**Revised: 11.16.2017**

**2017 ELL JUNIORS LOCAL RULES**

1. The home team manager is responsible for the bases and scoreboard before and after the game.
2. Managers from both teams must sign the Pitch Count Sheet.
3. Games may not be started with less than nine players on each team. A game may not be continued with less than nine players on each team. This shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision. (4.16 and 4.17 p. 64; 3.03 Note 3 p. 56))
4. Games will consist of 7 innings and cannot end in a tie. Games may be shortened (for lack of lighting, safety, etc.) at the discretion of the umpire.
5. Mercy Rule---If after five innings, four and one-half innings if the home team is ahead, one team has a lead of ten runs or more, the manager of the team with the least runs shall concede the victory to the opponent. Note: (1) If the visiting team has a lead of ten runs or more, the home team must bat in its half of the inning. (4.10 (e) p. 60)
6. No one except eligible players in uniform, a manager, and not more than two coaches shall occupy the bench or dugout. The manager and coaches are rostered members assigned to the team.
7. In the absence of a rostered manager or coach during a game, a board member may act in that capacity and enter the dugout.
8. All players on a team roster will participate in each game defensively at least every other inning.
9. End of Season ELL Tournament Seeding Tiebreakers---The following will be the order:
10. Standings
11. Head-to-head (In a 3-way tie if there are an equal number of games against teams with a 3-way tie, head-to-head refers to win-loss record in those games. Example: 3 teams are tied and have played each other 3 times for a total of 6 games (3 with each opponent). Records are 4-2, 3-3, 2-4. Team with 4-2 record wins head-to-head.
12. Runs against.
13. Coin flip
14. In the case of a 3-way tie, once one team is eliminated using the above rules, you must start over again in analyzing the two teams.
15. Brackets will be created based on the number of teams in the league. Season standing determines seating for pool play.
	1. Performance in pool play determines seeding in single elimination brackets leading to tournament champion. See brackets in Addendum to Local Rules in the handout Section on the ELL website.
	2. Should each team have the same record, the above rules will be utilized to seed the single elimination bracket, with the exception that the maximum run advantage allowed when you subtract runs against from runs scored is 8, if pool play is utilized.
	3. If pool play is not utilized, see brackets as noted above. Single elimination brackets will be utilized to determine tournament champion.
16. The post-season tournament will be a seeded, single-elimination tournament.

**For tournament brackets see Addendum to Local Rules in Handout Section on website**

**2017 ELL MAJORS LOCAL RULES**

1. The home team manager is responsible for the bases and scoreboard before and after the game.
2. Managers from both teams must sign the Pitch Count Sheet.
3. Games may not be started with less than nine players on each team. A game may not be continued with less than nine players on each team. This shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision. (4.16 and 4.17 p. 64; 3.03 Note 3 p. 56))
4. Mercy Rule---If after four innings, three and one-half innings if the home team is ahead, one team has a lead of ten runs or more, the manager of the team with the least runs shall concede the victory to the opponent. Note: (1) If the visiting team has a lead of ten runs or more, the home team must bat in its half of the inning. (4.10 (e) p. 60)
5. No one except eligible players in uniform, a manager, and not more than two coaches shall occupy the bench or dugout. The manager and coaches are rostered members assigned to the team.
6. In the absence of a rostered manager or coach during a game, a board member may act in that capacity and enter the dugout.
7. All players on a team roster will participate in each game defensively at least every other inning.
8. End of Season ELL Tournament Seeding Tiebreakers---The following will be the order:
9. Standings
10. Head-to-head (In a 3-way tie if there are an equal number of games against teams with a 3-way tie, head-to-head refers to win-loss record in those games. Example: 3 teams are tied and have played each other 3 times for a total of 6 games (3 with each opponent). Records are 4-2, 3-3, 2-4. Team with 4-2 record wins head-to-head.
11. Runs against.
12. Coin flip
13. In the case of a 3-way tie, once one team is eliminated using the above rules, you must start over again in analyzing the two teams.
14. Brackets will be created based on the number of teams in the league. Season standing determines seating for pool play.
15. Performance in pool play determines seeding in single elimination brackets leading to tournament champion. See brackets in Addendum to Local Rules in the handout Section on the ELL website.
16. Should each team have the same record, the above rules will be utilized to seed the single elimination bracket, with the exception that the maximum run advantage allowed when you subtract runs against from runs scored is 8, if pool play is utilized.
17. If pool play is not utilized, see brackets as noted above. Single elimination brackets will be utilized to determine tournament champion.
18. Post End of Season ELL Tournament Seeding Tiebreakers
19. Regular season winning team goes to Tournament of Champions.
20. For Coast Cities Tournament ELL advances three teams. Our second place and third place finishers in regular season league standings will advance automatically.
21. The third team to advance to Coast Cities Tournament is determined as follows:
22. If the winner of the ELL End of Season Tournament is the first, second or third place regular season team, the regular season fourth place team advances.
23. If the winner of the ELL End of Season Tournament is any team other than the regular season first, second, third or fourth place team, the tournament winner advances to Coast Cities Tournament and the regular season fourth place team is not advancing.

