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The Board of Directors hereby establishes and approves these Ground rules for the 2024 League Year.

Effective Date: Saturday, March 2, 2024

Approved as amended herein by simple majority on February 26, 2024:

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Vice President

Phil Schmidt

Secretary

Melissa Baldwin

Safety Officer

Mike Gach

ORANGECREST LITTLE LEAGUE 2024 GROUND RULES FOR BASEBALL

Preface:

The objective of Orangecrest Little League is to implant firmly in the children of the community the ideal of good sportsmanship, honesty, loyalty, courage, and respect for authority, so that they may be well-adjusted, strong and happy children and will grow to be good, decent, healthy, and trustworthy citizens.

These ground rules are intended to be in complete accord with the Little League Playing Rules. Should it be determined that these rules in any way conflict with the official Little League Playing Rules, the 2024 Official Little League regulations and playing rules will take precedence.

Team managers, coaches, players, umpires, league members, parents and spectators who knowingly violate these ground rules or other league rules are subject to appropriate discipline by the league president, officers and/or Board of Directors ("Board"). Such discipline may include probation, suspension, and removal from team, loss of team, additional work assignments, or any other penalty deemed appropriate by the Board of Directors.

Revisions to these Ground Rules will be posted at <https://www.ocll.com> following approval by the Board.



Proud Member of Little League Baseball
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Article I. General.....	5
Section 1.01 Safety.....	5
Section 1.02 The Official Incident Reporting Book:	5
Section 1.03 Participant Responsibilities	6
Section 1.04 Game Preparation	7
Section 1.05 Dugouts	9
Section 1.06 Uniforms.....	9
Section 1.07 Food & Drink	9
Section 1.08 Ejection.....	10
Section 1.09 Protests	10
Section 1.10 Post-Game Clean-up.....	11
Section 1.11 Additional Playing Rules for ALL Divisions.....	11
Section 1.12 Make-up & Protested Games.....	13
Section 1.13 Roster Vacancies	13
Section 1.14 Game Time Limits.....	14
Article II. Tee Ball.....	15
Section 2.01 Game Time Limit	15
Section 2.02 Age Requirements	15
Section 2.03 Game Play.....	15
Article III. Farm	15
Section 3.01 Game Time Limit	15
Section 3.02 Age Requirements	16
Section 3.03 Additional Playing Rules.....	16
Article IV. Minor Single A and Double A	18
Section 4.01 Game Time Limits.....	18
Section 4.02 Age Requirements	18
Section 4.03 Additional Playing Rules.....	18
Section 4.04 Minor Single A Coach Pitch	Error! Bookmark not defined.
Article V. Minor Triple A (AAA)	19
Section 5.01 Game Time Limits.....	19
Section 5.02 Age Requirements	19
Section 5.03 Additional Playing Rules.....	19

Article VI. Major Division 19

 Section 6.01 Game Time Limits..... 19

 Section 6.02 Age Requirements 19

 Section 6.03 Additional Playing Rules..... 20

Article VII. Upper Divisions (Intermediate / Junior / Senior)..... 20

 Section 7.01 Team Availability 20

 Section 7.02 Age Requirements 20

 Section 7.03 Playing Rules..... 20

Article VIII. Playoffs..... 20

 Section 8.01 Playoffs will be limited to Spring Season only..... 20

 Section 8.02 Playoff Format..... 21

 Section 8.03 Final Regular Season Standing & Seeding Determination..... 21

Article IX. Post Season Tournaments (Spring Only)..... 22

 Section 9.01 Tournament of Champions (“TOC”) 22

 Section 9.02 All Star Teams..... 23

 Section 9.03 All Star Team Managers 23

 Section 9.04 Player Selection Procedures..... 25

Article X. Right to Revise, Amend and Supplement..... 26

 Section 10.01 Board Authority..... 26

Article I. General

Section 1.01 Safety

- (a) Player Safety is the Principal Concern of Orangecrest Little League
 - (i) *A plastic protective cup must be worn by all male catchers. No male catcher may enter the game unless the player is wearing a hard cup*
 - (ii) *Female catchers are encouraged to wear appropriate protective equipment*
 - (iii) *A plastic protective cup is strongly recommended, although not required, for all other male players, particularly pitchers and infielders*
- (b) There shall be no “on deck” batter. No player other than the batter may handle a bat (Intermediate, Junior and Senior divisions are exempted from this rule)
- (c) All players must stand away from dugout opening when in the dugout during games
- (d) Managers are responsible for assigning an adult coach to supervise the players in the dugout. At least one adult coach must remain in the dugout at all times.
- (e) Prior to the start of the game, the managers and umpires are jointly responsible for inspecting the field conditions. Once the game has started, the umpire is solely responsible for determining if an unsafe playing condition exists
- (f) Baseball pants must be worn by all players during practices and games. Sliding pads are allowed and encouraged but must be worn under baseball pants.
- (g) All pitchers warming up in the bullpen areas must be supervised by an adult coach. If two approved adult coaches are not available, the manager may designate a temporary adult coach. If a temporary adult coach is not available, then the bullpen may not be used by players. The adult coach shall not allow any players other than the pitcher and catcher to be in the bullpen area. The adult coach is responsible for ensuring no other spectators are in the bullpen area.
 - (i) *All “warm-up” catchers must wear a catcher’s mask in the bullpen or field, full equipment, including mask, chest protector and shin guards, is only required when a batter is present in the batter’s box*
 - (ii) *Managers and coaches are permitted to warm up a pitcher in the field or bullpen*

