am used for make-up games only)

* Plus games under the lights.

Saturday and Sunday - Pee Wee and TeeBall Only:

10am, 12 Noon, 2:00 pm, 4:00 pm and 6:00pm

CURFEWS

For Teeball Games:

- No new inning will start after 1 hour/15 minutes from the start time.

For Baseball Games:

- No new inning will start after 1 hour/50 minutes from the scheduled start time or 8:20 pm, whichever comes first. There is NO curfew for Minors and Majors Leagues playoff games.

For Senior Baseball Games:

- No new inning will start after 2 hours from the scheduled start time. All Games played on 90' diamond on California Rd. are under the guidelines of the Town of Orchard Park. The lights at this diamond are on a timer that is set to turn off at approximately 10:45pm. No new inning should start after 10:30pm at this diamond.

For All Softball Games:

- No new inning will start after 1:45 from the schedule start time of the game or 8:20 pm, whichever comes first.

Playoff games will be played to completion. If a playoff game reaches its curfew time, the game will be suspended and will be resumed at the earliest possible date scheduled by league officials.



PROTESTING A GAME

The protesting manager shall immediately, and before any succeeding play begins, notify the umpire that the game is being played under protest. Protest must be noted in both team scorebooks. The protesting manager must notify the Commissioner that a game is under protest within 24 hours of the protest. In addition, a written explanation of the protest must be submitted to the Commissioner and to the League President within 72 hours of the game. Failure to submit protest in writing within the prescribed time will automatically result in dismissal of the protest. Only questions involving rule interpretation and the eligibility of players and pitching are subject to protest. In judgment situations, the ruling of the field umpire will be final in each and every case.

If it is determined that a team used an ineligible pitcher in any game, that team will forfeit the game. This penalty can be invoked at any time before the end of the season, for a regular season game or before that team plays another game in the playoffs. A committee composed of the Commissioner, any other Executive Officer and the Chief Umpire shall hear and resolve any protest concerning playing rules. The League President shall be an ex officio non-voting member of the committee, but may, in the protest, be invited to attend the meeting to explain the situation under protest. The umpire involved will also file a written report and may be invited to the meeting, if necessary.

RAINOUT POLICY

Cancellations can only be determined by OPLL grounds crew, Board Members, Safety Officer, Umpires or the Town of Orchard Park officials. Parents and coaches may not cancel league-scheduled games on their own.

Rainouts at Duerr Road (formerly Thorn Ave.) Diamonds
The Grounds crew prepares these diamonds for play every day and when diamonds are unplayable, a message will be recorded on our answering machine at the concession stand. This phone number is 667-3715. Be sure everyone on your team knows this number and calls when weather or field conditions are in question. On weekends, updates will be made periodically depending on the number of games scheduled.

Rainouts at California Rd., Taylor Rd. and Yates Park

The Orchard Park Highway Department maintains and prepares these fields for play. They may post a PARK CLOSED sign on the backstop or entrance gate if they feel the diamonds are not playable or unsafe. DO NOT remove this sign or attempt to practice or play a game when the diamond is closed. Our league could lose our permits if this Town of Orchard Park rule is not followed. Please check the www.opll.org web site for rain out updates, email and text notification are also available through our new Team Wall functions.

When fields are closed or games are suspended or cancelled, teams and coaches are not authorized to use field for any reason, including games or practices. Anybody violating this rule will be reported to the managers committee for investigation

LIGHTNING EVACUATION PROCEDURES

At the first sign of lightning, suspend game or practice immediately & proceed to your car to wait until a decision is made by the umpire or league official that the game is cancelled, suspended or will be resumed. Stay away from metal fencing (including dugouts & batting cages) and do not hold a metal bat or stand under trees. Your car will be the safest place in a lightning storm; the tires ground your car.

CHANGING A SCHEDULED GAME

Changing a league scheduled game to accommodate 1 or 2 people could have a negative impact on everyone else involved including concessions stand managers and volunteers, grounds crew, umpires, and the other families and players of both teams. **Coaches/Managers are not permitted to cancel or reschedule games.** Camping trips, vacations, dance recitals and conflicts with other recreation or sports programs are not reasons for changing a league-scheduled game.

When teams do not have enough players to start a game:

- Leagues with farm systems (call-ups or call-downs), follow your league procedure for filling your roster
- Instructional Leagues - you may choose to allow players to play for the opposing team or not to use a catcher, a pitcher, etc.



- Direct any questions about your league policy and procedure to your commissioner.

FORFEITS

All games will start promptly at the time designated in the schedule, unless delayed by the previous game. It is the policy of Orchard Park Little League that, insofar as is possible, forfeits will be avoided.

GAME SUMMARIES

Game summaries are used to determine league standings and to track innings pitched. Manager of the WINNING TEAM must complete a game summary, where required immediately after each game and turn in at the concessions stand/commissioners box or emailed to the commissioner at the commissioner's discretion.

ORCHARD PARK BEE PRESS RELEASE

Press releases need to be submitted to the Bee by 10:00am on Mondays to be included in that week's edition. Coaches should make every attempt to mention every player on their team roster at least once during the season.

BATTING CAGES

The batting cages are located behind the concessions stand at both the Duerr Road and Brush Mountain facilities. The cages will be ready for use as soon as weather permits. When cages are open and machines are not available, coaches may pitch to the batters. Players should not pitch inside batting cages. Players should use the bullpen area behind the batting cages for pitching.

The batting cages will be left open when grounds crew or OPLL Board members are present. Normal hours are from 4:00 pm to dusk Monday ^{thru} Friday and 9:00 am to dusk on Saturday and Sunday. Coaches must be present and observe the rules posted at the batting cages.

- Only 1 batter and 1 coach should be inside the cage during batting practice
- Players must wear batting helmet

- Coaches should place all balls the bucket provided and cover the machine and bucket after use
- Be sure to unplug the cord & place it under cover after use
- Coaches should not use batting cages when conditions are wet or during a lightening storm
- The use of the batting cages is for OPLL members only

SAFETY AWARENESS PROGRAM (ASAP)

The goal of ASAP is to raise safety awareness and make it "safer for the kids," now and into the future. Our league's success is measured not in dollars spent on safety or by becoming the "perfect league," but by improving our current situation. Likewise, ASAP is not intended to impress new rules and regulations on leagues. ASAP is the communication link to a national network of safety officers, allowing them to share ideas on providing a safer environment. Instead of starting from scratch, a new safety officer can see what leagues across the country are doing to raise safety awareness and prevent injuries.

IMPORTANT PHONE NUMBERS

Orchard Park Police Emergency	911
Orchard Park Police Non-Emergency	662-6444
Mercy Ambulatory Care Center	662-0500
OPLL Concessions Stand	667-3715
Jim Ryan, Safety Officer	662-7771

LITTLE LEAGUE® INSURANCE

League liability and accident insurance is a mandatory requirement established by and purchased by OPLL through Little League Baseball, Inc. However, the accident insurance is a supplemental coverage and members must first use their own insurance before Little League will consider a claim.

INJURY TO A PLAYER, COACH OR SPECTATOR

If anybody is injured, it is the responsibility of the manager of that team to fill out the accident report immediately after the game or practice and notify the League Safety Officer. Extra accident report forms are



available at the concessions stands. If an injured player requires any medical attention, it is the parent's responsibility to submit a medical claim to Little League Baseball. These forms are available from OPLL President, Safety Officer & web site www.opll.org

SOME IMPORTANT DO'S AND DON'TS

Things to Do...

- Reassure and aid children who are injured, frightened, or who are lost.
- Provide or assist in obtaining medical attention for those that require it.
- Know your limitations.
- Carry your first aid kit to all games and practices.
- Have your Medical Release Forms with you at all games and practices.
- Contact parents, if parents are not present stay with player and have somebody else call for help.
- Know who has a cellular phone if public phone is not accessible
- When administering first aid - LOOK for signs of injury, • LISTEN to the injured player describe what happened
- FEEL gently & carefully for swelling of broken bone

Please Don't...

- Administer any medications
- Provide any food or beverages other than water
- Hesitate in giving aid when needed
- Be afraid to ask for help if you are not sure of the proper procedures
- Transport injured individuals
- Leave an unattended child at a game or practice
- Hesitate to report any present safety hazard to league officials

COMMUNICABLE DISEASE PROCEDURES

1. Bleeding must be stopped, the open wound covered, and the uniform changed if there is blood on it before the athlete may continue to practice/play
2. Use gloves to prevent mucous exposure when contact

with blood or other body fluids are anticipated (provided in first aid kits)

3. Immediately wash hands & other skin surfaces if contaminated with blood or body fluids (bleach, water & alcohol wipes)
4. Clean all blood-contaminated surfaces and equipment with bleach and water, then wash with soap and water.
5. Managers, coaches, and volunteers with open wounds must refrain from all direct contact until this condition is resolved
6. If blood is on any part of the uniform, that piece of clothing should be removed.
7. Follow some basic guidelines for controlling bleeding
 - Put rubber gloves on (this is a must)
 - Apply pressure on the wound with a sterile dressing
 - Hold pressure for 30 seconds
 - Once bleeding is controlled, secure bandage in place
 - Never remove the dressing from the wound

SAFETY CODE

Responsibility for safety procedures should be that of an approved manager or coach of Orchard Park Little League.

Arrangements should be made in advance of all games and practices for emergency medical services.

- Managers and coaches should have basic training and understanding in first aid.
- First aid kits are issued to each team manager and are also located in the storage shed and both concession stands.
- Team manager should remember to bring his or her team first aid kit to every game and practice.
- Coaches should keep players alert at all times.
- During warm-ups, caution should be used to reduce risk of injury as a result of wild throws (i.e. missed catches or hit balls)
- Procedure should be established for retrieving foul balls batted out of playing area.
- Batters must wear Little League approved protective helmets during all batting practice and games.
- Follow the safety rules for using batting cages posted on the fence.
- No practices or games can start when weather or field conditions are unsafe or when light is inadequate.
- Play areas should be inspected frequently for holes, damaged areas, stones, glass and other foreign objects.



Any problems should be reported to your league officers immediately.

