

EXHIBIT A  
**Local Rules**

SOFTBALL

The official rules for Arcadia Little League division play for baseball are covered in the handbook entitled "Official Regulations and Playing Rules" of Little League Baseball (also known as the "Orange Book"). All managers and coaches will be given this handbook and are required to become knowledgeable with the rules. The following is intended to clarify some of the key rules and to provide additional guidelines for Arcadia Little League division play.

General Rules (Applicable To All Divisions)

Section 1 – Field/Game Set Up.

- 1(a). The home team is responsible for field and equipment set up and take down. The visiting team is responsible to drag the field after the game.
- 1(b). The home team will occupy the third base dugout. The visiting team will occupy the first base dugout.
- 1(c). As may be permitted due to other scheduled games, each team will have exclusive use of the field for a 10-minute period for warm-up prior to the start of each game. The visiting team's warm-up period shall begin 25 minutes prior to game time. The home team's warm-up period shall begin 15 minutes prior to game time.
- 1(d). Each team is responsible for cleanup of their respective dugout after the game.
- 1(e). Each manager is responsible for the behavior of his/her team's parents and spectators as well as that of his/her team's players and coaches at all times while at Little League games.
- 1(f). Use of an on deck circle is prohibited. All offensive players other than the batter and any base runner shall remain in the dugout. This rule does not apply to defensive players, who include a pitcher and catcher engaged in pitching warm-up activities in a bull pen as may be expressly permitted by other rules.
- 1(g). All players, while at bat or on base, shall wear a batting helmet
- 1(h). All players shall remain on the playing field or in the dugout at all times during a game

## T-BALL (5-6)

### Section 2 – Game Rules

- 2(a). The batter shall strike the ball from an approved tee only.
- 2(b). Optional Coach Pitch: After the first half of the season (8 games), Managers can decide as a group to play the second half of the season as Coach Pitch. All teams should play by the Coach Pitch option, but if a Manager believes it's better to hit off a tee for the whole year then that is acceptable. During Coach Pitch, each batter will get 5 pitches to hit the ball. If the player has not put the ball in play after 5 pitches then a tee will be used. A batter cannot strike out.
- 2(c). Score shall not be kept.
- 2(d). The half-inning duration shall be concluded only when one full rotation of the batting roster has occurred.
- 2(e). The three out rule does not apply. A runner, however, may be called out.
- 2(f). The game ends after three innings, or one hour and 15 minutes, whichever occurs first.
- 2(g). All players may occupy the field at one time. The manager shall use his/her best efforts to arrange the players effectively to teach both infield and outfield positions.
- 2(h). All players on the roster will bat in rotation.
- 2(i). Runner may not advance on an overthrow to any base

## Farm (7-8)

### Section 2 – Game Rules

- 2(a). Managers are encouraged to fill out a game roster prior to the start of the game. The roster should show the batting order and defensive positions to be played by each player. The purpose of the roster is to assist the coaching staff in planning substitutions prior to the start of a game to insure that rules 3(b) and 3(c) are met. The roster can be changed as necessitated by changing circumstances (e.g., player injury, illness, early departure) during a game.
- 2(b). Score shall not be kept.
- 2(c). Games shall be five innings or approximately one hour and 30 minutes in length. No new inning may be started after one hour 15 minutes. 3 outs ends a half inning. Any inning started shall be completed.
- 2(d). All players on the roster will bat in rotation.
- 2(e). The coaches in the field will act as umpires as needed. The pitching coach will call balls and strikes. The coach/umpire closest to the play will have the final decision on a call, unless he defers to another coach/umpire with a better view. No appeals or protests of a call are allowed. Due to the instructional nature of the Farm Division, when in doubt plays are to be decided in favor of the defense.

### Section 3 – Playing Rules (Defense)

- 3(a). The defense may consist of the roster. Coaches, however, are encouraged to promote realistic game play and may play defense with a minimum of 10 players consisting of a pitcher, catcher, 1<sup>st</sup> baseman, 2<sup>nd</sup> baseman, shortstop, 3<sup>rd</sup> baseman, left-fielder, left center-fielder, right center-fielder and right-fielder. If a team is unable to field 10 players, the team may play with nine players, using three outfielders. Games may not be played with fewer than nine players. In order to field a team of nine players only, a temporary additional player from the opposing team may be used.
- 3(b). Every player shall play one of the first 4 innings in the infield. No player may play a third inning in the infield until all players have played two innings in the infield. For purposes of this rule, the infield positions are: pitcher, catcher, 1<sup>st</sup> base, 2<sup>nd</sup> base, shortstop and 3<sup>rd</sup> base.
- 3(c). No player shall sit out two defensive innings until every player has sat out one defensive inning
- 3(d). The pitcher will stand within six feet of the pitching rubber and will wear a batting helmet.
- 3(e). A batter and/or base runners may advance one base only on a batted ball hit that remains in the infield

- 3(f). A batter and/or base runners may advance one or two bases only on a batted ball hit that ends up in the outfield, unless the batted ball is hit on the fly over the fencing in the outfield and declared a homerun. For example, a runner on first may advance on a hit baseball that ends up in the outfield no further than third base. Play shall stop and the ball declared dead when the base runners have advanced two bases.
- 3(g). In the event of an overthrow a runner may advance at her own risk to the next base only. There is no penalty to the defense if the defensive player attempts to throw out the runner advancing to the next base due to the overthrow. For example, with a runner on first, the batter hits the ball to the second baseman, who attempts to throw out the batter at first. The ball is overthrown, so the runner starting on first advances to second on the hit and may try, at his own risk, to advance to third on the overthrow. The batter having reached first base may attempt to advance to second on the overthrow. The defensive player may try to throw out either one of the advancing runners, with no further penalty because the runners cannot advance more than the one extra base. An overthrow is defined as any throw that goes three or more feet from the player covering a base. A dropped ball, bobbled ball, or a ball that stays within approximately three feet of the defensive player covering the base is not an overthrow.
- 3(h). Defensive players must play one set position per inning (i.e., defensive players cannot switch positions during an inning), except in cases of injury, illness or disciplinary action.
- 3(i). The catcher must wear (i) a catching helmet and mask with a hard throat protector; (ii) a chest protector; (iii) shin guards; and (iv) use a catcher's or regular mitt.