Section 1.02 The Official Incident Reporting Book:

- (a) Location: The Official Incident Reporting Book (“Incident Book”) will be maintained in the snack bar and available at all time for league officials, managers, umpires and official scorekeepers

- (b) No person other than a member of the Board may remove the Incident Book from the immediate snack bar area
- (c) All entries MUST be countersigned
 - (i) *Incident Report entries must be signed and dated by the Board Member on Duty AND a manager, umpire, Board member, or snack bar volunteer on duty. Additional signers may add additional information to the report, but may not alter information entered by others*
- (d) Injury reporting forms
 - (i) *In the event of an injury to any Little League participant, a manager or other league official shall complete an Injury Report.*
 - 1) Blank Injury Forms can also be found on the website at www.ocll.com/forms
 - 2) Completed forms shall be maintained in the completed folder within the Incident Book
 - 3) A League Official or manager that completes form must notify the safety officer via phone or email (safetyofficer@ocll.com)

Section 1.03 Participant Responsibilities

- (a) Field Decorum
 - (i) *Any manager, coach, umpire, spectator, league representative or player who is involved in a verbal or physical altercation or any incident of unsportsmanlike conduct before, during, or after any game or practice, or at any other Little League event, is subject to disciplinary action by the Board*
 - (ii) *Disciplinary action by the Board may include: probation, suspension, or removal from the team roster or league participation*
 - (iii) *If any league representative determines that an altercation or other incident poses a threat to the safety of any Little League participant, the representative should immediately contact the Riverside Police Department at (951)787-9711 (non-emergency), or 911 (emergency)*
 - (iv) *Any such incident should be documented via an Incident Report*
- (b) Removal of a spectator
 - (i) *Every Board Member is vested with the authority to remove a spectator (non-game participant) for just cause. In the event of the removal of a spectator due to conduct, the Board Member shall document the circumstances in the Incident Book*
- (c) **Snack Bar Duty – each team will be assigned snack bar shifts. Failure to provide volunteers for assigned shifts will result in a one (1) game suspension for the team manager at the next scheduled game**

Section 1.04 Game Preparation

(a) Field Preparation

(i) The HOME team is responsible for preparing the playing field

- 1) First game of the day includes
 - a) *Raking, preparing mound and batter's boxes*
 - b) *Chalking batters' boxes, baselines and coaching boxes*
 - c) *Setting bases*
- 2) Subsequent Games
 - a) *Raking, tamping batter's boxes and mounds*
 - b) *Touching up chalk lines*

(b) The home team will reside in the 3rd base dugout and the visiting team will reside in the 1st base dugout

(c) Line-up cards

(i) Managers shall present three (3) Line-up cards to the umpire as directed at the manager meeting

- 1) Managers may give a copy of the line-up card to scorekeepers for setting up the scoring book, but must certify the line-up card when presented to the umpire
- 2) The line-up card shall contain: first name, last name, jersey number and league age for all eligible players
 - a) *Senior division line up will denote starting players and positions and identify substitute players*
 - b) *Major and Minor divisions shall denote all players present in continuous batting order*
 - c) *Unavailable players can be listed with an identifier after their name (a) absent or (i) injured*

(d) Pitcher Eligibility Logs

(i) Each manager shall present their Pitcher Eligibility Log as directed by the umpire to the official score keeper

- a) *In the event that a manager fails to present a complete and accurate Pitcher Eligibility Log, the manager may be ejected from the game and subject to discipline under rule 4.07 of the Official Rule book*

- i) If the pitch log cannot be confirmed, then any players that pitched in the previous game will not be eligible to pitch in the current game.*

(e) Warm-ups

- (i) Pre-game infield practice is prohibited. Teams may warm-up in the outfield grass areas*
- (ii) Pre-game batting practice is prohibited. Team may use batting nets or screens (not league provided) for soft-toss or tee work. Hitting balls into chain link fencing is strictly prohibited*

(f) Preliminaries

- (i) 5 minutes prior to start of game, teams shall line up players on respective baseline for reciting the Pledge of Allegiance and Little League Pledges. Managers of each team shall designate one player to lead the pledges*
- (ii) Umpire shall meet with both managers to exchange line-up cards, verify field conditions and confirm division specific ground rules*
 - a) Each manager shall provide the umpire with one new baseball at the plate meeting*

(g) Scorekeeping

- (i) Home team shall provide an Official GameChanger Scorekeeper, the Vising team shall provide a Paper Book Scorekeeper*

- 1) Scorekeepers are responsible for verifying the correct GameChanger game is selected and the correct score book is being used
- 2) Official Game Time clock shall be maintained in GameChanger. As directed by the umpire, the scorekeeper will start the clock. The starting time shall also be noted in the paper book

- (ii) Scorekeepers shall stay within the area behind home plate and shall maintain a neutral attitude and avoid openly cheering for either team.*