- All equipment on all diamonds should be kept inside dugouts, or behind screens, not within that area that is defined as “in play”.
- Equipment should be inspected regularly for the condition of the equipment as well as for proper fit. If equipment needs to be repaired or replaced, contact your league officials immediately.
- During sliding practice bases should be loose and not strapped down or anchored.
- No players are allowed to wear any type of jewelry (rings, watches, necklaces, bracelets) during practices or games with the with the exception of medical alert jewelry.
- In leagues requiring mouth guards, all players should wear them during all games, practices and warm-ups.
- Catcher must wear catcher’s mask with helmet, throat guard, long model chest protector, shin guards and protective cup with athletic supporter (males) at all times for all practices and games. Managers should encourage all male players to wear protective cups and supporters for all games, practices and warm-ups.
- When warming up a pitcher, the catcher must wear catcher’s helmet and mask with throat guard. This applies to warm-ups between innings during a game, during practices and in the bullpen.
- Coaches and players should always be alert when swinging a bat.
- No swinging of bats or throwing of balls at anytime within the walkways and common areas of the Orchard Park Little League.
- Players and fans should be alert at all times and watch for hit or thrown balls
- During the game, all players must stay in the dugout area.
- After each game it’s the team responsibility to clean up the dugout and spectator area
- For diamonds with gates all gates must remain closed during games and practices
- No throwing or hitting balls against dugouts, concessions stand or fencing.
- The use of weighted batting donuts and hitting sticks are prohibited at all facilities.

OBSERVE ALL POSTED SIGNS

- ALL ALCOHOL AND TOBACCO PRODUCTS are strictly prohibited at all Orchard Park Little League games or practices
- FOUL LANGUAGE will not be tolerated at any time before, during or after Little League games or practices.
- NO FOOD allowed in dugouts or on playing fields before, during or after games (candy, pizza, hotdogs, ice cream, etc.)
- SPEED LIMIT IS 5 MPH in roadways and parking lots
- NO PLAYING in parking lots. Always WATCH FOR SMALL CHILDREN around parked cars.
- NO PLAYING on and around lawn equipment or in storage shed.
- NO THROWING ROCKS
- NO CLIMBING ON FENCES
- NO HORSEPLAY at any time including dugouts, batting cages, walkways, concessions stand, etc.
- NO CHILDREN under the age of 16 are permitted in the snack bar areas.
- NO ON-DECK BATTERS for all divisions with players 12 year old and younger.

STORAGE SHED PROCEDURES

The following applies to any one who has been issued a key & given permission to access Orchard Park Little League storage sheds.

1. All individuals with keys must be aware of their responsibilities for properly storing all tools, rakes, shovels and equipment.
2. Before you use any machinery and/or tools, you must be familiar with the operating procedures and proper use.
3. All chemicals or organic materials stored in the shed will be properly marked and labeled as to its contents and will be stored separately to minimize risk.
4. Only authorized league members should access the storage sheds.

We ask that everyone follow our Code of Conduct to help make Orchard Park Little League safer for everyone.

UMPIRES

Baseball – Minors and Majors Leagues

Girls Softball – Minors and Majors Leagues

Boys and girls ages 12 and older may apply to be a house league umpire. Applicants are required to submit an



umpire application form and attend training clinics held each spring. Applications are available at registration and on the web site. This is a paying position and rates vary depending on league. Paid umpires are covered by Little League Baseball, Inc. insurance policy.

In the event umpires are not available at the start of the game, each team should volunteer an adult to umpire the game until the umpire arrives at the game. An adult from team A could call balls and strikes for the 1st, 3rd and 5th innings and an adult from Team B would work the bases. In the 2nd, 4th, and 6th innings the adults would switch duties. As soon as an umpire arrives he/she will take control of the game.

Only the manager or designated coach is permitted to discuss rules with the umpires during the game. Coaches, scorekeeper and fans are not allowed to question or discuss any calls with the umpires during the game. Judgments call should not be objected to by anybody during the game. Any player, coach, manager or fan intimidating an umpire or objecting to judgment call will be ejected from the diamond area and face further disciplinary action including suspension or expulsion from the league.

Baseball – Jr/Senior and Big League Girls Softball – Senior and Big League

OPLL contracts with WNY Umpire Association to provide adult umpires for these games. These are considered independent contractors and umpire fees are paid for by OPLL.

Tournaments

OPLL may elect to use our house league umpires or WNY Umpires depending on the tournament.

UMPIRES CODE OF CONDUCT

Competent leadership on and off the playing field is essential to the full benefit and enjoyment of the youngster who umpires in Orchard Park Little League. A requisite to good leadership is knowledge of and ability to do a specific job. The umpires and other adults who perform services in the Orchard Park Little League are looked upon to provide leadership in much the same fashion as the manager and coach. Each must know

his/her job and develop the respect of players and adults alike.

Character, good judgment, the ability to get along with others and the desire to do the job well are the attributes of a good umpire. The umpire's conduct on the field will, in a marked degree, determine success. The attitude in disposing of disputed decisions can elevate an umpire's effectiveness rather than lower dignity.

By hustle, decisiveness and self-control in covering plays, the umpire should be able to keep the game under control. Each umpire should demonstrate that effort is being made to cover every play from the best possible view. However, the umpire should remember that an umpire is only there to make decisions based on rules, not to steal the show.

UMPIRES ARE EXPECTED TO

- Arrive at each game 15 minutes prior to the scheduled game start time
 - Wear proper attire including umpire shirt provided and necessary equipment
 - Hustle, show good mechanics & make loud assertive calls
 - Have in their possession an official rulebook provided
 - Be knowledgeable about rules to the best of their ability
 - Show confidence, but not arrogance
 - Be unbiased in their calls regardless of the personal relationships on the field
 - Be courteous and respectful towards the coaches, players and spectators
 - Remain in a neutral location and not mingle with players, coaches or fans between innings
 - Reports any conduct issues or protests to the Chief Umpire or Managers Committee
-
- Complete required paperwork immediately after each game

TEAM STANDINGS

For Minor Softball, Major Softball, Minors Baseball, Majors Baseball, Junior Softball, Senior Baseball, Senior Softball, Big League Baseball, standings shall be determined on the basis of the won-loss record. Ties will



be broken in the following manner:

1. Head-to head record during the regular season
2. Defensive runs in head-to-head play. If the teams are tied in head-to-head play during the season, then the team with the least runs scored against it in head-to-head play will have the higher position in the standings.
3. Defensive runs during the season. If teams are tied after tiebreakers 1 and 2 above are applied, then the team with the fewest total runs scored against it during the regular season will have the higher position in the standings.
4. Offensive runs in head to head play. If the teams are tied after tiebreakers 1, 2, and 3 above are applied, then the team with the most total runs scored in head-to-head play will have the higher position in the standings.
5. Offensive runs during the season. If teams are tied after tiebreakers 1, 2, 3, and 4 above are applied, then the team with the most runs scored during the regular season will have the higher position in the standings.
6. If teams are still tied after these five tie-breakers are applied, then a game will be played to determine the position in the standings

PLAYOFFS (Only for leagues that keep standings)

All teams make the playoffs and whenever possible, will play a double elimination format playoff. The playoff schedule will be published at the beginning of the year along with the regular season schedule.

TROPHIES

Trophies will be presented to regular season champion, playoff champion and playoff runner-up for leagues with standings and playoffs. All players in TeeBall, PeeWee and Juniors divisions will receive participation trophies at Closing/Trophy day.

PLAYER SELECTION

1. To ensure parity for all levels of play in baseball and softball there will be a draft of players for all teams prior to the start of the season. The draft will be implemented for all divisions unless otherwise noted under the division's specific regulations. Managers will select players during the draft, which will be conducted by the Player Agent/and the Commissioners.
2. The Player Agent, Commissioner and the League

President must approve any movement of players between levels after the draft. Movement of players between levels requires approval of the Player Agent.

3. Siblings may play on the same team if they desire, and will be taken in the round of the draft agreed on by all managers.

FARM SYSTEM

1. Should a team be short the necessary nine players to start a game, that team may use substitute player(s) per rules established for your division level.
2. Players may not miss a game on their regular team to be a substitute player on another team
3. Substitute players cannot play as a pitcher or catcher and must bat last in the batting order.
4. If a player is asked to be a substitute player, he/she must play and meet minimum playing requirements for that game.

TOURNAMENTS

The following list contains age divisions for the Little League International (Williamsport) Tournament.

Minor Baseball (9-10)

11 Year Old Baseball Division

Little League Major Baseball (11-12)

Junior League Baseball (13-14)

Senior League Baseball (14-15-16)

Big League Baseball (16-17-18)

Minor Softball (9-10)

11 Year Old Softball Division

Little League Major Softball (11-12)

Junior League Softball (13-14)

Senior League Baseball (14-15-16)

Big League Softball (16-17-18)

Orchard Park Little League will cover the cost for, entry fees and umpires for teams entered in the Little League International Tournament for the above divisions. In addition, teams may be entered into other local tournaments, for these and other age groups as appropriate. The Board of Directors must approve all tournament team managers. OPLL Budget Committee or other designated representatives will establish pricing guidelines for tournament player uniforms.

SELECTION PROCESS FOR



TOURNAMENT TEAMS:

A. Age Divisions

1. OPLL attempts to field two teams per age division. The age break- down is as follows: 9/10, 10/11, and 11/12. Two 10 and 11 year old teams will compete in the District Little League Tournament. The 11/12 may have only one team participate in the District Little League Tournament.

12U – Williamsport Team

*The 12 year old Williamsport team will be comprised of the best positional players and pitchers selected in the process to represent OPLL. This team will participate in the Little League Williamsport tournament.

11U – District Tournament Team(s)

*The 11 year old District Tournament team(s) will be comprised of the appropriate positional players and pitchers by strength selected in the process to field a competitive team(s). These team(s) will participate in the Little League District Tournament. If player participation supports two teams, the first team will be comprised of the highest rated players. The second team will be comprised of the highest rated players remaining.

10U – District Tournament Team(s)

*The 10 year old District Tournament team(s) will be comprised of the appropriate players and pitchers by strength selected in the process to field a competitive team(s). These team(s) will participate in the Little League District Tournament. If player participation supports two teams, the first team will be comprised of the highest rated players. The second team will be comprised of the highest rated players remaining.

Ultimately the goal of this process is to promote player development by individual and team strengths at each age division. The selection process should develop teams at every level that are competitive and give every player an opportunity to succeed. Where the players fall into the team selection process will be determined by the Tournament Director and Tournament Coaches at each corresponding age division after the evaluations are completed.

2. The teams may consist of a maximum of 14 players. The number of players selected to each team will be a

league decision on a year to year basis. The decision will be based on what is appropriate for each individual team for that particular year.

3. Alternates - two alternates may be designated for each team. Once an alternate is used by a 10, 11, or 12 year old team then that alternate replaces that player on the Tournament Affidavit. That player being replaced may not return to the Tournament Affidavit.