**For tournament brackets see Addendum to Local Rules in Handout Section on website**

**2017 ELL MINOR A LOCAL RULES**

1. The home team manager is responsible for the bases and scoreboard before and after the game.

2. Managers from both teams must sign the Pitch Count Sheet.

3. Ties are allowed. Games will not be longer than 6 innings. There is a 1-hour and 45 minute time limit on games. No new inning may start after 1 hour and 45 minutes. If an inning begins before 1 hour 45 minute time limit, that inning will be allowed to complete.

The scorekeeper has the official clock. (VII (h) p.38)

4. Games may not be started with less than nine players on each team. A game may not be continued with less than nine players on each team. This shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision. (4.16 and 4.17 p. 64; 3.03 Note 3 p. 56))

5. Mercy Rule---If after four innings, three and one-half innings if the home team is ahead, one team has a lead of ten runs or more, the manager of the team with the least runs shall concede the victory to the opponent. Note: (1) If the visiting team has a lead of ten runs or more, the home team must bat in its half of the inning. (4.10 (e) p. 60)

6. No one except eligible players in uniform, a manager, and not more than two coaches shall occupy the bench or dugout. The manager and coaches are rostered members assigned to the team.

7. In the absence of a rostered manager or coach during a game, a board member may act in that capacity and enter the dugout.

8. All players on a team roster will participate in each game defensively at least every other inning.

9. End of Season ELL Tournament Seeding Tiebreakers---The following will be the order:

A. Standings

B. Head-to-head (In a 3-way tie if there are an equal number of games against teams with a 3-way tie, head-to-head refers to win-loss record in those games. Example: 3 teams are tied and have played each other 3 times for a total of 6 games (3 with each opponent). Records are 4-2, 3-3, 2-4. Team with 4-2 record wins head-to-head.

C. Runs against.

D. Coin flip

E. In the case of a 3-way tie, once one team is eliminated using the above rules, you must start over again in analyzing the two teams.

F. Brackets will be created based on the number of teams in the league. Season standing determines seating for pool play.

(1) Performance in pool play determines seeding in single elimination brackets leading to tournament champion. See brackets in Addendum to Local Rules in the handout Section on the ELL website.

(2) Should each team have the same record, the above rules will be utilized to seed the single elimination bracket, with the exception that the maximum run advantage allowed when you subtract runs against from runs scored is 8, if pool play is utilized.

(3) If pool play is not utilized, see brackets as noted above. Single elimination brackets will be utilized to determine tournament champion.

10. Post End of Season ELL Tournament Seeding Tiebreakers

A. For tournaments where ELL advances three teams, our first and second place finishers in regular league standings will advance to post ELL tournaments automatically.

B. The third team to advance to post ELL tournaments is determined as follows:

(1) If the winner of the ELL End of Season Tournament is the first or second place regular season team, the regular season third place team advances to the post ELL tournaments.

(2) If the winner of the ELL End of Season Tournament is any team other than the regular season first, second or third place team, the tournament winner advances to post ELL tournaments and the regular season third place team is not advancing.

**For tournament brackets see Addendum to Local Rules in Handout Section on website.**

**2017 ELL MINOR B LOCAL RULES**

1. The home team manager is responsible for the bases and scoreboard before and after the game.

2. Managers from both teams must sign the Pitch Count Sheet.

3. Games may not be started with less than nine players on each team. A game may not be continued with less than nine players on each team. This shall not be grounds for automatic forfeiture, but shall be referred to the Board of Directors for a decision. (4.16 and 4.17 p. 64; 3.03 Note 3 p. 56))

4. Mercy Rule---If after four innings, three and one-half innings if the home team is ahead, one team has a lead of ten runs or more, the manager of the team with the least runs shall concede the victory to the opponent. Note: (1) If the visiting team has a lead of ten runs or more, the home team must bat in its half of the inning. (4.10 (e) p. 60)

5. There is a 90 minute time limit on games. No new inning may start after 90 minutes. The scorekeeper has the official clock.

6. No one except eligible players in uniform, a manager, and not more than two coaches shall occupy the bench or dugout. The manager and coaches are rostered members assigned to the team.

7. In the absence of a rostered manager or coach during a game, a board member may act in that capacity and enter the dugout.