- (iii) Scorekeepers shall not volunteer any information to either team (i.e. pitch count or batting out of order), unless directed to do so by the umpire*

- (iv) In the event of an impending Little League rule violation, other than a playing rule, the Scorekeeper shall inform the Umpire of the violation*

- 1) Only the following violations may be reported to the umpire by the scorekeeper:

- a) Use of ineligible pitcher (days rest)*
- b) Pitcher exceeds maximum allowable pitches for day*

(v) Conclusion of game, scorekeepers shall

- 1) Secure required signatures on paper score book (umpire only)

- 2) Verify Pitch Eligibility Logs are accurately completed and signed by scorekeeper, umpire and both managers (pitcher eligibility logs to be completed and signed in Pen)

a) *NO alterations to Pitcher Eligibility Log may be made after signatures completed*

Section 1.05 Dugouts

(a) Closed Dugout

- (i) No person other than registered players, approved coaches, managers, umpires or Board members are allowed in the dugouts before, during or after the game*
- (ii) At the umpire's discretion, exceptions may be granted in the event of that a player is removed due to injury to allow one (1) additional adult in the dugout until the player returns to the game or leaves the site*
- (iii) The manager must receive approval from the Umpire prior to any player leaving the dugout, including to use the restroom or go to the drinking fountain. Upon being granted permission to use the restroom, the player must be accompanied by an adult until they return to the dugout*
- (iv) If a female player is listed on the available game roster, an adult female or the player's father may be present in the dugout throughout the game. The additional adult is not required to be counted as one of the allowable field coaches*

Section 1.06 Uniforms

- (a) Players shall wear the playing jerseys and hats provided by the league during all scheduled league games. Use of any other uniforms is prohibited.**
- (b) Players shall wear pants, socks and belt, provided at their own expenses, of a uniform color prescribed by the team manager**
- (c) Players may, at their own expense, acquire sleeves to be worn under their playing jerseys. The exposed portion of the sleeve shall be of a uniform color, excluding white or gray**
- (d) Offense players may wear jackets while running bases. Jackets must remain buttoned or zipped at all times.**
- (e) Batters and defensive players may not wear jackets.**
- (f) Sweatshirts may be worn provided they match the jersey color and have the players uniform number printed on the back.**

Section 1.07 Food & Drink

- (a) Each manager shall establish their own rules for allowable food and drink in the dugout**

- (b) Glass containers are not allowed at any time
- (c) No food or drink is allowed within the playing field
- (d) Each team is responsible for removing all trash and debris from the dugout and spectator areas

Section 1.08 Ejection

- (a) Little League Rule 4.07 establishes the rule and procedure for ejections of players, manager, coaches or spectators and will be strictly adhered
 - (i) *The umpire has sole discretion for declaring an ejection*
- (b) The Board has no authority to waive or override a suspension by an umpire and the automatic minimum required 1 game suspension at the next physically played game
- (c) The Board, at its discretion, may impose additional penalties deemed warranted by the severity of the incident or repeated offense
 - (i) *Additional penalties imposed by the Board may include, but are not limited to:*
 - 1) Additional game suspension
 - 2) Removal from team
 - 3) Removal from league

Section 1.09 Protests

- (a) Protests shall be made in accordance with Little League Rule 4.19.
- (b) Upon receiving notice of a protest, the Umpire shall cause the exact game situation at the time of the declared protest to be noted in the score book
- (c) The Umpire shall make a notation in the Incident Reporting Book explaining the circumstance surrounding the protest and the umpires ruling
- (d) The protesting manager shall write the cause and supporting information for their protest in the Incident Reporting book
 - (i) *The write-up shall contain the specific situation where the manager believes a rule interpretation is in question, including reference to specific rules from the Little League Rule Book or OCLL Ground Rules*
- (e) The protesting manager must complete the Incident Report and notify the League President of the protest within 24 hours of the protest.

- (f) Protest notifications received greater than 24 hours following the incident will be automatically declared void.
- (g) The president shall be notified of the protest by the protesting manager via email at president@ocll.com

Section 1.10 Post-Game Clean-up

- (a) At the conclusion of every game
 - (i) *Both teams shall vacate the dugout as quickly as possible*
 - (ii) *Each team is responsible for removing all trash and debris from their dugout and spectator area before exiting the field*
 - (iii) *Post-Game Team meetings may not be held in the dugout*
 - (iv) *Last game of the day, the HOME team shall*
 - a) *Remove all bases and place in storage shed*
 - b) *Level and compact batter's and catcher's boxes as needed*
 - c) *Rake and level sliding areas around bases*
 - d) *Rake and compact pitcher's mound*
 - e) *Verify all equipment (maintenance equipment, pitching machine, etc) is placed in shed and the lock is secured*