4. The OPLL Baseball Committee and Tournament Director have the ability to determine the number of teams on a particular year based upon safety, skill level, participation, and availability of the appropriate coaches.

5. Teams must meet all other stated Little League requirements.

C. Team Eligibility

1. In order for a player to be eligible for a Tournament Team they must have participated in 60% of a minimum 12 game house schedule.

2. A player may only try-out with his or her age appropriate level.

3. If the stated player in the content C2 does not evaluate into the top 12 of the age division above them, then they are not eligible to participate in that age division. They may then try-out for their appropriate age division. In case of an extraordinary circumstance, OPLL Board approval may make an appropriate decision for that particular year or age group.

4. Each player must be paid in full for all stated Tournament Team costs by the start of first practice. If not paid in full at that time, the player becomes ineligible for the Tournament Team. All money will be collected by an OPLL Board Member.

5. Each player must make a full commitment to attend all of the stated tournament games prior to being added to the Tournament Roster.

If a commitment is not made, another player will be chosen to replace the originally selected player.

6. Players must meet all other stated Little League requirements.

D. Tournament Affidavit

1. The Tournament Team try-outs may take place starting the weekend closest to June 1st of each year.

2. The release of names of players selected for the Tournament Teams may not be posted before June 15th of each year.



3. The Tournament Team will be required to have in its possession:

A. The Tournament Affidavit

B. Copies of the records used to verify date of birth for all players on the affidavit

C. A map showing the actual boundaries of the league, with locations noted for the residences of the parent or legal guardian of every participant named on the affidavit.

D. Three or more documents to determine residency of the parent(s) or guardian for each player named on the Tournament Affidavit.

E. Waivers (charter committee, etc..)

4. Alternates are not authorized. They shall not accompany the team and shall not be listed on Eligibility Affidavit.

5. A three ring binder will be used to hold all the appropriate paperwork and affidavits.

E. Team Selections

1. A minimum of two try-outs or evaluations will be used in determining the appropriate teams at each age division. A player must attend at least one of the try-outs. If a player attends both try-outs the higher evaluation score will be used in determining that player's eligibility for the team.

2. After the appropriate try-outs are held for each age division the players will be selected in accordance with the league evaluation process. A committee of league representatives will be chosen to evaluate the players trying out. The committee will consist of coaches in the Minors and Majors. An OPLL Board Member must be present at the try-out. After the evaluation the OPLL Tournament Director will then take the try-out evaluations. The Tournament Director's responsibility will be to calculate the scores of the evaluations.

3. All the players that evaluate appropriately with a score high enough to consider them to be a member of the Tournament Team will be in placed into a pool of potential participants on the tournament teams.

4. The tournament team(s) will then be chosen from the pool of potential participants from section E3 as the OPLL Baseball Committee feels appropriate.

F. Coach Selection

1. The coach chosen must be a volunteer representative

from OPLL.

2. To be considered as a Tournament Team Coach one must be an OPLL Board Member or a House Team Manager/Coach.

3. The number of coaches for each team will be determined by the corresponding number of players on each team.

4. The coaches will be determined by the OPLL Baseball Committee after the final try-out has taken place at each corresponding age division.

5. Coaches must meet all other stated Little League requirements.

G. Player Regulations

1. Players in the 10, 11, and 12 year old age divisions participating in the Williamsport/District Tournament, as designated pitchers are ineligible to pitch in any House games. The player may become eligible to pitch once their team has been eliminated from the Williamsport/District Tournament.

2. A player may only be selected to one Tournament Team. Under no circumstances may a player be chosen for, practice with, or participate with more than one Tournament Team.

3. Every player on a team roster shall participate in each District game within the stated perimeters of the Little League District.

4. Players must meet all other Little League requirements.

F. Team Expectations

1. That all coaches, players, and parents follow the NO TOLERANCE policy of OPLL. Any problems with following OPLL procedures will be handled by the appropriate members of OPLL.

2. To give teams an opportunity to compete against players outside of OPLL in tournament style playing conditions in the Williamsport Tournament.

3. Make sure each player is in a safe environment to play the game of baseball.

4. To continue to learn the game of baseball and ultimately have FUN!

The Little League Parent/Volunteer Pledge:

I will teach all children to play fair and do their best.

I will positively support all managers, coaches, and players.



I will respect the decisions of the umpires.

I will praise a good effort despite the outcome of the game.

TRAVEL BASEBALL & SOFTBALL

Each year, OPLL will hold tryouts for competitive OPLL Travel Baseball and Softball Teams. These tryouts occur in the late summer/early fall. The league will send out notice, via email, to announce the dates and locations. These teams may participate in local travel leagues and local/regional tournaments. Once the teams are selected, all players must register with OPLL. Players participating on a 10u or older team may opt out of playing house baseball. Players opting out must still register and pay, they will then be reimbursed a portion of the fee for opting out. Every player must pay all fees in full before participating in their travel team's season.

FIELD DECORUM

1. No tobacco products are permitted in the dugouts or on the fields at any time. This rule applies to all divisions and all levels. Managers, Coaches may not leave the dugout or field between innings to smoke while a game is in progress. Violation of the no tobacco rule shall result in automatic ejection from the game.
2. Alcoholic beverages are not permitted on the Orchard Park Little League fields or anywhere on Orchard Park School Property.
3. All players & adult volunteers must stay on the field or in the dugout during the entire game except to use the restroom facilities.
4. Little League Inc. rules do not allow batboys or batgirls. Only players, managers, coaches and umpires are permitted to be on the playing field or in the dugout during all games and practices.
5. Only four adults will be allowed in the dugout the manager, coach, assistant coach and scorekeeper. At least one adult coach must be in the dugout at all times. (You cannot have an unmonitored dugout with only players and no coach)
6. Managers and coaches must have permission from the umpire to go out on the field after the game starts, except when acting as a base coach. (This rule does not apply in TeeBall and PeeWee divisions)
7. All adult participants i.e. managers, coaches and

scorekeeper, must dress appropriately when participating in league games.

8. All players must play in the baseball uniforms provided. All uniforms worn on the field must be on the outside of any other clothing, if at all possible. (i.e.: jackets and sweaters) An exception is the pitcher, who may wear a jacket or sweatshirt outside of the uniform while base running to keep his/her arm warm. Jackets must be buttoned or zipped up and all uniform shirts must be tucked into the pants.
9. All equipment must be kept inside the dugout area and off the field of play. This applies to ALL DIAMONDS!
10. Throwing of equipment and/or the use of profanity, racial or sexist comments are forbidden. The penalty for violation of this rule will be immediate ejection.
11. The manager for disciplinary reasons can remove a player from a game (i.e. throwing equipment, profanity, and poor sportsmanship). If a manager believes that disciplinary action requires withholding a player from the game, the manager must inform the Player Agent (Director), the Commissioner, the umpire and the opposing manager before the game begins.
12. Under no circumstances may you use a player that is not registered in Orchard Park Little League. If an accident were to occur, our insurance is not in affect putting you and OPLL at risk.
13. Players not in full uniform are not permitted to play any game. Full uniform includes hat, shirt, baseball pants, socks and rubber or molded spikes or sneakers.
14. Players are NOT allowed to wear shorts while playing in games (exception: girls' softball when it's part of the uniform)
15. All male players should wear a protective cup. Catchers MUST wear a protective cup, shin guards, mask and a catcher mitt.
16. On deck batters are not allowed (exception: Senior and Big League divisions)
17. In addition to the batter, the on deck batter, the pitcher during warm-ups and player in a coach's box, must wear helmets.
18. Teams may use two adult base coaches or one adult coach and one player coach.
19. Managers, coaches, players and spectators should not "ride" the opposing team's players as to affect their play.
20. A batter is out when, in the umpire's judgment, a bat is thrown in a manner that would cause injury. A team



warning may be given before a player is declared out. If a bat is thrown the ball is dead; no runners may advance, no runs may score.

Failure to follow any rule can result in ejection from the game. Any player, manager, coach, scorekeeper, or fan ejected from a game must leave that particular field area immediately. The ejected person cannot stay in the stands and watch that game. Failure to comply will result in forfeiture of the game by the ejected person's team and further disciplinary action by the league including and not limited to suspension and expulsion. As with all ejections, there is a mandatory suspension from the next game attended by the player. The umpire, the offending player's manager or a member of the League Board of Directors will enforce this rule.

COACHES ARE RESPONSIBLE FOR

- 1) Reminding everyone that this is the kid's game and that the adults shouldn't be the focal point.
- 2) Promoting a fun and safe environment, teaching fundamentals and giving positive reinforcement
- 3) The conduct and actions of all team personnel including players, coaches and team spectators

MANAGERS AND COACHES SHOULD:

1. Have a clear understanding of the rules and guidelines so that each game can be played with the least amount of interruptions or problems.
2. Should remember at all times that each game should be a safe and enjoyable experience for the players and their families.
3. Conduct each and every game in an honest and respectful manner.
4. Head off any possible conflicts or problem situations before it develops into a serious confrontation.
5. Report any injury to the League immediately. Failure to do so may cause problems down the road that could have been avoided.

GENERAL REGULATIONS AND RULES FOR ALL DIVISIONS

The HOME TEAM will:

1. Occupy the dug out on the first base line.

2. Have practice time from 5:30 - 5:45 pm on the scheduled diamond. (For games played Mon-Fri)
3. Keep the OFFICIAL scorebook for both teams for the entire game per division rules. All players present shall be listed consecutively by last name, first name and bat in that order for the entire game.
4. File a game summary including score and complete pitching records (in divisions that required a game summary)

The VISITING TEAM will:

1. Occupy the dug out on the third base line.
2. Have practice time from 5:45 - 6:00pm on the scheduled diamond. (For games played Mon-Fri)
3. The First day of the week for pitching is SUNDAY.
4. The Little League mercy rule is not in effect, except in Junior and Senior Softball and baseball divisions.
5. Intentional walks are not allowed, except in Big League games.
6. Head-first slides are not allowed (exception: when a player is returning to the base they just occupied).
7. Outfielders must remain on the grass portion of the outfield until the ball is pitched.
8. If a game is rained out and resumed the next day the pitcher from the prior day may finish his/her innings.
9. Managers and Coaches, unless coaching at a base, are to remain in the dugout and are not to roam the area in foul territory.
10. Manager may visit with the pitcher and catcher on the mound
11. Players are to retrieve bats, helmets, etc.. (Batboy/Batgirl is NOT ALLOWED)
12. Only water and sports drinks may be consumed in the dug out area.
13. Each team provides one game ball to umpire before start of game.
14. NO CONTEST GAMES: Umpire will declare NO CONTEST when a team:
 - a. Fails to field at least 8 players at the start of a game or
 - b. Fields less than 7 players at the end of a game. This game will be rescheduled by the commissioner.Each team is allowed one NO CONTEST during the regular season. Any further NO CONTEST games will result in forfeit without make-up. Managers should make every attempt to have enough players for each game scheduled. If you know in advance you do not have at least 8 players for a particular game you may use



substitute player(s) according to your Farm System rules not to exceed 12 total players. You must notify the opposing team manager of any substitute players on your roster before the start of the game

15. **POSTPONED GAMES:** Games can be postponed only due to weather or field conditions by league officials.

