



Aliso Viejo Little League

Local Rules

League ID: 405-55-19

January 2025



January 14, 2025

Little League West Region Headquarters
6707 Little League Drive, San Bernardino, Calif. 92407
Re: AVLL Local Rules

Dear Little League,

Please find below the league options and variances for AVLL.

LOCAL LEAGUE OPTIONS

- I. Rule 3.04 – Permit a “courtesy runner” for the catcher and/or pitcher of record when there are two (2) outs). With continuous batting order, the “courtesy runner” may be in the team’s batting order and must be the player in the batting order who made the last out. See 7.14(b) AVLL is opting in with this rule.
- II. Rule 4.04 – A league may adopt a policy of a continuous batting order that will include all players on the team roster present for the game in batting order. AVLL is opting in with this rule for all levels during the regular season.
- III. Rule 4.16 (a) – A game may not be started with less than eight (8) players on each team.
Rule 4.17 – A game may not be continued with less than eight (8) players on each team.
Rule 6.05 (n) – Teams may skip over the ninth (9th) position without penalty. AVLL is opting in with rules 4.16, 4.17, and 6.05
- IV. Rule 6.02 (c) – After entering the batter’s box, the batter must remain in the box with at least one foot throughout the at bat. AVLL is opting in with this rule.
- V. Rule 9.01 (d) – The stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If in the judgment of the umpire, this behavior is occurring, the team manager and those responsible including any player(s) and/or coach(es) shall be warned after the first offense. Those responsible including any player(s), coach(es), and/or manager shall be ejected from the game for a team’s subsequent offense. AVLL is opting in with this rule.
- VI. Rule 9.04 - plate umpire must be behind the catcher. AVLL is opting in with this rule and allowing the umpire to be behind the catcher or pitcher.
- VII. Rule 5.10(b) - Light failures - game will be resumed from the point of the game when light failure makes it difficult to play. AVLL is opting into this rule.
- VIII. Rule 5.07 - maximum of 5 runs allowed to score per offensive inning. AVLL is opting out and will suspend the 5 run limit for the last half inning of either team.
- IX. Rule 4.19(g) - Rule – Minor League: A local league may adopt a rule that protests must be resolved before the next pitch or play. AVLL is opting into this rule.
- X. Regulation I a. – The League – Juniors – Will allow 15-year-olds to participate in the Junior League Division for the regular season if the player’s skill level is assessed appropriate for that division. AVLL is opting in with this rule.
- XI. Rule 4.10(c)(2), 4.11 (d)(2) - For Intermediate and Juniors, games are played for the full number of innings required to determine a winner. AVLL is opting out of this rule and will opt into no new inning after 1 hour and 45 minutes.
- XII. XIII. Rule 4.10 (e) - AVLL is opting out of this rule

Mission Statement

The mission of Aliso Viejo Little League is to instill in the youth of the community positive self-esteem, good sportsmanship and a competitive spirit through the game of baseball, under the guidelines of Little League Baseball, Incorporated.



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VARIANCES

In AA each player must play at least 1 inning (defined as 3 consecutive outs) at an infield position and 1 inning at an outfield position by the end of the 4th inning.

In AA stealing of home base shall not be allowed in the first half of the season but will be allowed in the 2nd half of the season.

The infield fly rule will be eliminated from AA

In AAA players must not sit out, and fail to play a defensive position for any two consecutive innings of a game and all players must play a defensive position in three (3) of the first five (5) innings and four (4) of six (6) innings in a game. Each player in AAA must play at least 1 defensive inning (defined as 3 consecutive outs) at an infield position by the end of the 4th inning for the first half of the season only.

For Minor's Divisions AA and AAA, in a game's final inning, as declared by the umpire or the 6th inning, unlimited runs will be allowed. The only way this game can continue beyond the declared final inning is if the game is tied and remains within the local time limit.

For the Majors and Intermediate Division, all players must play defense in a minimum of two (2) of the first four (4) innings and three (3) innings of a six inning game.

Major Division games are not subject to time limits but are subject to a ten (10) run mercy rule which shall be in effect for all regular season games. If at the end of three and one half innings the home team has a ten run, or more, lead over the visiting team then the game shall be called over. If at the end of four full innings of play the visiting team has a ten run, or more, lead over the home team then the game shall be called over. At any point in a game, following the point of play where an Official Game has been played, if the home team has a lead of 10 runs or more, then play is ceased upon scoring the tenth run or more if subsequent players score as a result of a batted ball being judged a ground rule double or as result of a batted ball going out of the park and being ruled a homerun. If the visiting team has a 10 run or more lead over the home team upon completion of a full inning after an Official Game has been played, then play is ceased.