Section 1.11 Additional Playing Rules for ALL Divisions

- (a) All games will be played in accordance with the "Official Little League Playing Rules" and these "Ground Rules". Managers and Umpires are prohibited from substituting any other rules via mutual agreement
- (b) Pitcher Eligibility – the use of pitchers in all pitching divisions shall be managed in strict adherence to Regulation VI of the Official Rule book as it pertains to pitcher eligibility, pitches thrown and required days rest periods
- (c) If a team fails to field eight players after 15 minutes past the scheduled start time:
 - (i) *Each manager shall make a notation in the Incident Reporting Book. Unless there are significant extenuating circumstances, the game will be declared a forfeit in favor of the team that was prepared to field a team of at least 8 players*
 - (ii) *The Board, upon reviewing the incident report, will determine whether the game is a forfeit or a "no game", subject to a make-up (see Section 1.12)*

(d) If a game is not played due to inclement weather, or other field conditions:

(i) In the event of a game cancelation by the umpire due to field conditions, the Umpire shall complete an Incident Reporting detailing the decision to cancel the scheduled game(s)

(ii) Cancelations prior to umpires and teams taking the field will be made up at the sole discretion of the Board, or as noted in (iii) below

(iii) Field closures by the City shall immediately cause all scheduled games to be cancelled

(e) All Major and Minor Divisions (except Tee Ball)

(i) All available players shall be placed in the batting order and shall bat in continuous order

(ii) "Courtesy runners" are permitted as follows:

- 1) If a base runner is injured, the player who made the last out shall be substituted as a replacement runner. The injured player may return to the game if deemed by the manager to be able to return
- 2) If a base runner needs to use the restroom, the Umpire may allow the player who made the last out to replace the base runner
- 3) The Umpire may permit a runner for catcher or pitcher when there are two outs. The player who made the last out shall be substituted as a replacement runner

(iii) An injured player may be removed from the lineup without penalty

- 1) Injury removals must be approved by the umpire, before the player's next scheduled at bat. Upon approval, no out will be declared for the skipped lineup spot
- 2) The Manager must complete an Injury Report to be signed by the manager and Umpire or Board Member describing the injury and treatment

(iv) A player may leave the game early without penalty, upon approval by the Umpire prior to the Player's next scheduled at bat.

(v) Once a new inning has been started in accordance with the time limits, the inning will be played until its completion of either the last out is recorded in the bottom half of the inning, OR the Home team is leading after the first half, or during the bottom half inning

- 1) There is no prescribed drop-dead time for an inning started, except as noted in division specific sections
- 2) Once the no new inning time has elapsed, a game shall be considered complete when:
 - a) *Completion of the first half inning and the home team is ahead, or*
 - b) *At any point during the last half inning the home team takes the lead, or*

- c) *Minor Divisions – the visiting team assumes a lead of 6 or more runs*
- d) *The inning is played to completion*
- (vi) *In event of a tie score at the end of the defined time limit and completion of the final inning started, the game shall be declared a tie in the official score book*
- (f) **Managers shall not purposely delay game play for the sole purpose of advancing the time clock during inactive periods.**
- (g) **Offensive managers shall be limited to one time-out per inning**
 - (i) *At the Umpire’s discretion, an offensive manager may not be charged with a time-out for meeting with an offensive player during a defensive awarded time-out*
 - (ii) *An unlimited number of injury time-outs are available to each team as warranted and at the discretion of the Umpire*
- (h) **All Minor Divisions (except T-Ball)**
 - (i) *A maximum of five runs per inning may be scored by an offensive team during the first five innings of the game*
 - 1) Play shall be completed during the play upon which the fifth run scores. Once the ball is declared dead, the Umpire shall declare the half inning completed
 - (ii) *There are unlimited runs allowed in the sixth inning*

Section 1.12 Make-up & Protested Games

- (a) **Make-up games and rescheduled protest games will generally be scheduled for next available make-up game slot that is at least four days from the originally scheduled game**
- (b) **Pending make-up games may be cancelled by the Board should it be deemed infeasible to schedule games, except to ensure that teams achieve the minimum number of games as prescribed by the Little League Rule Book**
- (c) **Make-up games will not be scheduled due to a team’s inability to field eight players, or pitcher eligibility concerns, except in the event of a circumstance that has a broad impact across the league or division (for example: science camp)**

Section 1.13 Roster Vacancies

- (a) **Managers must notify the Player Agent within 24 hours of a roster vacancy**
- (b) **A “roster vacancy” is defined by the Little League Operating Manual. However, for reporting purposes, a manager should report a vacancy in the event of:**
 - (i) *A player reports that he/she will miss three consecutive games; or*

- (ii) A player misses three consecutive games*
- (c) The Player Agent and Board will determine on a case-by-case basis if a replacement player is elevated from a lower division or assigned from a waiting list**
 - (i) When a waiting list exists, consideration will be given first to filling the roster vacancy from the waiting list, prior to moving players from lower divisions*
 - (ii) Major Division: In the event that a waiting list does not exist for Major eligible players, the final decision on the replacement player shall be made by the Player Agent, in consultation with the affected team manager*
 - (iii) Only rostered Minor AAA players will be eligible for elevation to the Major Division to fill a roster vacancy*
 - (iv) Intermediate/Junior/Senior Divisions may only receive replacement players from the waiting list. In the event that no players exist on the waiting list, then the team manager may recruit additional players. Players may not participate in any team activities until properly registered and rostered by the Player Agent*
 - (v) All Other Divisions (T-Ball and Minor): Replacement players selection shall be made at the sole discretion of the Player Agent*
- (d) The refusal of an eligible player to be elevated to a higher division shall result in the forfeiture of that player's eligibility to be elevated for the remainder of the current season**
- (e) Minor division player promotions shall only be to the immediately higher division only, unless a special exception is granted by the Board, subject to league age ground rules**