16. **MANAGERS SHOULD NOT CANCEL OR POSTPONE GAMES ON THEIR OWN!!** The grounds crew will leave a recorded message on our concession stand answering machine (667-3715) if they determine some or all fields are unplayable. If coaches, parents, players, umpires or fans want to know if any games are cancelled, they can call 667-3715. If the weather changes after the grounds crew has left the diamonds, the umpire and/or board member on duty at the diamonds will determine around game time if the game will be played, delayed or postponed.

17. **SUSPENDED GAMES:** After the game starts, if the weather makes the diamond unplayable or unsafe, the umpire and/or board member on duty may suspend or postpone games. A game tied and not completed should be rescheduled for completion by the commissioner as soon as possible.

Examples of when a game may be suspended:

- a. Puddles forming in the infield.
- b. Players slipping, sliding or losing their footing.
- c. Thrown or batted balls are too slippery to control.
- d. At the 1st sight of lightning play will be suspended immediately. Play must be resumed only when it is deemed safe to play. (Covered in League Rainout Procedure)

GROUND RULES

- 1) Games played at Duerr Rd diamonds use “closed park rules” meaning any ball remaining within the boundaries of the fences will be a live ball and in play.
- 2) Runners will advance one base if any pitched or thrown ball:
 - a) Lodges in the backstop or the side fences.
 - b) Exits the diamond via dugout entrances or spaces between the backstop and dugouts.
 - c) Goes over any fence.
- 3) All runners will advance one base if any fielder make a legal catch with both feet in the playing area but his momentum carries him out of the playing field.

4) The following hits shall be declared homeruns:

- a) Any fair hit ball going over the fence on the fly.
- b) Any fair hit ball hitting the scoreboard or netting above the outfield fence in fair territory
- c) Hit the top of the fence on the fly and bounce over in fair territory

5) The following hits shall be a ground rule double:

- a) A hit ball that first hits the ground in fair territory and bounces over the fence or bounces into the netting.
- b) A hit ball that goes under the fence or gets stuck under or behind a sponsor sign.

6) Should a throwing error by any defensive player, including the pitcher playing a batted ball, go over any fence or through the gate openings adjacent to the dugouts, or into the dugout, the runner shall be awarded two bases from the runner's position, at the time of the throw.

7) If the pitcher commits the throwing error, putting the ball out of play from the mound, the runner shall be awarded one base all players advance due to an offensive play the fielder should hold up one hand to indicate that the ball has gone under the fence. Should the fielder reach under the fence and retrieve the ball, it shall still be ruled a ground rule double. Games played at California Road and Taylor Road diamonds are not fenced in and do not use “closed park rules”. The fence line will be extended from the corner of the backstop fence parallel with the foul lines to establish the in play area. Diamonds with homerun fence will follow the same rules as above. All other ground rules will apply.

KEYS & LIGHTS

Keys for the lights for California Road 90’ diamond will be issued to team managers of Junior and Senior Baseball teams and must be returned with equipment at the end of the season. The lights for this diamond are on a timer set by the Town of Orchard Park. At approximately 10:30pm, one-half of the field lights will turn off giving teams and spectators, time to proceed to their cars in the parking lot. At approximately 11:00pm the rest of the lights will automatically turn off, at which time the diamond is closed.

GROUNDS CREW

Boys and girls age 13 years and older are eligible for a position on our grounds crew. Anybody interested



should contact the Grounds Crew Coordinator for an application.

PLAYER ELIGIBILITY REQUIREMENTS

Orchard Park Little League is open to all girls and boys who reside in the league chartered boundary. This area includes the Town of Orchard Park or the Orchard Park Central School District. No player can be on rosters in 2 different divisions in the same season. (i.e. a 16-year-old boy or girl can play Senior League or Big League, but not both)

LITTLE LEAGUE GIRLS SOFTBALL:

Girls for all age divisions will be drafted or assigned to teams, in accordance to Little League Baseball rules, based on their softball skill determined by coach's evaluations and player tryouts. The Softball Player Agent (Director of Softball) will be responsible for final roster assignments and player selections.

- Girls Rookie Softball generally includes ages 6, 7, & 8.
- Girls Minor Softball generally includes ages 9 & 10.
- Girls Major Softball includes ages 11, 12, & 13.
- Girls Senior Softball includes ages 13, 14, 15, 16, & 17.

TEEBALL AND ALL LITTLE LEAGUE BASEBALL DIVISIONS

Boys and girls for all age divisions will be drafted or assigned to teams, in accordance to Little League Baseball rules, based on their softball skill determined by coaches evaluations and player tryouts. The Baseball Player Agent (Director of Softball) will be responsible for final roster assignments and player selections. No player will be allowed to skip a league or division.

TEE BALL BOYS & GIRLS

- Ages 4, 5 & 6 year old boys and girls with beginner skill levels are eligible. 5 year olds must play Tee-Ball.
- Team requests are allowed but are subject to availability.

PEE WEE BASEBALL

- Generally includes Boys & Girls ages 6 & 7.
- Boys and girls ages 6 are permitted to advance to

PeeWee after participation in TeeBall for one year.

- Team requests are allowed but are subject to availability

JUNIORS BASEBALL

- Generally includes Boys & Girls age 8.
- Boys and girls below the age requirement may only be moved to Juniors if they are playing on an 8u travel team.
- Team requests are allowed but are subject to availability

MINORS BASEBALL

Generally includes boys & girls ages 9 & 10. Players are drafted by team managers. The league tries as best as possible to keep all teams equal competitively.

MAJORS BASEBALL

Generally includes boys and girls ages 11, & 12. Players are drafted by team managers. The league tries as best as possible to keep all teams equal competitively.

SENIORS BASEBALL

Boys and Girls ages 13, 14, and 15. Players are drafted by team managers. The league tries as best as possible to keep all teams equal competitively. Players that have completed 2 full seasons of Majors League Baseball can advance to Big League Baseball, with the consent of the Director of Baseball.

BIG LEAGUE BASEBALL

Boys and girls ages 16, 17, and 18. Players are drafted by team managers. The league tries as best as possible to keep all teams equal competitively

PITCHING RULES: ALL BASEBALL LEAGUES/DISTRICT TOURNAMENTS: Regulation VI - PITCHERS

- (a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
- (b) A pitcher once removed from the mound cannot return as a pitcher. Senior and Big League Divisions only: A pitcher remaining in the game, but moving to a different position, can return as a pitcher anytime in the remainder of the game, but only once per game.
- (c) The manager must remove the pitcher when said



pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age	17-18	105 pitches per day
	13-16	95 pitches per day
	11-12	85 pitches per day
	9-10	75 pitches per day
	7-8	50 pitches per day

Exception: Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. Current batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning.

Pitching and catching in the same game:

Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

(d) Pitchers league age 14 and under must adhere to the following rest requirements:

- If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.

Pitchers league age 15-18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
- If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
- If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.
- If a player pitches 31 - 45 pitches in a day, one (1) calendar days of rest must be observed.
- If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.

TEEBALL RULES

This is an instructional league. The emphasis is on instruction and fun. Scores are not kept. There are no wins or losses; standings are not kept. Each player receives an award and will be recognized at the end of the season.

1. Each team will bat 7 players in each inning. Outs will not be kept, but a batter or runner called out must return the dugout.
2. Players not playing **MUST** remain in the dugout at all times while the game is in progress.
3. No new inning will start after 1:30 from the start time.
4. Each game will consist of as many innings as can be played within the time limit, maximum of 6 innings.
5. Base on balls (walks) or hit by pitch rules do not apply to TeeBall games.
6. The batted ball must travel beyond the circle in front of home plate to be considered a legal hit.
7. If the bat hits the Tee or if a hit ball falls in fair ground inside the circle, it is a Dead Ball and placed back on the Tee for an other attempt
8. There is no bunting in TeeBall games
9. The batter/runner and baserunner typically advance one base at a time.
10. A baserunner cannot leave the base until the ball is hit by the batter making contact with the ball.
11. There are no lead-offs, stealing bases is not allowed.
12. Infield fly rule does not apply.
13. Any baserunner who leaves a base before the ball is hit will be first warned, for the second offense he/she will be called out.
14. A batter/runner or baserunner **MUST** slide into a base if there is a play being made or avoid contact with the fielder making a play. Any runner who fails to do so will be called out.
15. Fielders may not stand on the base or block the base path of a baserunner. Runner will be called safe.
16. Head first sliding is not allowed (Please teach your players how to slide properly and safely).
17. Base runners may not advance on an overthrow to any base.
18. If an overthrow goes past or through the fence at first or third base or goes into the dugout, it is a dead ball and the runners do not advance one base.
19. Minimum play rule **⏏** no player can sit a second inning until every other player on the team has sat at least



one inning.

All players will hit off the tee until June 1st. Starting June 1st, coaches may toss 4 pitches from an area near the pitching rubber. If the ball is not hit after 4 pitches, the ball will be placed on the tee for the batter to finish his/her turn at bat. Managers need to monitor this carefully to keep the games moving along. Please remember: the hardest thing for a young player to hit is a coach throw baseball. The purpose of Teeball is to teach the fundamentals of hitting, fielding, throwing and the rules of the game. Hitting the ball off the tee results in more at bats, more hit balls and more fielding opportunities for all players. This is a better learning process for the players and keeps all the players involved and interested in the game.

DEFENSIVE TEAM:

In the infield

- Pitcher, Catcher, first base, second base, third base and shortstop
- Pitcher must wear an OPLL issued protective pitching helmet with facemask.
- Catcher must wear all protective equipment issued, including, catcher's glove, athletic supporter and protective cup (males).
- Pitcher must have at least one foot on the pitching rubber when the ball is put in play.
- Catcher must be positioned behind home in foul ground (close to backstop) until the ball is hit.

