

# **TWIN CITIES LITTLE LEAGUE**

## **SPECIAL RULES**

ORIGINAL BOARD ADOPTION: 11/21/92

DATES OF REVIEW AND AMENDMENT: 1/2/96; 1/18/00; 12/16/04; 12/15/05;  
12/14/06; 11/08/07; 12/10/08; 2/20/10; 3/13/12; 1/24/13; 4/21/15; 1/5/16

### **PREFACE**

It is the intent of these Special Rules to achieve the interests of, and comply with the Rules of, Little League Baseball. If any portion of these Special Rules is in conflict with, the Official Rules of Little League Baseball, that portion is void and the remainder of these Special Rules is valid. Any question regarding or challenge to these Special Rules should be made to the Twin Cities Little League Rules Committee. The Rules Committee and Board of Directors reviews and approves these Special Rules every season.

## 1.0 **MAJOR LEAGUE RULES**

1.1: **Draft**: In all circumstances outlined herein, the intention to choose a son or daughter of a manager, or brother or sister of an existing major league player, must be made in writing to the Player Agent 48 hours prior to the commencement of the Major League Draft. The Player Agent will announce the player or players to be chosen under this rule prior to the draft, and those players selected under this rule will be assigned by the Player Agent and be ineligible for the draft. Any selection made under the rule must be in accordance with the rules found in the current year's Little League Operating Manual.

1.1.1: A nine-year old player is not eligible for the Major League division.

1.1.2: A 10 year old player in the fifth grade is considered as an 11 year old player for purposes of the Major League draft.

1.1.3: If players are of equal talent, preference should be given to the older player. The determination of talent is made by a majority vote by the President, Player Agent, and Major League Commissioner.

1.1.4: All 12-year-old players must be drafted into the Major League pursuant to national Little League Rules.

1.1.5: Any player of league age ten, eleven, or twelve may be selected in the first round of the draft.

1.1.6: The Major League draft will be conducted by the Player Agent and Major League Commissioner in accordance with Plan "A" of the current year's Little League Operating Manual, unless there is an expansion in the Major League division. See Rule 1.5 below.

1.1.7: Players of league age 10, 11 and 12 are eligible to play in the Major League (see also, Special Rule 1.1.2 above). It is the policy of TCLL that all eligible 11 and 12-year-old players play in the Major League. In order to effectuate this policy, a 10-year-old in the fourth grade may be selected ahead of an older player ONLY in the first round of the Major League Draft, AND as the last selection(s) in the draft if there are still open roster spots to fill.

1.1.8: A player should attend and participate in the league supervised tryout to be eligible to be drafted. The only exception is a waiver approved and signed by the President, Player Agent, and Major League Commissioner. In such waiver cases, these players will be announced prior to the draft by the Player Agent.

1.1.9: **Parent/Child Rule**: The child of a Major League manager of record will be eligible to play on the parents' team if they are not already on a major league

roster. The child will be selected as the last draft pick of the team, or assigned to another round by the Player Agent to achieve the interests of Little League Baseball. To select a player under this rule, written notice must be given to the Player Agent at least 48 hours prior to the draft, who will announce the selection before the draft begins. An incoming son or daughter of a pre-existing coach of record can be drafted onto that team in the 3<sup>rd</sup> round. Any selection under this rule must be in accordance with the rules found in the current year's Little League Operating Manual.

1.1.10: Brother/Sister Rule: Siblings of current Major League players may be selected by the manager of that team in a round to be determined by the Player Agent, and a majority of the major league managers and the Major League Commissioner. Any selection under this rule must be made in accordance with the rules found in the current year's Little League Operating Manual.

1.2: Participation Rule: All players must attend 75% of the pre-season practices. Failure to comply with this rule may result in removal from the roster and reassignment. The Rules Committee will make the determination of whether a player is removed and reassigned, with input from the Player Agent.

1.3: Player Replacement: If a player is removed from a Major League roster, the Player Agent and Major League Commissioner shall select a replacement player of the same age from another division. The replacement player shall become a permanent member of that team.