8. All players on a team roster will participate in each game defensively at least every other inning.

9. Games may end in a tie.

10. One base on an overthrow into foul territory.

11. No pitcher shall pitch more than 3 innings in any one day.

12. No team shall have more than three innings pitched by 10 year old pitchers in any one game.

13. There shall be no 11 year old pitchers in Minor B.

14. Runners may only steal 2nd base. Once the catcher throws the ball to 2nd base and the runner is determined to be safe or out the ball is dead.

15. End of Season ELL Tournament Seeding Tiebreakers---The following will be the order:

A. Standings

B. Head-to-head (In a 3-way tie if there are an equal number of games against teams with a 3-way tie, head-to-head refers to win-loss record in those games. Example: 3 teams are tied and have played each other 3 times for a total of 6 games (3 with each opponent). Records are 4-2, 3-3, 2-4. Team with 4-2 record wins head-to-head.

C. Runs against.

D. Coin flip

E. In the case of a 3-way tie, once one team is eliminated using the above rules, you must start over again in analyzing the two teams.

F. Brackets will be created based on the number of teams in the league. Season standing determines seating for pool play.

(1) Performance in pool play determines seeding in single elimination brackets leading to tournament champion. See brackets in Addendum to Local Rules in the handout Section on the ELL website.

(2) Should each team have the same record, the above rules will be utilized to seed the single elimination bracket, with the exception that the maximum run advantage allowed when you subtract runs against from runs scored is 8, if pool play is utilized.

(3) If pool play is not utilized, see brackets as noted above. Single elimination brackets will be utilized to determine tournament champion.

16. Post End of Season ELL Tournament Seeding Tiebreakers.

A. Same as Minor A.

**For tournament brackets see Addendum to Local Rules in Handout Section on website.**

**2017 ELL ROOKIES LOCAL RULES**

1. The home team manager is responsible for the bases and the pitching machine before and after the game.

2. There is a 75 minute time limit on games. No new inning may start after 75 minutes. The opposing managers will agree on an official clock prior to starting the game. It is critical that all games begin on time for scheduling purposes.

3. No one except eligible players in uniform, a manager, and not more than two coaches shall occupy the bench or dugout. The manager and coaches are rostered members assigned to the team.

4. In the absence of a rostered manager or coach during a game, a board member may act in that capacity and enter the dugout.

5. Managers and coaches may be on the field for instructional purposes, but shall not assist runners nor touch a live ball.

6. Roster Count---There will be neither minimum nor maximum established. Teams are allowed to start, continue, and end play with 8 players or less.

7. Game score will not be maintained.

8. No standings are maintained.

9. One base on an overthrow into foul territory.

10. Every player on a team roster will participate in each game for a minimum of six defensive outs and bat at least one time. All players on a team roster will participate in each game defensively at least every other inning. Teams may place all or part of their rosters on the defensive field at the same time. Each team may have 8 players or less or 15 players or more, in all cases they may play them all at the same time on defense or may play 3-4 outfielders.

11. A batting turn is concluded by a player hitting the ball fair, by striking out, or by receiving a maximum of five pitches in an at bat. If the fifth pitch is fouled off, the batter may remain up until striking out or hitting the ball fair.

12. Stealing is not allowed.

**2017 ELL TEE BALL LOCAL RULES**

1. The home team manager is responsible for the bases and any other ELL equipment used before and after the game.

2. There is a 60 minute time limit on games. No new inning may start after 60 minutes. The opposing managers will agree on an official clock prior to starting the game. It is critical that all games begin on time for scheduling purposes.

3. T-ball games consist of approximately 15 minutes of practice by each team, followed by a 45 minute game with the other team.

4. No one except eligible players in uniform, a manager, and not more than two coaches shall occupy the bench or dugout. The manager and coaches are rostered members assigned to the team.

5. In the absence of a rostered manager or coach during a game, a board member may act in that capacity and enter the dugout.

6. Roster Count---There will be neither minimum nor maximum established. Teams are allowed to start, continue, and end play with 8 players.

7. Managers and coaches may be on the field for instructional purposes, but shall not assist runners nor touch a live ball.

8. Game score will not be maintained.

9. No standings are maintained.

10. One base on an overthrow into foul territory.

11. Every player on a team roster will participate in each game for a minimum of six defensive outs and bat at least one time. All players on a team roster will participate in each game defensively at least every other inning. Teams may place all or part of their rosters on the defensive field at the same time. Each team may have 8 players or less or 15 players or more, in all cases they may play them all at the same time on defense or may play 3-4 outfielders.

12. A batting turn is concluded by a player hitting the ball fair.

13. Stealing is not allowed.