In the outfield

- The rest of your bench. (players are not to remain in the dugout during TeeBall games)
- All outfielders must be on the outfield grass in fair territory before the ball is put in play.

COACHES:

Defensive team

- At least one (1) but preferably two (2) coaches positioned in the outfield to instruct the fielders and keep their minds in the game.
- To help speed the game, a coach or parent should be stationed behind the catcher. This person can gather the balls, throw back to the pitcher or have the catcher throw them back.

Offensive Team

- One coach at first base, third base and at least one coach in the dugout.

UMPIRES:

- The first & third base coaches will make calls at their respective bases & call "fair" or "foul" on their respective sides of the field.
- The defensive coach in centerfield will calls at second base.
- The defensive coach behind the catcher will make call at home plate.

PEEWEE BASEBALL:

- All 6 & 7 year olds moved up from the Tee-Ball League must play PeeWee League. Only 7-year olds that have played one year of PeeWee and attend evaluations are eligible to be considered for placement in the Minor League based on availability and evaluation rank.

- Pee-Wee is a coach pitch league.
- All players must have a mouthpiece to play in the game.
- No game will go longer than 1.5 hours
- A game will consist of six (6) innings. An inning will end for a team if it makes 3 outs or has 7 batters hit. A strikeout does not count as an out towards the 3 outs. All 3 of the outs have to be defensive outs.
- No player will advance more than 1 base on any hit.
- Only 10 players on a defense field at one time.
- **The Defensive Team will field ten (10) players as follows:**
 - Pitcher - positioned within 1-2 feet of the mound
 - Catcher- positioned behind the batter, but not against the backstop
 - Infielders - 1st, 2nd, 3rd and short stop
 - Outfielders - must use left, left center, right center and right (no short fielder or rover)
 - A minimum 2 innings to be played in the infield for all players
 - No more than 2 innings in same position
 - Catcher must wear all protective equipment issued including catcher's glove, mask, shin guards, chest protector and protective cup (males).
 - Pitcher must wear an OPLL issued protective pitching helmet with facemask.
 - The defensive team should have at least one (1) but preferably two (2) coaches positioned in the outfield to



instruct the fielders and keep their minds in the game. To help speed the game, a coach or parent should be stationed behind the catcher. This person can gather the balls, throw back to the pitcher or have the catcher throw them back.

- A Player may not sit for 2 consecutive innings. A player cannot sit for a second time unless all of the other players have sat at least 1 time also.

PEEWEE LEAGUE GAME RULES (MACHINE PITCH / 6 & 7 YEAR OLD):

- The Offensive Team
- Only OPLL approved bats and helmets can be used. (Must meet Little League Baseball approval)
- A batter will have four (4) strikes or 7 pitches whichever comes first. There will not be any “called” strikes. Encourage batters to swing at pitches in the strike zone. This promotes a smooth flow to the game.
- There is no walks or hit batters.
- A coach from the batting team will pitch.
- There should be an adult coaching the runners at first and third bases. You cannot touch, push or grab a runner. If this occurs, the runner will be called out. There will not be any Umpires. The first and third base coaches will make the calls at their respective bases and call “fair” or “foul” on their respective sides of the field. The coach operating the pitching machine will make the calls at home and second base. **PLEASE BE FAIR. WITH YOUR CALLS, IT IS IMPORTANT TO TEACH THE PLAYERS THE GAME**
- If an overthrow goes past or through the fence at first or third base or goes into the dugout, it is a dead ball and the runners do not advance. (They only get the base they are going to)
- On a fair hit ball, the batter and runner(s) can continue to advance while a fair ball remains in the playing field and until it is controlled by a defensive player. Control is when the ball is in the possession of the pitcher (player not coach) or when a defensive player can stop the progress of the runners or when the ball has reached the infield.
- A base runner cannot leave the base before the batter makes contact. Any runner who leaves the base early or when there is not any contact will be first warned, then the second time will be called out.
- A batter or base runner **MUST** slide into a base if there

is a play being made or attempt to avoid making contact with the fielder. Head first sliding is not allowed, runner is called out. (Please teach your players how to slide properly and safely).

JUNIORS LEAGUE RULES

- Mouthpieces and cups (for males) are required for all players (players may not participate without).
- Umpires will be used in these games and be the Learning League for them. They will umpire the bases until the end of May and get a feel of what it is like to make safe and out calls. After the end of May umpires will start behind the plate calling balls and strikes. The strike zone will be from shoulders to knees and 2 balls on the inside and outside of the plate.
- No coaches on field to instruct positional field play. Please give direction from dugout.
- Inning cannot start 1 hour and 45 minutes past scheduled start time.
- If you know you are going to have less than 9 players show up then you are able to call up players from the Pee Wee League and you will be given call up teams in order to do that. A Pee Wee player is not allowed to play pitcher or catcher.
- Each team must have a minimum of 8 players per team.
- No Standings will be kept
- Score will be kept at each game with the coaches keeping a book. The coaches need to learn how to keep a scorebook properly. This will prepare them for the Minors and Majors.

Defensive Team

- a) Minimum play rule is no player can sit a second inning until every other player on the team has sat at least one inning.
- b) Ten players are used defensively in the field with the extra (10th) fielder playing as a fourth outfielder. Teams must use left, left center, right center and right (no short fielder or rover)
- c) Fielders not having possession of the ball should not fake a tag or block the base or base path for any runners. Penalty for this violation is **ALL RUNNERS ADVANCE ONE BASE.**

Offensive Team

- a) The batting order is continuous. Each player bats



when it is his/her turn even if they didn't play defensively that inning.

- b) The maximum number of batters per inning is 10. This number is critical to ensure the pitcher does not exceed their pitching limit per day (See Pitching below).
- c) Any base runner is out when he does not slide or attempt to avoid contact with a fielder who: (A) has possession of the ball and is waiting to make a tag or (B) is waiting for a thrown or batted ball.
- d) Head first sliding is not allowed, runner is called out.
- e) No stealing.
- f) No bunting.
- g) No lead-off. The runner(s) may leave the base only after the ball reached the batter. If a runner leaves early, the umpire will call NO PITCH & the runner is out.
- h) If a batter cannot complete their at bat, due to sickness or injury, the next batter in the rotation will bat with a new count.
- i) The runners can advance multiple bases on a hit to the outfield. Once an infielder has possession of the ball, the runners cannot advance to the next base (unless they already left the base).
- j) A runner cannot advance a base on an overthrow.
- k) Strikeouts from a pitcher will count as an out in the inning. Strikeouts from a coach will not count as an out in the inning.
- l) If the offensive team has fewer than 10 players, then their lineup for the inning will be equal to the number of players they have playing.
- m) An inning is complete when 3 outs are accrued, or the offensive team went through their lineup.

Pitching Rules:

1. Every kid shall pitch. Each team should use a rotation. No kid should pitch unless all of the other kids have pitched since they last pitched.
2. A new pitcher will be used each inning.
3. The pitcher shall wear a helmet pitching.
4. Each pitcher will throw 5 pitches to every batter unless:
 - The batter gets a hit
 - The batter strikes out
5. If the pitcher throws 5 pitches and the previous actions do not occur, then a hitting teams coach will pitch to the kids.

PLEASE NOTE: Strikes will be swinging strikes unless

we have an umpire calling the pitches. The strike zone will be from knees to shoulders and up to two baseballs wide on either side of the plate.

6. The pitch count will be reset after a coach starts pitching. This gives the batter the opportunity to get acclimated to the different pitching style.
7. The batter will remain in the box until they either:
 - Get a hit
 - Strike Out (3 swinging strikes)

MINORS LEAGUE RULES

1. Mouthpieces and cups (for males) are required for all players (players may not participate without)
2. Boys and girls below the age requirement may only be moved to Minors if they are playing on a 9u travel team.
3. Each Minors League team will be assigned one or more Junior League teams for their call-ups. No Juniors League player will be allowed to play for Minor League teams other than the pre-assigned teams. A Juniors League player is not allowed to play any key position (infield, pitcher, and catcher), unless you have called up five players to fill your roster, then no pitching or catching. Junior players MUST be placed at the end of the batting order.
4. Each team will carry a minimum of twelve players on their roster.

Defensive Team

- a) All players must play a minimum of three innings defensively in the field except when an injury to a player prevents him/her from playing or when a game is shortened due to weather. Any player affected by this rule must: (A) bat at the top of the order in the next game played and (B) start in the field defensively and play not less than three innings in the next game.
- b) Minimum play rule is no player can sit a second inning until every other player on the team has sat at least one inning.
- c) Ten players are used defensively in the field with the extra (10th) fielder playing as a fourth outfielder. Teams must use left, left center, right center and right (no short fielder or rover)
- d) Fielders not having possession of the ball should not fake a tag or block the base or base path for any runners. Penalty for this violation is ALL RUNNERS ADVANCE ONE BASE.



Offensive Team

- a) The batting order is continuous. Each player bats when it is his/her turn even if they didn't play defensively that inning.
- b) The maximum number of batters per inning is the number of players the team with fewest players had at the game's start. (ie. you can bat the order, but no batter can bat twice in the same inning.)
- c) Any base runner is out when he does not slide or attempt to avoid contact with a fielder who: (A) has possession of the ball and is waiting to make a tag or (B) is waiting for a thrown or batted ball.
- d) Head first sliding is not allowed, runner is called out
- e) A batter cannot square and fake a bunt with the intention of drawing in the infielders & then swing away. Batter is out.
- f) No lead-off. The runner(s) may leave the base only after the ball reached the batter. If a runner leaves early, the umpire will call NO PITCH & the runner is out.
- g) When the pitcher is on the mound with the ball, all base runners must immediately return back to their base. Any runners that remain off a base trying to draw a throw will be called out. Runners must return to the last base occupied.
- h) If a batter cannot complete their at bat, due to sickness or injury, the next batter in the rotation will bat with a new count.
- i) Mercy Rule -after the completion of the third inning, a team with a seven or more run lead can no longer steal any bases until the lead is less than seven.
- j) A runner can only advance from 3rd to home on a hit ball, a hit batter or a bases loaded walk. There is NO stealing of home until approximately the first half of the leagues schedule is completed.
- k) The Minors Commissioner will set a date and email league wide stating the start of stealing home within the league.

Pitching Rules:

1. Calendar week for total innings pitched is SUNDAY through SATURDAY.
2. There is no limit to the number of pitchers a team may use in a game.
3. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted

below, but the pitcher may remain in the game at another position:

- a. League Age 10 and under 75 pitches per day or 3 innings, whichever comes first.