1.4: Limit on 12-Year-Olds: At no time may a team have more than eight 12-year-old players.

1.5: Major League Expansion: If it is necessary to expand the Major League division by one (1) team prior to any season, the following procedure shall be followed: The new (expansion) team is allowed, prior to the draft, the same number of selections of 12-year olds as the lowest number of such players on the existing teams. Then, the new team is given two first round picks, and selects first as if it finished in last place the season before. Further, the League, by and through the Player Agent, reserves the right to award additional pre-draft selections to the expansion team in order to achieve the interests of Little League Baseball.

If it is necessary to expand the Major League division by two (2) or more teams prior to any season, the following procedure shall be followed: All returning and newly eligible Major League players will be placed in the draft pool and selected by the teams "from scratch," in line with the rules of Expansion – Option 1 in the current year's Little League Operating Manual. The order of selection shall be determined by drawing numbers from a TCLL baseball cap. The draft will serpentine between rounds, meaning that the last team that picks in the first round will be the first team to pick in the second round, and so on. The child of a Major League manager or coach may be selected prior to the draft if written notification is given to the Player Agent and Major League Commissioner. The League, by and through the Player Agent in consultation with the

Major League Commissioner, reserves the right to determine the order of selection of the player to achieve the interests of Little League Baseball. Any selection under this rule must be made in accordance with the rules found in the current year's Little League Operating Manual.

## 1.6 Playing Rules

1.6.1: Nine Players Required: The inability of a team to field nine players within 20 minutes of the scheduled start time of a game, or at any time after a game is started but not yet complete will result in the suspension of the game. There are no "Pool Players" in the Major League. Practice games between teams are not allowed. The Board of Directors will make a determination whether the game is rescheduled, forfeited, or cancelled.

1.6.1 Time Limit: There is no time limit on Major League games.

1.6.2 10-Run Limit Rule: The 10-Run Rule applies in every Major League game, but in no other division.

1.6.3 Bats: All bats used in the Major League must meet Little League specifications and standards as set forth in the Little League Official Regulations and Playing Rules. In addition, the length-to-weight differential of a bat may not exceed -10. For example, a 30-inch bat may not weigh less than 20 ounces. A bat that is not in compliance with this rule shall be deemed an "illegal bat" within the meaning of the Little League Official Regulations and Playing Rules, the use of which shall result in the penalties described therein.

1.6.4 Pitcher's Helmet: In the Major League, the pitcher shall wear a protective helmet/headgear approved by the League while in the act of pitching.

1.6.5 Continuous Batting Order: The batting order in all Major division games will be a "continuous" batting order; a player may bat more than once in an inning.

1.6.6 Dropped Third Strike: See Little League Rule 6.05(b). A batter is entitled to attempt to advance to first base on a dropped third strike if first base is unoccupied or if first base is occupied with two outs. The batter is out on a dropped third strike if first base is occupied with less than two outs. Note this rule shall not be in effect until May 1 of every season, unless the Major League Commissioner in consultation with the Major League Managers decide the rule should be implemented earlier in the season, i.e., to facilitate Interleague Games.

1.6.7 Pitching Limit: No pitcher may pitch more than 65 pitches in a day. Exception: a pitcher may finish pitching to a batter if he/she reaches the 65 pitch limit during an at-bat.

## 2.0 **MINOR LEAGUE RULES**

2.1: **Draft**: In all circumstances outlined herein, the intention to choose a son or daughter of a manager, or brother or sister of an existing Minor League player, must be made in writing to the Player Agent and Minor League Commissioner prior to the commencement of the Minor League Draft. The Player Agent or Minor League Commissioner will announce the player or players to be chosen under this rule prior to the draft, and those players selected under this rule will be assigned by the Player Agent and be ineligible for the draft. Any selection made under the rule must be in accordance with the rules found in the current year's Little League Operating Manual.

2.1.1 If a Minor League manager believes a player lacks the basic skill to play in the Minors, the manager should notify the Player Agent and Minor League Commissioner. The Player Agent may assign the player to a different division.