Section 1.14 Game Time Limits

- (a) Due to limited field availability, time limits are established for each league division**
- (b) Game time will start at the conclusion of the pre-game meeting as designated by the umpire**
 - (i) Time elapsed for delays due to inclement weather, or other field conditions (i.e. sprinkler or light failure) shall not count against the time limit*
 - 1) In the event of a suspended game, the time elapsed shall be noted in the official score book and approved by the Umpire
 - (ii) Games delayed by more than 20 minutes, shall be cancelled*
- (c) All Divisions (except Tee Ball)**
 - (i) A new inning shall be deemed started when the third out is recorded in the previous inning*

(d) At the conclusion of an inning as described in 1.14(c)(i), if there is any time remaining on the no new inning clock, a new inning shall be commenced and played to completion as detailed in Section 1.11(e)(vii), EXCEPT:

(i) If there is 5 minutes or less remaining AND either team is ahead by 6 or more runs

(ii) Either manager concedes the game

Article II. Tee Ball

Section 2.01 Game Time Limit

(a) The game shall be called complete after 1:00 of elapsed game time, regardless of game situation

Section 2.02 Age Requirements

(a) Players League Age 4-6 as determined by Little League Rules

Section 2.03 Game Play

(a) Play shall be strictly Tee ball, no modified coach pitch allowed

(i) EXCEPTION - in the Final 3 games, a coach may pitch a maximum of 3 pitches to a batter. If a player does not hit after 3 pitches, then the tee must be used

(b) Teams shall bat a continuous lineup and all players shall bat each inning

(c) All players may be placed in defensive positions

(d) There are no outs or runs recorded

(e) Each at bat, offensive batters will advance by one base, until the final batter

(i) Final Batter - all runners will advance to Home and the inning is deemed completed

Article III. Farm

Section 3.01 Game Time Limit

(a) No new inning shall be allowed to commence after 1:15

(b) Drop Dead time 1:30

(i) When the Drop-Dead time is reached, the current batter shall be completed until the batter is put out or reaches base safely and final play is deemed completed

- (ii) The umpire shall inform both managers the current batter will be the final at bat*
 - (iii) Current Batter is deemed to have started upon completion of the prior batter's at bat (is put out or reaches base safely)*
 - (iv) If the inning is not played to completion due to reaching the drop dead time, the final score shall revert back to the previous fully completed inning*
- 1) Umpire shall have the correct final score noted in the paper score book and the winning manager shall report the date, time, division and teams to scheduler@ocll.com for correction in GameChanger

Section 3.02 Age Requirements

- (a) Farm eligible players must meet one of the following two requirements**

- (i) League Age 6 with one year of T-Ball, OR*
- (ii) League Age 7*

Section 3.03 Additional Playing Rules

- (a) League provided and approved pitching machine shall be used for the entire season**

- (i) In the event of a failure of the pitching machine, the Umpire may allow the game to continue with coach pitch. Coaches must pitch from 46'*
- (ii) The placement and settings of the pitch machine shall be established prior to the start of the game by both managers and the Umpire. Once set, only minor adjustments may be made by the managers.*

- 1) Pitching Machine Settings – for games, machines shall be set to the following settings:
 - a) Release Arm Block: Setting 4*
 - b) Micro Adjustment: Setting 3*
 - c) Power Pedal: Setting 4*
- 2) Changes to the default pitching machine settings must be approved by the Board
- 3) If the Umpire determines a full reset is required, then the umpire will call both managers to the pitch machine to conduct the reset. The Umpire will determine when the machine is set to proceed
- 4) The front cross beam of the pitching machine shall be placed at 46 feet from the back corner of home plate

a) *On fields 2 and 4, it shall be placed directly behind the pitcher's plate. On Field 3, a marker is placed at 46'. If missing, the measuring tape available from the BOD or in the storage shed, shall be used to measure the appropriate distance*

(b) Each batter shall receive a maximum of five pitches, except as noted in the following

(i) No batting count will be kept, and there will be no walks. Each at bat will continue until the batter puts the ball in play or reaches the maximum number of pitches

(ii) If the batter hits a foul ball on the 5th pitch, the batter will receive another pitch until such time that the batter puts the ball in play or fails to hit a subsequent pitch

(c) Base Runners

(i) On a ball hit to outfield, runners may advance until the ball crosses into the interior diamond of the base paths, it does not need to be controlled by a player. Until play is stopped by the Umpire, the play is live and runners are at risk of being put out. Once play is declared dead, the Umpire shall award the base runner(s) to the base they were closest to at the moment the ball entered the interior diamond, this may be forward to the next base, or back to the previous base

1) If an infield player controls the ball at an infield position near the interior Diamond the umpire shall deem it the same as if the ball crossed the interior diamond

(ii) Infield Overthrows – on a ball fielded by an infielder where the first subsequent throw is missed or overthrown, base runners may advance one base up to third base. Runners may not advance to home on an overthrown ball.