Regulation VI - PITCHERS

- (a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.) Coaches should attempt to have all players pitch in at least one (1) game.
- (b) A pitcher once removed from the mound cannot return as a pitcher. (c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
 - 9-10 75 pitches per day or 3 innings
 - 7-8 50 pitches per day or 3 inningsException: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- (d) Pitchers league age 14 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
4. A pitcher may throw in a maximum of three innings per game and six innings in a calendar week. (This changes to nine innings in a calendar week for the play-offs.)
5. The VISITING TEAM must designate a person to be the official pitch count recorder. Both teams should record pitch counts.
6. When asked the pitch count recorder must provide the current pitch count for any pitcher when requested by



either manager or any umpire. However, the respective TEAM MANAGER is responsible for knowing when his/her pitcher must be removed.

7. It is recommended that the official pitch counter be an approved OPLL volunteer and has completed the required volunteer application form.

8. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

9. The Team Manager has the right to ask the official pitch counter for a pitch count between batters.

10. A pitcher will be charged with one inning pitched for each inning he delivered at least one pitch.

11. A pitcher may throw in a maximum of six innings in a calendar week.

(This changes to nine innings in a calendar week for the play-offs.)

12. A pitcher removed cannot return to pitch in the same game.

13. The MANAGER is allowed one trip per inning and two trips per game to the same pitcher. The second trip in the same inning, or the third trip in the same game to the same pitcher (as a pitcher) from the game.

14. FAILURE TO COMPLY WITH PITCHING RULES IS AN AUTOMATIC PROTEST OF THE GAME.

MAJORS LEAGUE RULES

1. Boys and girls below the age requirement may only be moved to Minors if they are playing on a 9u travel team.

2. Each Majors League team will be assigned one or more Minor League teams for their call-ups. No Minor League player will be allowed to play for Major League teams other than the pre-assigned teams. A Minors League player is not allowed to pitch or catch. Minor players MUST be placed at the end of the batting order.

3. Speed-up rule: With two outs and the catcher on base, a pinch runner will be used. The runner will be the player who made the last out.

Defensive Team

a) Nine players are used defensively in the field.

b) The manager is allowed one defensive time out per inning. Defensive time outs should be limited to one minute or less and may include all defensive players on the field only. Players from the dugout bench are not allowed in a defensive time out. Defensive time outs will be counted as one visit to the pitcher who throws the next pitch in the game.

c) All players must play a minimum of three innings defensively in the field except when an injury to a player prevents him/her from playing or when a game is shortened due to weather. Any player affected by this rule must: (A) bat at the top of the order in the next game played & (B) start in the field defensively and play not less than three innings in the next game.

d) Minimum play rule is no player can sit a second inning until every other player on the team has sat at least one inning. Fielders not having possession of the ball should not fake a tag or block the base or base path for any runners.

Penalty for this violation is ALL RUNNERS ADVANCE ONE BASE.

Offensive Team

a) The batting order is continuous. Each player bats when it is his/her turn even if they didn't play defensively that inning.

b) A batter cannot square to fake a bunt with the intention of drawing in the infielders & then swing away. Batter is out.

c) Any base runner is out when he does not slide or attempt to avoid contact with a fielder who: (A) has possession of the ball and is waiting to make a tag or (B) is waiting for a thrown or batted ball.

d) Head first sliding is not allowed, runner is called out on the 60ft diamond.

e) No lead-off. The runner(s) may leave the base only after the ball reached the batter. If a runner leaves early, the umpire will call NO PITCH & the runner is out.

f) When the pitcher is on the mound with the ball, all base runners must immediately return back to their base. Any runners that remain off a base trying to draw a throw will be called out. Runners must return to the last base occupied.

g) If a batter cannot complete his/her turn at bat because of injury, that batter will be replaced with a player from



the bench who scored the last run or made the last out. The substitute batter will assume the count of the injured batter. When the substitute batter completes his/her turn at bat, the next batter will be the player following the original batter that was injured.

Pitching Rules - will be in effect for regular season games and playoffs only:

1. Calendar week for total innings pitched is SUNDAY through SATURDAY.
2. There is no limit to the number of pitchers a team may use in a game.
3. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
 - a. League Ages 11, 10 and under 75 pitches per day
4. Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
5. Pitchers league must adhere to the following rest requirements:

Regulation VI - PITCHERS

- (a) Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
- (b) A pitcher once removed from the mound cannot return as a pitcher. (c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:
 - 12 = 85 pitches per day or 3 innings
 - 9-10, 11 = 75 pitches per day or 3 inningsException: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. That batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.
- (d) Pitchers league age 12 and under must adhere to the following rest requirements:
 - If a player pitches 66 or more pitches in a day, four (4)

calendar days of rest must be observed.

- If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
6. A pitcher may throw in a maximum of three innings per game.
 7. The VISITING TEAM must designate a person to be the official pitch count recorder. Both teams should record pitch count.
 8. When asked the pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the respective TEAM MANAGER is responsible for knowing when his/her pitcher must be removed.
 9. It is recommended that the official pitch counter be an approved OPLL volunteer and has completed the required volunteer application form.
 10. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
 11. Pitchers are allowed no more than 6 warm-up pitches between innings.
 12. One pitch in an inning equals one inning of work towards the maximum number of innings a player may pitch in a week.
 13. A pitcher removed cannot return to pitch in the same game.
 14. The manager may come out twice in one inning to visit with the pitcher, but the third time out, the player must be removed as a pitcher. The manager is prohibited from making a third visit to the pitcher while the same batter is at bat.
 15. The manager may come out three times in one game to visit with the pitcher, but the fourth time out, the



player must be removed as a pitcher.

SENIOR BASEBALL RULES

These are highlights of the rules most frequently needing clarification NOT the official rulebook.

- All Coaches and Managers are responsible for knowing the rules.
- Players that pitch for a school team are not eligible to pitch in Junior or Senior League games until after their last school game is played, including playoffs. All other players that play on school teams are eligible to pitch in Junior and Senior League games.
- Participation in Other Programs (for all levels of play)
- House League (OPLL) games come before any other travel game with the exception of a Little League Sponsored Williamsport Team or a School team.
- Players may participate in other programs so long as such participation does not disrupt the Little League program. Consistent with a manager’s ability to conduct the affairs of his/or her team, a manager may disqualify a player from the team for the current season, subject to the Board of Directors approval, if a player repeatedly misses practice or games.

Pitching:

1. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age 13-16 years of age: 95 pitches per day. All pitching rules are strictly based on age (Note: This applies specifically to a 12 year old that plays Junior/Senior Baseball.

- Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out.
- Pitchers league age 16 and under must adhere to the following rest requirements:

Regulation VI - PITCHERS

- Any player on a regular season team may pitch. (NOTE: There is no limit to the number of pitchers a team may use in a game.)
- A pitcher once removed from the mound cannot

return as a pitcher. (c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

13-16 - 95 pitches per day

12 - 85 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. Current batter reaches base; 2. That batter is put out; 3. The third out is made to complete the half-inning. Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

Pitchers league age 15-18 must adhere to the following rest requirements:

- If a player pitches 76 or more pitches in a day, four (4) calendar days of rest must be observed.
 - If a player pitches 61 - 75 pitches in a day, three (3) calendar days of rest must be observed.
 - If a player pitches 46 - 60 pitches in a day, two (2) calendar days of rest must be observed.
 - If a player pitches 31 - 45 pitches in a day, one (1) calendar days of rest must be observed.
 - If a player pitches 1-30 pitches in a day, no (0) calendar day of rest is required.
- A player may pitch a maximum of 5 innings per game, 9 innings per week (Sunday-Saturday).
 - Throwing 1 pitch to a batter constitutes an inning pitched (pre.-inning warm-ups are excluded).
 - A player may not be returned to the mound after being replaced as a pitcher, even if they assume another position.
 - There is no limit as to the number of pitchers per team who may pitch in a calendar week. Use of ineligible players, intentionally or by mistake will result in a forfeit. Sample rest periods for players pitching 5 or more innings in 1 game/day. Pitchers are eligible again as per Column “B” if they pitch on the day in Column “A”.

Column A	Column B
Sunday	Thursday
Monday	Friday
Tuesday	Saturday
Wednesday	Sunday
Thursday	Monday
Friday	Tuesday



Saturday

Wednesday

7. The VISITING TEAM must designate a person to be the official pitch count recorder.
8. When asked the pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the respective TEAM MANAGER is responsible for knowing when his/her pitcher must be removed.
9. It is recommended that the official pitch counter be an approved OPLL volunteer and has completed the required volunteer application form.
10. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed. However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.

Games and Curfews

1. No new inning will start after 2 hours and 15 minutes from the scheduled start time.
 2. All Games played on 90' diamond on California Rd. are under the guidelines of the Town of Orchard Park.
 3. The lights at this diamond are on a timer that is set to turn off at approximately 10:45pm.
 4. No new inning should start after 10:30pm.
- Definition: An inning begins when the last out made from the previous inning is recorded.
- Late umpires- allow a 10 minute grace period. Then start the game with an agreed upon umpire.
- Be sure to all the Umpire Scheduler THAT DAY to report a "no show umpire".

Players in the game

1. A continuous batting order is in effect. All players will bat. (In the vent of an injury a player may be removed from the order. The spot in the order will be skipped and the player may return to the offensive or defensive lineup.)
2. All players must play a minimum of 3 defensive innings.
3. Free substitutions and reentry are allowed. The batting order stays constant.
4. Games may not start with less than 8 players to play

- defense. If the team makes 3 outs and cannot take the field they WILL forfeit.
5. If the offensive team "runs out of batters" before 3 outs are made a forfeit will result. If both teams have less than 8 players a double forfeit will result.
 6. Players arriving late will be put at the end of the batting order.

Regulation Games

1. 7 innings (see Little League rules for complete game)
2. If a 7 inning game in progress is canceled and the losing team has batted 5 times the game is complete (in a 6 inning game 4 at bats for the losing team).
3. Suspended incomplete games are resumed from the point of stoppage (Exception: If the first inning has not been completed the game will start over. (Pitchers in suspended games may return to pitch whatever eligibility they have remaining for the game or week which ever is less.
4. Doubleheaders are permitted and games are 6 innings each.

