

## **VICTORIA INTER-LEAGUE LITTLE LEAGUE LOCAL OPERATING RULES**

All board members, managers, coaches, players, volunteers, spectators, etc. will abide by these local operating rules and the official regulations and playing rules of Little League Baseball, Incorporated.

### **ALCOHOL, DRUG, TOBACCO USE**

Any volunteer, including board members, managers, and/or assistant managers who have been drinking WILL NOT be allowed on the playing field and/or the practice field. Absolutely NO ALCOHOLIC BEVERAGES, TOBACCO, OR DRUGS are to be used during practices and/or during games.

IF YOU ARE DRINKING AND/OR USING ALCOHOL AT THE BASEBALL FIELDS AND/OR PRACTICE FIELDS, THE POLICE WILL BE CALLED AND ALL PARTIES INVOLVED WILL BE BANNED FROM THE FIELDS FOR THE SEASON.

### **WEAPONS**

Pursuant to Section 30.06, Penal Code (trespass by license holder with a concealed handgun) A person Licensed under chapter 411, Government Code (Handgun Licensing) MAY NOT ENTER this property with a concealed handgun.

Pursuant to Section 30.07 Penal Code (Trespass by License Holder with an openly carry handgun) A person Licensed under Subchapter H Chapter 411 Government Code (Handgun licensing law) May not enter this property with a handgun that is carried openly. NO GUNS ARE ALLOWED AT PRACTICES OR GAMES. If necessary, the authorities will be called.

### **GAME SUSPENSIONS**

If you are ejected from a game by an umpire or league official, you will be asked to leave the premises. This will draw an automatic one (1) game suspension and all practices leading up to said game. In case of suspension or excessive rule violation and pending board investigation, you will be notified in writing, with an opportunity to correct the behavior. A second violation will result in termination of all league activities.

If a player is not allowed to play for any reason, the manager must notify an official or the umpire and the opposing manager with the reason. The manager must notify the player agent before the next scheduled game.

### **TIES**

A three-way tie for first will be settled as follows: (this only applies to the Major Division)

- A coin flip by managers will decide which teams will play first. The "odd man out" will draw a bye. The winner of the first game will play the team that drew a bye. Regular season rules apply.

A two-way tie for first will be settled as follows:

- First, the winner will be determined by head-to-head record. If a tie is still determined, a one game play-off will determine the winner.

A coin flip will determine the home team.

All interleague games will count towards the overall record.

### **CONCERNS/COMPLAINTS**

Any concerns or complaints will need to be submitted in writing. The individual(s) who submits the concern or complaint will have the option to meet with Presidents to discuss the issue. The Presidents will decide what action will take place on all written complaints.

NO ONE will be allowed to abuse a Board Member, Manager, Coach, Parent, Umpire, and Spectator or Player verbally/physically. All abuse may call for immediate termination from the league after consideration from the Presidents.

### **GENERAL INFORMATION**

PRE-GAME warm-ups: The visiting team will start 20 minutes prior to game time for 10 minutes, the home team will follow.

HOME TEAM will occupy FIRST base dugout and VISITING TEAM will occupy the third base dugout.

Teams are responsible for furnishing scorekeepers, scoreboard operators, and pitch counters. The home team provides scorekeeper and visiting team will provide a score board operator and pitch counter. Home team will keep official scorebooks. If a scorekeeper, pitch counter, or score board operator cannot be found, a Board Member assigned to monitor the game will find a volunteer.

INTERLEAGUE games: Home team will provide a home plate umpire and Visiting Team will provide a field umpire.

FORFEIT GAMES: TEAMS MUST CLEAR FIELD. NOBODY IS ALLOWED TO STAY ON FIELD FOR ANY REASON.

MANAGERS CAN APPROACH PITCHERS MOUND- See Rule 8.06 (a-d) of Little League Rule Book.

## **Interleague Play (Majors)**

### **Playing Rules:**

The Official Little League rules are in effect for everything not addressed below:

### **Game times:**

- A game must be played for 1 hour and 45 minutes to be a regulation game. Once the time has expired the current inning will play to completion. See rule 4.10 (2)
- No inning will start after 1 hour 45 minutes unless there is a tie score. In the event of a tie, the game may continue for one (1) additional inning. No inning will start after 10pm.

### **Scoring and Coaches**

- Mercy rules are in effect (15 after 3 and 10 after 4) see rule 4.10 (4) (e)
- The home team will provide one person to keep the official game book. The game book will be provided by the league prior to each game. If an official game book is not present at the beginning of the game, the home team's scorebook will be considered the "official" book.
- The visitor team will provide one person to keep the official pitch count and work the scoreboard.
- The person keeping the official book and the person keeping the official pitch count will be required to sit at the officials score keeper table and must be at least 18 years of age.
- The scorekeeper must record the start time and end time of each game.
- Umpire and both Managers must sign the scorebook at the completion of each game.
- Each team will be allowed up to one manager and two coaches.
- All managers must produce an official pitching affidavit prior to the game. Failure to do so will result in a forfeit.

### **Umpires:**

- There will be one (1) paid base umpire and one (1) paid home plate umpire provided for each game
- Umpires will announce game start time and stop time to official scorekeeper to record.

### **Offense:**

- No batter may show a bunting stance and then swing away at a pitch. If a batter shows a bunting stance and then swings away at a pitch, the batter is out and the manager is issued a warning by the umpire. In the case that this happens a second time (in the same game), the batter is out and the manager is ejected from the game.
- A batter must withdraw a bunt attempt. Failure to do so will result in a called strike.
- Continuous batting line-up will be used.
- Mandatory Play is in effect. Each player must have 1 at bat and 6 defensive outs per game. Little League has acknowledged a misprint of the not applicable if using continuous batting. This is not correct. Major division and below must adhere to mandatory play and all penalties associated. See Regulation IV – The Players

The Victoria Little League Presidents approved the Local Operating Rules on the

\_\_\_\_\_ day of \_\_\_\_\_ 2025.

**PRESIDENT - NorthEast**

Written Name	Signature	Date
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**PRESIDENT - SouthEast**

Written Name	Signature	Date
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**PRESIDENT - NorthWest**

Written Name	Signature	Date
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**PRESIDENT - SouthWest**  
Lindsey Vollmering



3/28/2025

Written Name	Signature	Date
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MAKE ONE COPY FOR THE DISTRICT ADMINISTRATOR AND COPIES FOR THE LOCAL LEAGUE. SEND ORIGINAL TO REGIONAL HEADQUARTERS. THIS LOCAL LEAGUES CONSTITUTION ON FILE AT REGIONAL HEADQUARTERS IS THE OFFICIAL CONSTITUTION OF THIS LOCAL LEAGUE. LITTLE LEAGUE BASEBALL, INC., DOES NOT LIMIT PARTICIPATION IN ITS ACTIVITIES ON THE BASIS OF DISABILITY, RACE, CREED, COLOR, NATIONAL ORIGIN, GENDER, SEXUAL PREFERENCE OR RELIGIOUS PREFERENCE.

This Box for District 27 Use Only

Date Submitted: \_\_\_\_\_

Approved \_\_\_\_\_

Not Approved \_\_\_\_\_