1) Runners may advance on only one overthrow per live play

(iii) Home plate is CLOSED. A base runner may ONLY advance to home on a batted ball

(d) Positions

(i) The goal of the Farm division is to develop baseball knowledge and skill. Accordingly, each player should play at least one inning in the infield each game, and not sit out more than one inning (3 defensive outs) consecutively

(ii) Teams may position ten players including four (4) outfielders in their defensive positions. All 4 outfielders must be positioned in outfield positions; no outfielder may be positioned as an "extra" infielder.

(e) Coaches

(i) Each team shall be permitted to have one manager and three (3) coaches in the dugout

1) Defensively, teams may place one coach in foul territory down either outfield baseline to verbally direct defensive players. Coaches may not be inside of fair territory.

- 2) Defensive Coaches may not be positioned near or interfere with offensive base coaches
- 3) One coach shall also be placed behind home plate to assist with retrieving pitched balls not put in play
- 4) One coach must remain in the dugout at all times

Article IV. Minor Single A and Double A

Section 4.01 Game Time Limits

- (a) No new inning shall be allowed to commence after 1:30
- (b) Drop Dead time 1:45 (Single A Only)
 - (i) *Only applies to Single A, there is no drop dead time for Double A*
 - (ii) *When the Drop Dead time is reached, the current batter shall be completed until the batter is put out or reaches base safely and final play is deemed ended*
 - (iii) *The umpire shall inform both managers the current batter will be the final at bat*
 - (iv) *Current Batter is deemed to have started upon completion of the prior batter's at bat (is put out or reaches base safely)*
 - (v) *If the inning is not played to completion due to reaching the drop dead time, the final score shall revert back to the previous fully completed inning*
- 1) Umpire shall have the correct final score noted in the paper score book and the winning manager shall report the date, time, division and teams to scheduler@ocll.com for correction in GameChanger
- (vi)

Section 4.02 Age Requirements

- (a) Single A shall be limited to players league aged 7-9 years old only
- (b) Double A shall be limited to players league aged 8-10 years old only

Section 4.03 Additional Playing Rules

- (a) Single A Home Plate is Closed under the guidelines in sections (i), (ii) and (iii)
 - (i) *A runner may only advance to home upon a batted ball or forced advance due to walk. A runner may not advance past 3rd base on an overthrow. A batted ball includes a fly ball that is caught, and the runner tags up at third (may advance after the catch)*

- 1) In the event of a run-down play with another baserunner, the forward runner may not advance past third base
- 2) The umpire has sole discretion to determine whether a player had advanced past 3rd at the time of an overthrow
- 3) If an overthrown ball enters the dugout, the umpire shall award bases in accordance with Little League Rule 7.05

(ii) Single A – home plate is closed for the entire season, including playoffs

(iii) Double A – home plate is open for the entire season

(b) Positions

(i) In Single A only, Teams may position ten players including four (4) outfielders in their defensive positions. All 4 outfielders must be positioned in outfield positions; no outfielder may be positioned as an “extra” infielder.

Article V. Minor Triple A (AAA)

Section 5.01 Game Time Limits

- (a) No new inning shall be allowed to commence after 1:45
- (b) There is NO drop dead time, the final inning shall be played to completion

Section 5.02 Age Requirements

- (a) The Minor AAA Division shall be limited to qualified players league aged 9-11 years old

Section 5.03 Additional Playing Rules

- (a) None, except the common Additional Playing Rules prescribed in Article I, Section 1.11

Article VI. Major Division

Section 6.01 Game Time Limits

- (a) No new inning shall be allowed to commence after 1:45
- (b) There is NO drop dead time, the final inning shall be played to completion

Section 6.02 Age Requirements

(a) Per Little League rules, all league age 12 year old players must be placed in the Major Division

(b) The Major Division shall be limited to players league aged 10 through 12 years old only

Section 6.03 Additional Playing Rules

(a) The common Additional Playing Rules prescribed in Article I, Section 1.11

(b) The “Mercy” rule is in effect (Little League Rule 4.10(e))

Article VII. Upper Divisions (Intermediate / Junior / Senior)

Section 7.01 Team Availability

(a) The Board will evaluate upper division player registrations and consult with District 24 RBI staff to determine which upper division teams will be placed by Orangecrest Little League for the Spring Season

Section 7.02 Age Requirements

(a) Intermediate Division – shall be limited to league age players 12 and 13 years old only

(i) In fall season, league age 12 year old players may play up to their next year league age to participate in the Intermediate Division

(b) Junior Division – shall be limited to players league age 13 and 14 years old only.