2.1.2: The child of a Minor League manager may be selected prior to the draft if written notification is given to the Player Agent and Minor League Commissioner. The League, by and through the Player Agent in consultation with the Minor League Commissioner, reserves the right to determine the order of selection of the player selected by this rule to achieve the interests of Little League Baseball. Any selection under this rule must be made in accordance with the rules found in the current year's Little League Operating Manual.

2.1.3: **Sibling Players**: The parents of the siblings may request separate or same team assignment. If siblings are drafted onto the same team, they should be selected in subsequent rounds and no other manager may select the sibling player. However, the League by and through the Player Agent in consultation with the Minor League Commissioner, reserves the right to decide in which round a sibling player is chosen to achieve the interests of Little League Baseball. Any selection under this rule must be made in accordance with the rules in the current year's Little League Operating Manual.

2.1.4: **First Three Draft Rounds Pool**: The Player Agent in consultation with the Minor League Commissioner will determine the highest rated players at the tryout. The Player Agent will create a pool of the top players equal to three times the number of teams plus 10. The Player Agent will make this list available prior to the draft. Players in this pool should be selected in the first three rounds of the draft. At the end of the first three rounds, any eligible player may be selected.

2.1.5: **Order of Draft - Serpentine**: The draft order of teams will be determined by teams randomly selecting numbers from a TLL baseball cap. The draft will serpentine between rounds, meaning that the last team that picks in the first round will be the first team to pick in the second round, and so on.

## 2.2: Playing Rules

2.2.1 Continuous Batting Order: All players present will be in the batting order, but no player may bat more than once per inning. If the last batter is walked, players on base may only advance one base only. If the last batter hits a fair ball, play ends when home plate is tagged by a defensive player with the ball or when the third out is recorded.

A team may only bat through their batting order once in an inning. Even in the last inning with no five run limit, a team may only bat through their batting order once. It does not matter how many players are on the opposing team's batting order.

2.2.2 Mandatory Play: Each player must play minimum of three innings per game. For example, if a player does not play a defensive position in the First inning, the player must play a defensive position the entire Second, Fourth, and Sixth innings. No player shall sit out for two consecutive defensive innings.

In addition to the above, each player must play at least one full inning at an infield position, unless there is a bona fide safety reason for the player not to play at an infield position. In such cases, the Manager of the player in question must notify the Player Agent, Minor League Commissioner and all Minor League Managers before the start of the regular season. Any disputes or protests concerning this rule will be referred to the Rules Committee for resolution.

2.2.3: Pitching Rules: A 12-year old may not pitch in the Minors under any circumstance. No pitcher may pitch in more than three (3) innings in a game. A single pitch constitutes an inning pitched. Further rules regarding pitch counts (based on the age of the player) are found in the Little League Rule Book however, no pitcher may pitch more than 65 pitches in a day. Exception: a pitcher may finish pitching to a batter if he/she reaches the 65 pitch limit during an at-bat.

The use of any type of breaking ball by pitchers is prohibited. Pitchers may throw off-speed pitches including change-ups and knuckleballs. The determination of whether a pitch is breaking ball may be made by the Umpire at the game or the Minor League Commissioner, and any appeal may be made by the player or manager to the Rules Committee. The decision of the Rules Committee is final.

2.2.3 Pitcher's Helmet: In the Minor League, the pitcher shall wear a protective helmet/headgear approved by the League while in the act of pitching.

2.2.5 Five Run Rule: No offensive team may score more than five runs in an inning, except for the last inning of the game, where there is no five run limit (but no batter may bat more than once per inning – see Rule 2.2.1, above). If the game continues beyond the “last” inning (e.g., a tied game), then for purposes of this rule, there shall be no five run limit in any of those following innings.

2.2.6 Time Limit: Except as provided in 2.2.6.1, no inning shall start more than two hours and fifteen minutes from the official start of the game. An inning begins upon the final out of the previous inning. Both teams and the Umpires should agree on, and document the starting time of the game. Both teams should also agree upon which the inning will be the last inning for purposes of lifting the five run limit.