Farm System: (for Junior and Senior League format)

1. All Senior players may be "called up" with the exception of 13 year olds.
2. All Big League players selected in rounds 7-12 of the draft may be "called down" with the exception of 16 yr olds.
(3 times during regular season & 1 time during playoffs.)
3. Seniors who are "called down" MAY NOT PITCH OR CATCH.
4. Seniors who are "called up" MAY NOT PITCH.
5. Players farmed bat last in the line-up and must play at least 3 defensive innings.
6. Farm system players MAY NOT be sent home without playing.
7. Farm system players can only be players 7, 8, 9 or 10 for your team. If you have less than 6 of your own players you must take a forfeit.
8. During playoffs, you must call a player from those teams already eliminated.

Makeup Games:

- THE ONLY REASON TO CANCEL OR RESCHEDULE A GAME IS THE WEATHER.
- Anticipated rainouts will be announced on the message at the Duerr Rd. concession stand. Please call after 4 p.m.



Make sure to listen to the entire message, as some diamonds may not be playable, as others will.

- The phone number for rainout information is 667-3715
- As soon as there is a cancellation contact the Commissioner and you will be given a few available dates times and places.
- Contact the opposing Manager and agree upon a mutual date.
- Both of you are then to notify the Commissioner and the Commissioner block out your time.

California Rd. Games:

- Players, managers, coaches or spectators are not to drive around or past closed gates or barricades.
- Park in designated areas only.
- Night Games:
 - Coaches are responsible for the use of the lights and scoreboard.
 - All Games played on 90' diamond on California Rd. are under the guidelines of the Town of Orchard Park.
 - The lights for this diamond are on a timer set by the Town of Orchard Park. At approximately 10:30pm, one-half of the field lights will turn off giving teams and spectators, time to proceed to their cars in the parking lot. At approximately 11:00pm the rest of the lights will automatically turn off, at which time the diamond is closed.
 - Scoreboard pad is kept in the light shed and should be returned and locked upon leaving.
 - Keys will be given out as needed for the light shed and are returned with your equipment at the end of the season.
 - We are guests of the town and they cooperate with our league to great lengths. Please be sure to be responsible and thoughtful. You are representatives of our league and our children.

GIRLS SOFTBALL MINOR DIVISION RULES

Official Softball Playing rules as adopted by Little League Softball will apply except as noted by a local rule listed below. This is a development year for all girls. Let's make this an enjoyable year for all!

General

1. Girls aged 9 or 10 years old on December 31, 2010 are

eligible for Minors. Exceptions to this rule require the agreement of the Commissioner of Minors.

2. Each team will consist of 10-12 girls.
3. The season is composed of approximately 15 scheduled games for each team.
4. No make up games are expected to be re-scheduled.
5. Good sportsmanship is the rule at all times, including players, coaches and spectators.
6. If a team risks a forfeit, they may use call-up players from the Rookie Division.
7. Scoring will be kept for individual games, so that there will be a designated winner of each game, but there will be no playoffs.
8. The use of tobacco products and alcoholic beverages is not permitted at any game.
9. Each coach is responsible for the proper condition, cleaning, adjustments and safety concerns regarding league equipment. Any coach needing replacement equipment will report that need to the commissioner. Each coach is responsible for returning all league property at the end of the season.

Safety

1. Mouth Guards are mandatory for games and practices.
2. Heart Guards are optional.
3. Medical Release forms are mandatory.
4. No jewelry may be worn.
5. Pitchers must wear a helmet with a facemask.
6. Catchers must wear a helmet, facemask with throat guard, chest protector and shin guards during games and practices.

Game Rules

1. Games consist of six (6) innings.
 1. Participation
 - a. All girls present will bat in a continuous batting order.
 - b. Each girl present must play in the field at least 4 innings.
 - a. No player shall sit a second inning until all players have sat one inning.
 - b. There are no limits on substitutions in the field.
 2. A game is considered official if 4 full innings have been completed. If the home team is ahead, a game will be considered official after 3-1/2 innings have been completed.
 3. No inning may begin any later than 1 hour, 45 minutes



after the scheduled start time.

4. One Umpire will be used.

Pre-game

1. Teams must report to the game site regardless of the weather conditions, unless league organizers have declared the field unplayable. The rainout number can be called at 667-3715.

2. The home team as designated on the schedule sits on the first base side.

3. Both teams should provide a new game ball.

Post-game

1. At the end of the game, players will exchange a handshake with the opposing team as a gesture of good sportsmanship.

2. Game results should be emailed to the league commissioner.

Pitching

1. The distance from the pitcher's rubber to home plate is 35 feet.

2. Pitching is accomplished by players pitching to batters. Balls and strikes will be called. No more than one batter may be issued a walk each inning. If a second batter receives four "balls", the coach of the team batting will then pitch until the batter either hits the ball in play or strikes out.

Batting

1. The inning ends when either of the following occurs:

a. The batting team scores 5 runs.

b. Three outs are made.

2. Bunting is not allowed.

3. All girls must wear helmets when batting, on base, and when on deck.

4. If the batter throws the bat in such a way that it may be injurious to others, the batter will be warned. A second offense shall cause the batter to be declared out.

Base Running

1. Lead offs are allowed after the ball crosses the plate.

2. There will be no stealing at any time.

3. Players may advance one base per play, unless the ball is hit into the outfield, in which case more than one base

may be taken.

4. Sliding is mandatory to prevent collision with a fielder making a play. If the runner makes no attempt to slide and collides with a fielder, the runner will be called out. If the collision occurs as a result of a defensive player not involved in the play failing to yield, the runner will be called safe.

5. If the catcher for the next defensive half inning is on base when the second out is made, she will be replaced with a pinch runner in order to allow her time to put on protective equipment for the next defensive inning. Coaches are not allowed to touch the base runners at any time during live play. If a base runner is touched, that player will be deemed to be out.

Defensive Rules

1. A normal defensive team will consist of ten players with four outfielders.

2. The outfielders should be at least five feet from the infield grass.

3. A minimum of six fielders is required.

4. Teams will wait 15 minutes after the normal starting time for players to arrive before a forfeit is declared. If this occurs, the coaches can share players between teams and run an exhibition game.

5. The infield fly rule will not apply.

GIRLS SOFTBALL

MAJOR DIVISION RULES

Official Softball Playing rules as adopted by Little League Softball shall apply.

General

Orchard Park Little League Softball provides the opportunity for girls ages 6-17 to learn the game of softball. We have four different age divisions. Games start the end of April except for the Senior League whose games start the first week of June. Most teams will have two games a week. Coaches will contact their players the week of April 10th. Seniors will be contacted two weeks later. All players are required to have a facemask/mouth guard if playing in the infield for all levels but seniors. Mouth guards are mandatory when not wearing a facemask for rookie and minor. Please check with your division specific rules as to what additional protective equipment pertains to you.



The schedule will come out by the end of April. Practice times, frequency and location will be scheduled at the discretion of the coach. House league practices cannot be scheduled at the Duerr Road or Brush Mountain Field but games will be played at either location.

Safety Rules:

The following rules apply to all divisions:

1. Facemasks are required if playing and infield position. Facemasks are recommended in the outfield but a mouth guard can be worn instead. ***Senior players are not subject to the facemask rule but must have a mouth guard.
2. Heart guards are optional
3. Medical release forms are mandatory
4. No jewelry
5. The Catcher must wear all protective equipment issued including mask, shin guards, and chest protector.
6. Pitcher must wear an OPLL issued protective pitching helmet with facemask or their own face mask.
7. No metal cleats.
8. Hair must be tied back.
9. Helmets are to be worn always when playing offense.

MAJOR DIVISION RULES

Official Softball Playing rules as adopted by Little League Softball shall apply.

EMAILING

- (a) To be eligible for Majors, girls should be 10 through 13 years of age on December 31, 2010. Exceptions to this rule (9 year olds only) will be made with the agreement of the Commissioner of Majors. Each team should consist of at least 12 girls.
- (b) A game can be played with at least 7 players. Call-ups should be from the Major team on bye and the called up player(s) may not pitch, catch or play first base and must bat last. Given that each team will have at least 12 players the need to use call-ups should be rare. **CALL-UPS WILL NOT BE PERMITTED IN THE PLAYOFFS.**
- (c) The season will consist of approximately 12 games being played per team. Every effort will be made to insure all teams play an equal number of games to fairly determine a league champion.
- (d) Good sportsmanship is the rule at all times, including players, coaches and spectators.
- (e) Mouth Guards and Heart Guards are not mandatory

for games and practices, but recommended.

- (f) Medical Release forms are mandatory.
- (g) Division standings will be maintained. Standings will be based on winning percentages with ties settled by: (1) Head to Head record; (2) Coin Flip. Game summaries will be emailed to the League Commissioner upon the completion of each game by both coaches, including comments and/or recommendations. A single elimination playoff will follow the regular season with match ups determined by regular season performance as follows:
 - Round 1 \perp 4th vs. 5th (4th is home team)
 - Round 2 \perp 1st vs. winner of round 1 (1st home)
 - Round 2 - 2nd vs. 3rd (2nd home team)
 - Championship \perp Winners in Round 2 (coin flip)
- (h) Games will consist of (6) innings. Each girl on the team roster who is present must play a minimum of 4 innings. A game will be considered official if 4 full innings have been completed. If the home team is ahead, a game will be considered official after 3-1/2 innings have been completed.
- (i) No inning may begin any later than 2:00 hours after the start of the game. For example, if a game starts at 6:05 no inning can begin after 8:05.
- (j) There are no limits on substitutions.
- (k) Minimum play rule \perp no player shall sit a second inning until all players have sat one inning. Exceptions for injuries.
- (l) The home team as designated on the schedule shall sit on the first base side; provide a new game ball and a second ball in good condition.
- (m) Teams must report to the game site regardless of the weather conditions, unless the grounds crew has declared the field unplayable. The Rainout Number can be called at 667-3715.
- (n) The use of tobacco products and alcoholic beverages is not permitted at any game.

Pitching

- (a) The distance from the pitchers rubber to home plate is 40 feet.
- (b) At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than five warm up pitches.
- (c) No balks will be called. Pitching regulations will follow Little League Softball rules for Fast Pitch.
- (d) Pitchers may pitch only 4 innings per game or part of



an inning. Pitchers may not pitch more than 8 innings per calendar week. The calendar week begins on Sunday and ends on Saturday. During playoffs, maximum innings per week shall be 12 with the same 4 innings per game limit.

(e) One pitch thrown in an inning shall constitute an inning pitched.

(f) On the throw back to the mound from the catcher the ball is alive and runners may advance at their own risk.

Batting

(a) Teams will bat all girls in a continuous batting order, regardless of the fact that their position in the field may change.