Sincerely,

AVLL President Michael Michel

Signature:

Date: 01/14/2025

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GENERAL PLAYING RULES

- I. Any rule not covered in these local rules shall be governed by the 2024 Little League Baseball Official Regulations and Playing Rules for the appropriate division.
- II. All local rules apply to Aliso Viejo Little League Baseball.
- III. Game Time Limit Rule:
 - a. Game times are governed by the limits indicated in the table below. Terms are defined as follows:
 - i. Game Time - the scheduled start time of the game if it is the first scheduled game of that day on that particular field. The official Game Time for all other games will be called by the umpire.
 - ii. Inning Start Time - the time of the final out of the previous full inning. If the previous inning ends due to the home team reaching the Maximum Runs limit (if applicable), then the Inning Start time is the time of the conclusion of the play in which the Maximum Run scored.
 - iii. Call Last Inning – This rule will be in effect for regular season AAA or AA games if, and only if, there is a following regular season game on the same field. It will not be in effect if it is the last game to be played on the field that day or followed by any team's practice time. If an Inning Start time falls after the amount of time indicated in the "Call Last Inning" column on the table below (but not after the time indicated in the "No New Inning After" column), the umpire shall determine, and inform both managers, that inning to be the last inning played.
 - iv. No New Inning After – No inning may start and be played when its Inning Start Time falls after the time indicated in the table below.
 - v. Time Limit – Game must end no later than the time indicated in the table below, regardless of game situation.
 - vi. Curfew – Play must be halted at this time.
 - b. No mercy rule will be in effect for Minor –AAA & Minor –AA Division regular season games per rule 4.10(e).
 - c. Aliso Viejo has bullpens located in foul territory on Fields 3, 4, 5 & 6. Pitchers are permitted to warm up during the game using the bullpens with the assistance of a catcher protected by a face mask and a 3rd player standing in front of the pitcher protecting the group from a batted ball. The 3rd player must have on a batting helmet and glove.

Division	Call Last Inning	No New Inning After	Time Limit	Curfew
Intermediate	n/a	n/a	n/a	9:55 PM
Majors	n/a	n/a	n/a	9:55 PM
Minor AAA (if game follows)	1:45	2:05	n/a	9:55 PM
Minor AA (if game follows)	1:30	1:50	2:15 of play**	9:55 PM
Minor A	n/a	n/a	1:30 of play	8:00 PM

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Rookie	n/a	n/a	1:30 of play	8:00 PM*
Tee Ball	n/a	n/a	1:00 of play	8:00 PM*

* Safety call to end game early is allowed due to darkness

** All Minor-AA games shall have a mandatory Hard Stop to end the game after 2 Hours and 15 Minutes of play. The outcome of the game shall be determined per LL Green Book rules 4.10 & 4.11.

IV. Game Time/Date Changes

- a. The following guidelines will be used by the schedule-maker to reschedule all make-up, postponed, suspended and or tie games.
 - i. There will be no more than three games scheduled in a calendar week (Sunday through Saturday).
 - ii. There will be no more than three games scheduled in a five consecutive day period.
 - iii. All Saturday games that need to be rescheduled (usually due to weather / field closure) will be rescheduled on the first available Sunday (the next day), pending field availability.
 - iv. All Saturday games that are not able to be rescheduled on the first available Sunday (the next day), or are rescheduled for Sunday and are again subject to weather / field closure, will be rescheduled as detailed further below in Section IV.
 - v. Mid-week games that need to be rescheduled will be rescheduled as detailed further below in Section IV.
- b. Per rule 4.16, 4.17, and 4.18, in the case where a team is unable to field enough players for a game (less than 8 players), one additional alternative make-up date will be allowed. If a Manager is aware in advance of a scheduled game for which his team will not be able to field enough players, he must notify the Commissioner of any request to make-up the game. The Commissioner, in conjunction with the Board of Directors, will work with both Managers to reschedule a make-up game. If the same team is unable to field enough players for the make-up game, the Commissioner, in conjunction with the Board of Directors, may declare the game a forfeit based on the circumstances for the inability to field enough players.
- c. For divisions MINOR-AAA and above, all make-up games must be scheduled by the schedule maker. The 2 managers will be given 48 hours after the start time of the originally scheduled game to agree upon a make-up date and time. The make-up date and time must be approved by the schedule maker. After this 48 hour period the scheduler will provide the make-up time and date. The make-up game must be scheduled within the next 8 calendar days (not necessarily played within 8 calendar days).