2.2.6.1 Tied Games: In the event a game is tied at the end of the time limit or regulation play, the teams shall continue to play if and only if: (1) there is no game scheduled to begin after the tied game; and (2) there is sufficient daylight to continue playing. Note: the issue of whether there is sufficient light to continue to play rests solely with the Umpires.

2.2.7 Nine Players Required: The inability of a team to field nine players within twenty minutes of the scheduled start time of a game, or at any time after a game is started but not yet complete will result in the suspension of the game. There are no "Pool Players" in the Minor League. Practice games between teams are not allowed. The Board of Directors will make a determination whether the game is rescheduled, forfeited, or cancelled.

2.2.8 No Stealing Home in the First Half of the Season: A runner may not steal home in the first half of the season. A passed ball or wild pitch should not allow a team to score from third during the first half of the season. The reasoning behind this rule is to reduce new pitcher / catcher stress and to be able to develop those positions. It is not intended to promote lazy or bad catching. Once the catcher picks up the ball and has made his way back to the plate, the throw back to the pitcher is live. In other words, the ball becomes live once the catcher throws the ball. If he overthrows the pitcher, the runner from third is free to attempt a score. As importantly, if the catcher grabs a wild pitch way up the first base line and throws the ball back to the pitcher from there without covering the plate, the runner on third may attempt to advance to home, as that is a live ball situation. To reiterate, the no stealing home rule applies to the PITCH up to and including the time the catcher retrieves the ball and throws it, but not after he throws it.

2.2.9 No Infield Fly Rule: There shall be no infield fly rule called in the Minors. Any fly ball hit in an infield fly situation must be caught in order to retire the batter. Runners may attempt to advance as soon as the fly ball is touched.

2.2.10 Adults at Game Sites: A maximum of three (3) authorized adults are permitted at game sites and in the dugouts with teams. No other people (siblings, scorekeepers, etc.) may be with the team on the field or in the dugouts. Siblings, scorekeepers and other parents sit in the stands. Under no circumstances shall an adult warm up (play catch with) any player at a game site or during a game. One adult (authorized manager or coach) must always be in the dugout with the team.

2.3 Replacement Player: If a team has less than 12 players (through no fault of its own), a replacement player must be selected by the Manager within two weeks of

the departure, with the approval of the Player Agent. If the manager fails to make a timely and acceptable selection, the Player Agent may make the selection.

2.4 The Minor League Game: After the Minor TOC Championship Game and the Minor Ted Meyer Baseball Classic, each Minor team shall select their top three players who were not selected on an All-Star Team. The TOC Manager will coach one team and the Manager who wins the Ted Meyer Baseball Classic will coach the other. The Players on the 1st, 3rd, 5th, 7th and 9th place team would play the players from the other teams.

Pitchers for each team would only pitch one (1) inning and Managers would have free substitution during the game to make sure everyone gets close to the same playing time.

No awards or trophies will be handed out at the end of the game. Players will wear their regular season jerseys, pants and hats.

### 3.0 **JUNIOR/SENIOR LEAGUE RULES**

3.1: Junior/Senior League Eligibility: All league players ages 13 and 14 are eligible for selection in the Junior League. Selection is in a manner chosen by the Player Agent and approved by the League President. A 12-year old player may elect to play in the Junior League if he/she is enrolled in the seventh grade, but the election must be made before Major League tryouts and cannot be changed after that event. Players league age 15 and 16 are eligible for the Senior League, and team selection is in a manner chosen by the Player Agent and approved by the League President.

3.2 Senior/Junior League Selection/Draft: Players are selected by a draft supervised by the Player Agent and League Representative, or as otherwise agreed by all the managers, with the approval of the Player Agent and President. If consensus on team formation cannot be reached, then the draft order of teams will be determined by the managers of the teams blindly selecting numbers from a TCLL baseball cap. The draft will serpentine between rounds, meaning that the last team that picks in the first round will be the first team to pick in the second round, and so on.