(b) In the event that the offensive team scores 5 runs during one inning, the inning shall be declared over as soon as the fifth run scores.

(c) This rule applies to innings one through five only. In the sixth inning or the last called inning, a team may bat as many players as possible until three defensive outs are recorded, or the home team scores the winning run.

(d) All girls must wear helmets when batting, when on base, or when they are on deck as the next batter.

(e) If the batter throws the bat in such a way that it may be injurious to others, the batter will be warned. A second offense shall cause the batter to be declared out.

(f) No jewelry may be worn.

(g) The batter will not be allowed to steal first base on a dropped third strike. The batter is out; any base runners may advance at their own risk.

Base Running

(a) A runner may only attempt to steal a base after the ball reaches the batter, or once the pitched ball hits the ground.

(b) If the catcher for the next defensive half inning is on base when the second out is made, she will be replaced with a pinch runner in order to allow her time to put on protective equipment for the next defensive inning. The substitute shall be the player that made the last out.

(c) Sliding is mandatory to prevent a collision with a fielder making a play. If the runner makes no attempt to slide and collides with a fielder, the runner will be called out. If the collision occurs as a result of a defensive player not involved in the play failing to yield way, the runner will be called safe.

(d) Coaches are not allowed to touch the base runners at

any time during live play. If a base runner is touched, that player will be deemed to be out.

Defensive Rules

(a) A normal defensive team will consist of ten players with at least four outfielders.

(b) The outfielders should be on the outfield grass.

(c) A minimum of eight fielders is required.

(d) Teams will wait 15 minutes after the normal starting time for players to arrive before a forfeit is declared.

(e) Coaches must call up players from the Minor division only to prevent a forfeit of their game. The player called up cannot pitch or catch and must be assigned the last position in the batting order.

(f) Catchers must wear a helmet, facemask and throat guard, chest protector and shin guards during games and practices. Player safety is most important.

(g) The infield fly rule will apply. A fair fly ball, which can be caught by an infielder with ordinary effort when first and second bases, or first, second and third bases are occupied before two are out. The batter is declared out and any runners may advance at the risk of the ball being caught.

Pre-Game

1. Teams must report to field regardless of the weather conditions, unless league organizers have declared the field unplayable. The rainout number is 667-3715

2. Home team sits on the first base side.

3. Both teams need to provide a new game ball.

Post Game

At the end of the game, players will exchange a handshake with the opposing team as a gesture of good sportsmanship. Each coach is responsible for emailing the game results to the commissioner, the proper condition, cleaning, adjustments and safety concerns regarding league equipment. Any coach needing replacement equipment shall report that need to the commissioner. Each coach is responsible for returning all league property at the end of the season.

Additional Softball:

Girls Softball Division Rules:



Official softball rules as adopted by Little League Softball will apply except as noted by a local rule listed below. Let's make this an enjoyable year for all!

Rookie: Ages 6-8

Our players will learn the fundamentals of throwing, fielding, hitting and base running using correct technique. Mid-season, the rules change slightly to allow for more advanced play and skill development.

General:

1. Girls age 6-8, birth year 09-11 and earlier are eligible. Exception to this rule require agreement of the commissioner.
2. Each team will consist of 10 girls with an upper limit of 14.
3. The season will be composed of 14 games.
4. No make-up games will be played
5. Good sportsmanship is expected of players, coaches and parents.
6. If a team does not have enough players, you can call another rookie team.
7. The score is not kept and there are no playoffs
8. NO TOBACCO OR ALCOHOL IS PERMITTED AT GAMES OR PRACTICES.
9. Each coach is responsible for their equipment. If additional equipment is needed contact your commissioner.
10. Girls will receive a medal for participation in this league only.

Game length: A game will consist of 6 innings. No new inning will begin after the 1.5-hour mark.

Format:

1. The Rookie level is a coach pitch league with the option to hit from a tee after 5 pitches until June 1st.
2. After June 1st, there will be strike outs after three missed swings and no tee.
3. No player will advance more than one base at a time until June 1st.
4. Players can only advance one base when the ball is in the infield. Overthrows are one base.
5. After June 1, if a ball is hit to the outfield, there is unlimited base running.
6. An inning will end if a team makes 3 outs or has 7 batters hit. All 3 outs must be defensive outs.
7. No sliding or bunting or stealing are allowed.
8. A 11 inch softie softball will be used and pitchers stand 35 feet away.
9. If there are not three outs and you reach the last batter in the lineup you will then switch sides.

Positions: The Defensive Team will field ten (10) players as follows: • Pitcher - positioned within 1-2 feet off the mound • Catcher- positioned behind the batter, but not against the backstop • Infielders - 1st, 2nd, 3rd and short stop • Outfielders - must use left, left center, right center and right (no short fielder or rover).

Coaching Rules:

1. A minimum 2 innings are to be played in the infield for all players.
2. No more than 2 innings in the same position.
3. The defensive team should have at least one (1) but preferably two (2) coaches positioned in the outfield to instruct the fielders and keep their minds on the game.
4. To help speed the game, a coach or parent should be stationed behind the catcher. This person can gather the balls, throw back to the pitcher or have the catcher throw them back.
5. No child will sit more than one inning consecutively.
6. A player cannot sit for a second time unless all the other players have sat at least 1 time.

Minors: Ages 8-10

Players continue to develop softball foundational skill sets. 12 league games are scheduled and a playoff system will be added this year.

General:

1. Girls age 9-10, birth year 07- 09 are eligible. Exception to this rule requires the agreement of the commissioner.
2. All the general rules from rookie division apply.

Game length: A game will consist of 6 innings. No new inning will begin after the 1.45-hour mark. A game is complete when 4 innings are completed or the home team is ahead after 3 and a half innings.

Format:

1. This is a player pitch league with coach support.
2. A coach will pitch after there has already been a walk and the next batter has been thrown four balls. 3. The player pitcher resumes pitching the next batter.
4. There is a continuous batting order and free substitution.
5. Bunting and stealing bases will be incorporated the second half of the season (June 1) but players will not be allowed to steal home.
6. One umpire is provided.
7. Bat the order. If the other team does not have three outs you will switch sides.
8. Pitching mound is 35 feet.
9. Lead off occur after the ball has crossed the plate and are allowed all season.
10. Sliding is allowed and encouraged to avoid collision.



11. Pinch runners are allowed for injured girls or a catcher if there are two outs.
12. Infield fly rule does not apply
13. Minimum players to play is 8.
14. Standings will be kept. Ties will be settled by head to head record and total runs scored.
15. Playoffs will be single elimination. In the event of an uneven number of teams, the last place team will not advance to playoffs.
16. Round one will be 1vs 4 and 2vs 3. Winner of first round advances to championship.
17. Pitching warm up is 5 pitches.

Positions: The Defensive Team will field ten (10) players as follows: • Pitcher - positioned within 1-2 feet of the mound • Catcher- positioned behind the batter, but not against the backstop • Infielders - 1st, 2nd, 3rd and short stop • Outfielders - must use left, left center, right center and right (no short fielder or rover)

Coaching Rules:

1. A minimum 2 innings are to be played in the infield for all players.
2. No more than 2 innings in the same position.
3. Pitchers can pitch no more than two innings in the same game.
4. There is a five-run limit per half inning and the pitching mound is set at 35 feet.
5. Early in the season, a coach may stand behind the catcher in the first half of the season to help with ball return.
6. No child will sit more than one inning consecutively.
7. A player cannot sit for a second time unless all of the other players have sat at least 1 time also.
8. Call ups are allowed from rookie division. Coaches will be provided a list of rookie partner team.

Majors: Ages 10-13

Players have foundational skill sets. 12 league games are scheduled and a playoff series will occur.

General:

1. Girls age 10-13, birth year 04- 07 are eligible. Exception to this rule requires the agreement of the commissioner.

Game Length:

1. The game consists of 6 innings or a time limit. No inning can begin after 1:45 and a full game will be considered after 3-1/2 innings are completed.

Format:

1. This is a player pitch league.
2. Pitchers can pitch a max of 3 innings.
3. There is a continuous batting order and free substitution.

4. Bunting and stealing are allowed, including stealing home.
5. There is no infield fly rule or drop third strike.
6. 2 hour time limit
7. A minimum of 8 players are required
8. Call ups are allowed from minor division. A list of partner teams will be provided.
9. Playoff format is the same as minors.
10. Lead offs occur when pitcher releases the ball.
11. Pitcher warm up is 5 pitches prior to start of inning
12. Pitchers can pitch no more than 3 innings a game or 9 in a week.
13. On throw back to the mound, a runner can advance if the pitcher is not in circle or runner in constant motion.
14. In the last inning, unlimited runs are allowed.

Positions: 9 players

Coaching Rules:

1. A minimum 2 innings are to be played in the infield for all players.
2. No more than 2 innings in the same position.
3. There is a five-run limit per half inning.
4. Pitching mound is set at 40 feet.
5. No child will sit more than one inning consecutively.
6. A player cannot sit for a second time unless all the other players have sat at least 1 time also.

Seniors: Age 13-18

Our senior program plays games in different towns due to the limited number of teams in this age group. The league is coordinated by an outside organization. Birth year 00-05 will be allowed to play unless reviewed by commissioner. The league guidelines are located on our website. Pitching distance is 43 feet.

If you have questions, please call softball commissioner Julie Fanutti Lana at 4811644.

LITTLE LEAGUE® COACH RESOURCE CENTER

The intent of this Resource Center is to provide the Little League Baseball and Softball Coach or Manager with the tools they need to be effective leaders of children, to run efficient and productive practices, and to teach children the baseball or softball skills they need to be able to excel.

This service is being provided at absolutely no charge



whatsoever by Little League International. Any and all Little League Baseball and Softball Managers and Coaches are eligible to access any of the information in this Resource Center at any time they wish. It is just one of the many reasons Little League remains the largest, best, and most respected youth sports program in the world.

Whether you, as a Manager or Coach, are a novice or a seasoned veteran, you will be able to learn something from this Resource Center. We hope you enjoy it.

ADDITIONAL RESOURCES

WEBSITE - OPLL.ORG

Our website is www.opll.org and has become an important means to communicate with our league members. During the season, important updates and news will be posted on the home page.

Game schedules for all levels, including umpire assignments, will be listed as soon as they are available. Rain outs and make-up games are updated on a daily basis.

LITTLE LEAGUE BASEBALL, INC.

www.littleleague.org

www.littleleaguecoach.org

**Orchard Park Little League
Authorization Code**

123394