(c) Senior Division - shall be limited to players league age 13 – 16 years old only

Section 7.03 Playing Rules

(a) Orangecrest Little League will participate in District 24’s RBI Intradistrict Program for the Upper Divisions

(b) District 24’s RBI Committee shall establish the Ground Rules for the upper divisions and upon publication by the District, they will be considered an extension of these Ground Rules

(c) Except in the Ground Rules published by District 24, Upper Division games shall be played in accordance with the Official Little League Rule Book

Article VIII. Playoffs

Section 8.01 Playoffs will be limited to Spring Season only

- (a) Minor A, Minor AA, Minor AAA and Major shall compete in playoffs according to this section
- (b) There shall be no playoffs in Farm Division. Final standings will be determined by winning percentage of the final regular season standings.
 - (i) *There shall be no tie-breakers in Farm. Ties in final standings shall result in shared placement in the final standings*
- (c) There shall be no standings or playoffs in the Tee Ball Division.
- (d) Upper Division (Intermediate, Junior, Senior) playoff rules and placement shall be determined by District 24 RBI Ground Rules.

Section 8.02 Playoff Format

- (a) Each qualifying Division shall compete in a three-team double elimination playoff tournament to determine final awarding of 1st, 2nd and 3rd place
- (b) Double Elimination Format
 - (i) *Game 1 - 2nd seed vs. 3rd seed (1st seed has a bye)*
 - (ii) *Game 2 - Winner Game 1 vs. 1st seed*
 - (iii) *Game 3 - Loser Game 1 vs. Loser Game 2 (loser eliminated)*
 - (iv) *Game 4 - Winner Game 2 vs. Winner Game 3*
 - (v) *Game 5 (if necessary) - Winner Game 4 vs. Loser Game 4*
 - 1) Game 5 shall be necessary if neither team has been eliminated by a second loss at the conclusion of Game 4
- (c) Games 1 and 2 - the higher seeded team in each game shall be designated the Home team
- (d) Game 4 - the Winner of Game 2 shall be designated the home team
- (e) Games 3 and 5 - home team shall be determined by coin toss by the BOD, prior to teams beginning warmups

Section 8.03 Final Regular Season Standing & Seeding Determination

- (a) Playoff Qualification
 - (i) *Based upon record and final standings at the conclusion of the regular season games, the 1st, 2nd and 3rd place teams shall qualify for the playoff tournament*
 - (ii) *No team shall be eliminated from playoff qualification by use of a tie-breaker*
 - (iii) *In the event that more than three teams qualify by winning percentage*

- 1) Single elimination game(s) will be played by teams with equal winning percentages until there the playoff field is reduce to 3 teams
- 2) Elimination Games will be determined by the number of teams with equal winning percentages
 - a) *Four Tied Teams for final THREE playoff spots – match-ups will be determined by coin toss administered by a league BOD. Each team will toss in alphabetical order. The first two matching coin tosses will play each other, with the remaining two teams playing each other. The two winning teams will advance to playoffs. The losing teams will play each other, with the winner advanced to the third playoff spot*
 - b) *Four Teams for final TWO playoff spots – match-ups will be determined by coin toss administered by a league BOD. Each team will toss in alphabetical order. The first two matching coin tosses will play each other, with the remaining two teams playing each other. The two winning teams will advance to playoffs.*
 - c) *Three teams tie for final TWO playoff spots - match-ups will be determined by coin toss administered by a league BOD. Each team will toss in alphabetical order. The first two matching coin tosses will play each other. The winner of that game will advance to the playoffs with the remaining two teams playing each other, with the winner advancing to the final playoff spot*
 - d) *In the event of other scenarios, the Board will establish an elimination method following the same protocol based upon the number of tied teams and remaining playoff spots.*

(b) Playoff Seeding

- (i) The order of regular season final standings shall be determined by winning percentage*
- (ii) Winning percentage shall be calculated: Wins + (Ties/2) / Total games played*
- (iii) In the event of tied winning percentages among any of the playoff qualifying teams, the following tie breakers will be used to determine seeding, in order, until the tie is broken:*
 - 1) Head-to-head records
 - 2) Winning percentage against other qualifying playoff teams (before tie breakers)
 - 3) Winning percentage in last 7 games played
 - 4) Coin toss administered by league BOD
- (iv) No Games will be played for the sole purpose of determining playoff seeding*

Article IX. Post Season Tournaments (Spring Only)

Section 9.01 District 24 Tournament of Champions (“TOC”)

(a) Major and Minor Divisions

- (i) The 1st place winners of OCLL Major and Minor AAA Divisions shall represent OCLL in the District 24 TOC tournaments*

(b) RBI Divisions (Intermediate/Junior/Senior)

- (i) If OCLL has more than one team in any RBI Division, then the team with the best regular season winning percentage shall be deemed the OCLL selection to the District 24 TOC tournament*

- 1) If two or more teams are tied for first place, based upon winning percentage, then the TOC representative will be determined using the following tie breakers, in order, until the tie is broken:

- a) *Head-to-head records*
- b) *Winning percentage in last 7 games played*
- c) *Coin toss administered by league BOD*

(c) Tournament rules and seedings shall be determined by District 24

Section 9.02 All Star Teams

- (a) OCLL shall enter one All Star Teams in the following divisions (divisions are subject to change should Little League International make any changes to available divisions)**

- (i) Senior – consisting of a minimum of 12 players (maximum 16 players)*
- (ii) Junior – consisting of a minimum of 12 players (maximum of 14 players)*
- (iii) Intermediate – consisting of a minimum of 12 players (maximum 14 players)*
- (iv) 11-12 year old – consisting of a minimum of 12 players (maximum 14 players)*
- (v) 10-11 year old – consisting of a minimum of 12 players (maximum 14 players)*
- (vi) 9-10 year old – consisting of a minimum of 12 players (maximum 14 players)*
- (vii) Little Stars (7-8 year old) - consisting of a minimum of 12 players (max 14 players)*