3.3 Nine Players Required: The use of “Pool Players” is allowed in the Junior League in accordance with the Official Rules of Little League Baseball and the current year’s Little League Operating Manual. Therefore, the inability of a team to field nine players within twenty minutes of the scheduled start time of a game, or at any time after a game is started but not yet complete will result in the suspension of the game. Practice games between teams are not allowed. The Board of Directors will make a determination whether the game is rescheduled, forfeited, or cancelled.

### 4.0 **50/70 LEAGUE RULES – RESERVED**



## 5.0 **ROOKIE LEAGUE PLAYING RULES**

### 5.1: Playing Rules

5.1.1 No wins/losses. No official score is kept.

5.1.2 Continuous batting order.

5.1.3 Team bats until three outs are recorded or every batter bats once.

5.1.4 Games are six innings or 1 hour 45 minutes, whichever comes first. Top of an inning can begin up to the end of the time limit.

5.1.5 Teams warm up 30 minutes prior to the game time.

5.1.6 Game balls: Games are played with Pearl balls, fed into the machine by the hitting team's coach or manager.

5.1.7 If a player does not play defensively in the first inning, the manager should make every effort to have that player play the rest of the game. No player should sit out defensively two consecutive innings. No player should sit out defensively a second inning before all other players sit a first.

5.1.8 Managers should rotate positions regularly. Every player should play at least one inning in the infield. No player should play the same position the whole game. No player should play the infield the whole game.

5.1.9 If a batted ball hits the machine or the bucket, the ball is dead. The batter and all runners are awarded one base without liability to be put out.

5.1.10 Runners can advance more than one base on a live ball, but managers should teach responsible base running and exercise sportsmanship. Instructional opportunities increase with runners on base. On hits to the outfield, middle infielders should be taught proper rotations / coverages of second base. Therefore, on hits to the outfield, play shall end when the ball is received by the middle infielder covering second base – either from a throw directly from an outfielder or from a relay from the other middle infielder. If the ball is overthrown to the middle infielder covering second base, the ball is dead and all baserunners shall advance one base from the base they last legally occupied.

Otherwise, on a ball hit in the infield, the infielders should be taught to make a play on the batter-runner and/or runners. Following a play or an attempted play on a ball hit in the infield, play shall end when a throw from a fielder enters the pitching circle in the air, whether it is caught or not. Runners return to the base they last legally occupied.

5.1.11 There is no infield fly rule.

5.1.12 Each batter gets 8-10 good pitches, and if he/she has not put the ball in play, then he/she sits down. Note, this does not count as an out.

5.1.13 On overthrows: the runner(s), including the batter runner may only be awarded one base.

## 6.0 **FARM LEAGUE PLAYING RULES**

### 6.1: Playing Rules

#### 6.1.1 Batting

6.1.1.a Coaches will pitch, no batting tee used

6.1.1.b All players will bat in an inning, regardless of how many outs are made by the fielding team.

6.1.1.c **IMPORTANT**---Each player will get eight (8) **HITTABLE** pitches (what would be called strikes). If he/she takes, fouls-off, or swings-and-misses eight (8) hittable pitches, the player may then advance to first base. This is not a strikeout, as there are no strikeouts in Farm. This rule is intended to help maintain an appropriate speeds for the game and allows the players to stay engaged. Swinging and missing is inevitable, as it happens to all baseball players. Teammates and parents should clap and encourage the player regardless of the outcome of the at-bat.

6.1.1.d Players should be encouraged to run **THROUGH** first base on a batted ball. Players are **DISCOURAGED** from running recklessly around the bases. Many kids cannot catch-and-throw proficiently at this age, so it is possible to hit a ground ball and run around the bases without recourse. Many kids will call this a “homerun.” It is not a homerun, and it is not good for development. As players improve, coaches may teach players to take a turn around first and prepare to run to second if the play warrants it.

6.1.1.e If a player is put out at a base by a tag out or force, the play by the defense should be acknowledged and cheered, but the batter/runner may stay on base. This allows for a better pace of play.

6.1.1.f Please monitor and help to deter kids who throw their bat after hitting the ball; this can lead to serious injuries and result in ejections at the higher levels of baseball.