#### Section 4 – Playing Rules (Offense)

- 4(a). All players on the roster will bat. If a player arrives late, he/she will be placed at the bottom of the batting order.
- 4(b). A batter may not bunt the ball.
- 4(c). A player who throws a bat during a game will receive a warning from a coach/umpire. A player who throws a bat for a second time during a game after having received a warning will be declared out.
- 4(d). Any ball hit on the fly over an outfield fence and within fair territory will be declared a home run.
- 4(e). Base stealing is not permitted. Base runners will not leave the base until the ball has been hit.
- 4(f). Base runners will not advance on a thrown pitch not put into play by a batter (i.e., a wild pitch or a passed ball).

## Section 5 – Pitching Machine

- 5(a). The pitching machine will be operated by a coach from the team that is at bat.
- 5(b). The pitching machine coach may offer assistance to the batter only, and then only in regard to positioning the batter relative to the plate (i.e., the pitching machine coach may only direct the batter to move closer to the plate, or further from the plate, or deeper in the batter's box, or forward in the batter's box).
- 5(c). The pitching machine coach is responsible for ensuring that the catcher is ready to receive a pitched ball before feeding a ball into the pitching machine.
- 5(d). The offensive team may adjust the pitching machine anytime during the inning if both managers determine the machine to be erratic for the last two or three pitches thrown.
- 5(e). Any time a batted or thrown ball comes into contact with the pitching machine the coach/umpire shall immediately declare the ball dead. The batter and each runner shall be awarded the next base. For purposes of this rule, the pitching machine operator is considered part of the machine.

## Minors (9-11)

### Section 2 – Game Rules

- 2(a). All Little League rules in “Official Regulations and Playing Rules” of Little League Baseball (also known as the "Orange Book") shall apply.
- 2(b). Managers are required to fill out a batting lineup card prior to the start of the game. The lineup card is exchanged at home plate with the umpire present prior to the first pitch.
- 2(c). Games will be six innings.
  - (i) For games played Monday through Thursday no new inning may be started after one hour 30 minutes. Any inning started shall be completed.
  - (ii) For games played Friday, Saturday or Sunday, no new inning may be started after one hour 45 minutes. Any inning started shall be completed. During the End of Year Tournament, all games shall be played a full six innings.
- 2(d). A half inning consists of three outs or maximum six (6) runs. In the event that the batter hits a home run over the outfield fence, all runs are counted including the batter’s run. During the top half of the last inning, the visiting team is allowed to score enough runs to tie the current score plus score 6 more runs maximum. During the bottom half of the last inning, the run rule is waived allowing the home team the ability to win a game. The last inning called by the Umpire and agreed to by both Managers before the start of the last inning.
- 2(e). Each team is required to maintain a game score and a pitch count log for each pitcher for inclusion in the League pitch count log book.

### Section 3 - Playing Rules (Defense)

- 3(a). Any pitcher who hits three batters in an inning or four batters in a game will be removed from the mound.

### Section 4 – Playing Rules (Offense)

- 4(a). All players on the roster will bat in order. If a player arrives late, that player will be placed at the bottom of the batting order.
- 4(b). A runner may steal a base at his own risk. A runner may not lead off from the base. A runner may not leave the base until after the pitched ball has crossed home plate. Head first slides are prohibited.
- 4(c) Stealing home is prohibited.

### Section 5 - Regular Season Roster Guidelines

- 5(a). During the Regular Season, Managers should make every attempt to provide every player with the opportunity to play an infield position for at least one full inning during every game. This guideline is put in place to ensure that every player in the Minor Division is provided with an opportunity to participate in playing multiple defensive positions throughout the season as a way to learn new baseball skills and gain a more enjoyable Little League experience. It is not acceptable for Managers in this League to execute game strategies that do not include player rotations that meet the spirit of this guideline.

5(b). During the Regular Season, a player should not sit out two defensive innings until every player has sat out one 1 defensive inning. The only exception is if the Manager believes there are no other eligible players on the roster that are qualified to be a catcher for player safety reasons. No player will sit out three defensive innings.

## Majors (11-12)

### Section 2 – Game Rules

- 2(a). All Little League rules in “Official Regulations and Playing Rules” of Little League Baseball (also known as the " Orange Book") shall apply.
- 2(b). Managers are required to fill out a batting lineup card prior to the start of the game. The lineup card is exchanged at home plate with the umpire present prior to the first pitch.
- 2(c). Games will be six innings.
  - (i) For games played Monday through Thursday no new inning may be started after one hour 45 minutes. Any inning started shall be completed.
  - (ii) For games played Friday, Saturday or Sunday, no new inning may be started after two hours. Any inning started shall be completed. During the End of Year Tournament, all games shall be played a full seven innings.
- 2(d). The runner may not lead-off the base. The runner may steal a base at his own risk, however, the runner may not leave the base until after the pitched ball has crossed home plate. Head first slides are prohibited.