- (b) The OCLL Board reserves the right to change the divisions entered in All Star tournaments by majority vote.**

Section 9.03 All Star Team Managers

- (a) The Board shall have sole discretion to approve All Star team managers recommended for appointment by the President**

- (b) Current team managers or coaches interested in managing an All Star team must express their interest in writing to the league President by March 18, 2024 to be guaranteed inclusion of consideration for placement
 - (i) *Candidates may express interest in more than one division, but must indicate the order of preference. No selected candidate may manage more than one All Star team*
- (c) The president may consider additional managers and coaches for recommendation to appointment that did not express interest by the appointed date
- (d) The Board shall hold a closed session to discuss all star candidates. Each All Star Division candidate shall be discussed in the following order
 - (i) *11-12 year old*
 - (ii) *10-11 year old*
 - (iii) *9-10 year old*
 - (iv) *7-8 year old*
 - (v) *Intermediate*
 - (vi) *Junior and Senior*
- (e) Following the discussion of all candidates, the President shall recommend one manager candidate for each All Star Team to the Board for approval
 - (i) *The president shall first consider the initial list of managers discussed, but may choose to present for appointment a person not on the initial list*
- (f) The Board shall vote by simple majority to approve each of the president's appointees
- (g) The president will notify the approved managers of their confirmed appointment
- (h) The president will then appoint 2 additional coaches to each team
 - (i) *Selected managers shall provide the president with the names of two recommended coaches no later than June 01, 2024*
 - (ii) *Managers recommended by the Board, but not selected to manage an All Star team shall also be considered as coaches*
- (i) The Board shall approve by simple majority the president's coach appointments
- (j) Appointment of managers and coaches shall not insinuate or guarantee placement of any specific player to a specific All Star team, including their children
- (k) In the event that a manager or coach needs to be replaced, the president shall appoint a replacement to be approved by simple majority vote of the board

- (i) The appointed manager or coach may immediately assume their appointed duties, pending final approval by the Board*
- (ii) If the board is not able to assemble a quorum meeting for approving the appointment within three days, the appointment will be deemed approved by the Board*

Section 9.04 Player Selection Procedures

(a) Player nomination

- (i) Each regular season manager shall be given the opportunity to submit a nomination list of players recommended for All Star consideration*

- 1) Nomination form, provided by the League, shall include: Player Name, League Age, Division, and primary positions played
- 2) The nomination list shall include up to 6 players from the manger's own team and up to 10 players from other teams within the same Division recommended by the manager
- 3) The list shall be submitted to the President (president@ocll.com) prior to May 1, 2024

- (b) Players may qualify for All Star consideration in any All Star Division they League Age qualify for, regardless of division of play in the Regular Season. Players may only be selected to one (1) All Star team**

(c) Player Selection Committee

- (i) The Player Selection Committee shall consist of: Player Agent, President, Division Coordinator, All Star Managers and at least two (2) additional coaches/managers from the appropriate age divisions.*

- (ii) The Player Agent shall serve as chair of the Selection Committee*

(d) Procedure

- (i) The Player Agent shall convene a meeting of the Selection Committee following the conclusion of the regular season, but before season playoffs are completed.*

- (ii) Managers are encouraged to provide a preferred list of players to the Player Agent and President, prior to the selection meeting*

- (iii) The Selection Committee shall discuss each nominated candidate within the age qualifying division. The consideration of each candidate shall be based upon the candidate's current season performance and contribution.*

- 1) The Committee may discuss additional candidates not nominated as recommended by a committee member

(iv) The Selection Committee shall approve a recommended roster for each All Star team for presentation to the Board by the League President for final approval. The approved rosters may include alternate replacements.

(v) The Board shall have final approval of all All-Star rosters presented by the Selection Committee

(e) Additional Guidelines

(i) No specific player or parent requests will be considered during All Star selection

(ii) In the event that a replacement player is needed, the replacement player must be approved by the board, or be selected from board approved alternates. The replacement player may not come from the roster of a different All Star team, unless that team is no longer in active tournament play

(iii) Each manager shall contact each All Star and ask them to confirm:

- 1) Agree to provide residential and age verification documents as required by Little League International for tournament play
- 2) Agree to faithfully attend all practices and games for the duration of the All Star tournaments
- 3) Agree to pay portion of All Star uniforms as approved by the Board. The inability to pay will not be a consideration or affect the ability of a player to participate on an All Star team. The president and player agent shall have the authority to waive all or a portion of the fee, if deemed appropriate.

(iv) Each player will be allowed to keep their All Star uniform and any other items given to them by the Board as acknowledgement for their participation

Article X. Right to Revise, Amend and Supplement

Section 10.01 Board Authority

(a) To assure the smooth operation of the league, the Board reserves the right to revise, amend, supplement or otherwise change these Ground Rules at any time during the season as deemed appropriate. Changes must be approved by majority vote of a duly confirmed quorum of voting members.