6.1.1.g Players must wear a League issued batting helmet when batting and when on base. Exception: If a player supplies his/her own batting helmet, the batting

helmet must meet Little League specifications and match the same style and color of the team helmets issued by the League.

### 6.1.2 Fielding

6.1.2.a All players must wear a baseball glove in the field.

6.1.2.b Players should be rotated to different positions each inning. Coaches may use discretion with kids playing first base, as first basemen get a lot of balls thrown their way.

6.1.2.c If there is a player who wants to play catcher, he/she may, at the coaches' discretion.

6.1.2.d Keeping track of outs is fine, but everyone on the batting team hits regardless of outs made.

6.1.2.e A player should play near the coach-pitcher and make the defensive plays on a batted ball. Coaches who are pitching should only stop batted balls in self-defense.

6.1.2.f Coaches should stand in the outfield to coach and direct players; this is encouraged.

### 6.1.3 Scoring/Time

6.1.3.a Games are 1 hour 45 minutes. Coaches should time the game so a complete inning ends close to 1 hour 45 minutes. In other words, do not start a new inning with 5 minutes left in the game hoping it will end quickly.

6.1.3.b No score is kept. No standings are kept.

6.1.3.c There are no umpires, so coaches will make decisions on hittable pitches (strikes), outs, etc. Fairness is assumed in this area.

6.1.3.d A League-supplied Farm League Baseball must be used at all times. These balls are slightly softer and, therefore, safer than a hard ball.

6.1.3.e All games are played at Kirby Field, located behind centerfield and leftfield of Joe Wagner.

6.1.3.f The first team listed on the schedule, for example Cards vs. Yankees, is the AWAY team and will bat first.

#### 6.1.4 Conduct

6.1.4.a No player or coach shall use profanity at any time.

6.1.4.b There is to be no throwing of equipment at any time.

6.1.4.c Any questions or concerns should be directed to the Farm League Commissioner, who shall report to the Rules Committee and the Board.

### 7.0 **SCHEDULING**

7.1 Changes: No changes in the League schedules are permitted except by the Board of Directors, which shall approve every schedule.

7.2 Majors Playoffs – Tie: If two teams are tied for first place at season's end, the first place team will be decided by head-to-head games. If still tied, the Rules Committee will schedule a single game playoff where the home team will be decided by a coin flip. All regular season rules apply in the playoff game. A tie for any other position in the standings will be decided by head-to-head competition, and then by a coin flip set by the Rules Committee. The first place team goes to the District Tournament of Champions ("TOC"). In the event of a split season, a single game playoff between the first place teams set by the Rules Committee will decide the TOC representative.

7.3 Minors Playoffs – Tie: The rules set out in 7.2 above will apply to the Minor League in the event of a tie at the end of the regular season. However, if there is a split season, there will be a single playoff game, set by the League, to determine the TOC representative.

### 8.0 **ALL-STAR TEAMS**

8.1 All-Star managers and coaches are selected by the League President, and are subject to approval by the Rules Committee.

8.2 All Star Manager: The manager of the 11 & 12-year-old All-Star team is the manager of the Major League team that finished in first place the prior season. If that manager declines the appointment, the order of selection is in the same order as the teams finished the prior season. Only managers at the time of the draft may invoke this rule. If all eligible Major League managers decline appointment, the League President may appoint the All-Star manager in his or her discretion. Coaches in the Major League division are selected by the League President. The managers and coaches of the 10 & 11-year-old and 9 & 10-year-old All Star teams will be selected by the League President.

8.3 Selection of Players:

The **11 & 12-Year Old All Star Team** will be selected as follows:

Seven (7) players are selected from a confidential written vote of all Major League players, (top seven vote getters) conducted by the Player Agent;

Four (4) players are selected by a confidential written vote of the major league managers conducted by the Player Agent;

The remaining player(s) will be selected by the All-Star Manager.

The team will consist of 11 to 14 players and the size will be decided by the Rules Committee in consultation with the 11-12 All Star Manager.

The **10 & 11-Year Old All Star Team** will be selected as follows:

A confidential written vote of the Major League managers conducted by the Player Agent, assisted by the Major League Commissioner.

The team will consist of 11 to 14 players, and the size will be decided by the Rules Committee in consultation with the 10-11 All Star Manager.

The **9 & 10-Year Old All Star Team** will be selected as follows:

A confidential written vote of the Major League managers and the Minor League managers conducted by the Player Agent, assisted by the Major League Commissioner and the Minor League Commissioner.

The team will consist of 11 to 14 players, and the size will be decided by the Rules Committee in consultation with the 9-10 All Star Manager.

## 9.0 **MISCELLANEOUS SPECIAL RULES**

9.1 Batting practice before a game is prohibited per National Little League Rules, but the teams may participate in “whiffle ball” practice. The home takes infield practice 45 minutes before the game, and the visiting team 30 minutes before. Each team has 15 minutes to complete their infield practice. Upon completion of the infield practice, teams must remain in their respective dugouts. Only the manager, players, and two coaches of record may enter the field.

9.2 The maximum number of team meetings per week (Sunday to Saturday) is three. A team meeting is defined as a meeting between at least one manager or coach and a player not a child of said manager or coach. No team meeting may exceed three hours in length. Use of a batting cage is not a team meeting. All league play ends upon the completion of the regular season except for authorized post-season play. No use of league facilities or equipment is allowed after completion of the regular season except as authorized by the Board of Directors.

9.3 The Rules Committee is composed of five members appointed by the League President, and serve at the pleasure of the League President. The members should have no conflict of interest concerning any issue to be decided, and should abstain from voting when a conflict arises. The League President may not serve on this committee.

9.4 Managers and coaches in all divisions are appointed by the League President, and approved by the Board of Directors.

9.5 Only the official team manager and two coaches of record are allowed in the team dugout. Players must remain in the dugout or on the field before and during games. The only exceptions are the batter, bullpen (warm-up), playing defense, and base coaches. This rule does not apply to the Rookie, Farm, and T-Ball divisions.

9.6 A player may be ejected from a game for unsportsmanlike conduct by his or her manager or an umpire. When ejected, the player may not return. The rules regarding minimum play do not apply to him or her. The reason for the ejection should be reported to the League President by the managers of the game involved within 24 hours.

9.7 The team manager is personally responsible for all league uniforms and equipment. No alteration or addition to the uniforms or equipment is permitted. Team jackets, purchased by the League, are permitted in the Major and Junior divisions and the all-star teams only. All equipment, jackets, and uniforms must be returned by the team manager at the end of the season. Trophies, equipment and team apparel are not permitted except those authorized by the League. Exception: If a player supplies his/her own batting helmet, the batting helmet must meet Little League specifications and match the same style and color of the team helmets issued by the League.

9.8 Pitch Count: The scorekeeper for every team will maintain a pitch count for every pitcher. The record must be maintained for the entire season and is subject to inspection by the President or Player Agent at any time. The home team book is the official book for the game, and the manager and coaches of the home team are primarily responsible for field maintenance.

## 10.0 **SPECIAL RULES VIOLATIONS**

10.1 The League President must be notified of all violations of these Special Rules. It is the responsibility of every league volunteer to report violations promptly to the League President. The President, Vice-President, and Player Agent are authorized to take whatever action is necessary to prevent repeated violations of the rules. Within one week of the violation, the Rules Committee will convene privately and take whatever action necessary to prevent a repeated violation and/or punish those involved in the violation(s). If the Rules Committee finds a violation occurred, the following sanctions are authorized:

First Offense:        **A written warning**

Second Offense:    **A one-game suspension**

Third Offense:      **A suspension for the balance of the season.**

An intentional violation may be punished by any of the above sanctions.

The Rules Committee will report to the Board of Directors all actions taken under this rule.

The Special Rules will be available for viewing at the league website (twincitiesll.com)

Respectfully Submitted by the Rules Committee to the League President and Board of Directors on December 7, 2015.

**Rules Committee:**

*Steve Lightfoot, Chairman*  
*Pete Turner*

*Ted Meyer*  
*Chad Solter*

*Paul Elmquist*

**League President:**    *Mike Boland*