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- d. Any make-up game that cannot be played because of the inability of one team to field enough players; one additional alternative make-up date will be allowed. Should this same team be unable to field enough players for the alternative make-up date, they risk forfeiture of the game. The decision on the forfeiture of the game will be at the discretion of the Board of Directors.
 - e. All suspended and or tie games in MINOR-AAA divisions and above will be continued until there is an official winner per Green Book rules: 4.10, 4.11, and 4.12. Whenever possible, these games shall be completed preceding the next scheduled game between the same teams.
- V. If a player leaves a game or practice due to injury; the injury must be reported in writing to the Safety Officer within 24 hours. If medical attention was required by a medical professional, then the injured player must have a written release from their Physician before being allowed to participate in any practice or game. The medical release must state that the player can participate in all activities with no limitations. Violation of this rule will result in the following:
- a. First Offense: Violating manager or coach shall be suspended for one game.
 - b. Second Offense: Violating manager or coach will be suspended for the remainder of the season.
- VI. If a player is injured during a non-AVLL activity, at the Board's discretion, a similar medical release as described above in section III may be required depending on the severity / extent of the injury.

PLAYING RULES - TEE BALL

- I. Time limits are established as follows:
 - a. All games will be played under a one (1) hour time limit.
- II. Consecutive Batting:
 - a. All eligible players will take their turn at bat each inning.
 - b. Each team's turn at bat will conclude upon the earlier of when the offensive team has batted completely through their lineup.
 - c. Players arriving after the game has started must be placed at the bottom of the batting order.
 - d. Courtesy runners are allowed in the event of injury. The last player to make an out shall be designated as the courtesy runner.
- III. Defensive Positioning:
 - a. All players must play in the field while on defense – NO players should be on the bench.
 - b. A maximum of five (5) infielders shall be allowed. Otherwise, all remaining players shall play in the outfield. Teams shall not field a catcher.
 - c. A maximum of five (5) coaches are allowed on the field at one time while on defense.

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- d. Failure to meet mandatory play requirements in this rule is a basis for suspension of the manager. Each manager is responsible for monitoring these requirements and must report any violation.
- IV. Offensive Alignment:
 - a. There is a maximum of three (3) safety approved defensive coaches allowed on the field to participate in each game. Ensuring safety approved team parent or volunteers remain in the dugout.
 - b. A maximum of three (3) offensive and safety approved coaches are allowed on the field while their team is batting. Ensuring one safety approved team parent or volunteer remains in the dugout. One coach shall be stationed safely behind the batter and other coaches shall be positioned as a first and third base coaches.
 - c. There must be a coach or League-approved adult in the dugout at all times.
 - d. There will not be any pitching allowed. Batters must bat utilizing a batting tee.
- V. Tee Ball Game Rules & Guidelines:
 - a. Score will NOT be kept. This is an instructional league; no standings or game score will be kept.
 - b. Managers and coaches are responsible for umpiring their own games. Managers should bear in mind that this is an instructional league and competition should be kept at a minimum.
 - c. Batters shall swing until they hit the ball fairly. Care should be taken to ensure that the batter makes contact with the ball and not only the tee.
 - d. The ball must travel past a fifteen-foot arc from home plate in order to be considered a fair ball.
 - e. Runners are not allowed to advance on an overthrow of any base.
 - f. The ball is dead and runners shall stop advancing when the ball is returned to the infield.

PLAYING RULES – ROOKIE

- I. Game Time Limit Rule:
 - a. All games shall be under one hour and thirty minutes and will end immediately if there is an additional game scheduled on the same field or until the managers deem that continued play due to insufficient light may be hazardous.
 - b. All weekday games will end no later than 8:00 PM.
- II. Continuous Batting Rule:
 - a. Per rule 4.04 continuous batting has been adopted for all Rookie Division Games throughout the regular season.
 - b. Players arriving after the game has started must be placed at the bottom of the batting order.
 - c. Free substitutions are permitted.
- III. Courtesy Runners:
 - a. Courtesy runners are NOT allowed.
- IV. Coaches:

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- a. There must be a team parent or 4 the safety approved volunteer in the dugout at all times.
 - b. While batting, a team should place a coach in both the first base and third base coaching boxes.
 - c. While on defense a maximum of three (3) coaches are allowed on the field.
 - d. All coaches positioned on the playing field during play must ensure their own safety as well as the safety of the players. Coaches should not be in a position where they are likely to be struck by a thrown ball, batted ball, or any equipment such as a bat. Coaches are also responsible for ensuring that there are no loose baseballs on the field during play.
- V. Non-competitive:
- a. Score will NOT be kept. This is an instructional division; no standings or game score will be kept.
- VI. Minimum Play Rules:
- a. Players must not sit out and fail to play a defensive position for any two consecutive innings of a game and must play 4 of 5 innings and 5 of 6 innings in a game, unless there are 13 players.
 - b. No player shall sit for more than 1 inning in any game.
 - c. Each player must play at least 1 inning (defined as 3 consecutive outs) at an infield position and 1 inning at an outfield position by the end of the 3rd inning.
 - d. Excluding the catcher, a maximum of five (5) players are allowed in the infield.
 - e. Failure to meet mandatory play requirements in this rule is a basis for suspension of the manager. Each manager is responsible for monitoring these requirements and must report any violation.
- VII. Game Rules & Guidelines:
- a. Teams will bat through the line-up in every inning.
 - b. If a runner is called out then he will return to the dugout.
 - c. If three outs are achieved then the bases will be cleared but the batting team will continue batting through the rest of their lineup.
 - d. Each batter will receive up to five (5) pitches to hit the ball in fair territory.
 - e. If the batter does not hit the ball in fair territory by the fifth pitch, he/she shall hit from a batting tee.
 - f. The offensive team will supply the coach who will be pitching. Coaches shall pitch from one knee or squat on a bucket from a distance of 20' – 25'. SPECIAL NOTE: Pitches should be delivered with minimal arc. g. While on defense, five fielders should be used in the outfield. Any team rostered with over 11 players will have a rotating substitute accompanied by a safety approved coach or team parent.
 - g. While on defense, five fielders should be used in the outfield. Any team rostered with over 11 players will have a rotating substitute accompanied by a safety approved coach or team parent.

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- h. The defense shall position a player to either side of, or one (1) step behind, the pitching coach; however, no player may step in front of the pitching coach until the ball reaches the batter. Coaches are responsible for enforcing this rule for the safety of the players.
- i. Teams shall not field a catcher behind the plate. Coaches are responsible for ensuring that no loose balls are on the field during play.
- j. Runners are not allowed to advance on an overthrow of any base.

PLAYING RULES - MINOR A

- I. Game Time Limit
 - a. - 90 Minutes if game following, 5 Inning Maximum Play
 - b. - 120 Minutes, 5 Inning Maximum Play if no game following – game to be ended at 90 minutes upon manager agreement.
- II. Continuous Batting Order
 - a. - all players will bat, players arriving after game start will be placed at the bottom of the batting order
 - b.- Free substitutions are permitted
 - c. Courtesy Runners are not allowed
- III. Non-Competitive Division
 - a. - no score will be kept, there are no division standings
- IV. Minimum Play Rules
 - a. Players must not sit out and fail to play a defensive position for any two-consecutive innings of a game and all players must play 4 of 5 innings in a game, unless there are 13 players.
 - b. Each player must play at least 1 inning (defined as 3 consecutive outs) at an infield position and 1 inning at an outfield position by the end of the 4th inning.
 - c. Excluding the catcher, a maximum of five (5) players are allowed in the infield.
 - d. Each team shall field a maximum of 10 fielders.
 - e. Failure to meet mandatory play requirements in this rule is a basis for suspension of the manager. Each manager is responsible for monitoring these requirements and must report any violation.
- V. Manager Requests
 - a. Each Manager is entitled to two (2) guaranteed roster picks for each team.
 - b. Friend Requests will not be honored.
- VI. Game Rules and Guidelines
 - a. A half inning is over when the defense records the third out in an inning, or the offensive team has batted completely through their lineup, whichever comes first.
 - b. For the first half of the season (prior to mid-April), the offensive team will supply the pitching machine operator for the half inning. SPECIAL NOTE: Pitches shall be delivered with minimal arc. Machine Speed settings will be determined by the Single A

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Commissioner – teams will all abide by speed settings and follow machine setup and

usage guidelines which may change as the season progresses.

c. The defense shall position a player to either side of, and one (1) step behind, the pitching machine; however, a player may not step in front of the pitching machine at any time. Coaches are responsible for enforcing this rule for the safety of the players.

d. Each batter will receive up to five (5) pitches to hit the ball. If the batter does not hit the ball in fair territory by the fifth pitch, he/she shall hit from a batting tee.

e. For last half of the season (after mid-April), a player from the defensive team, shall replace the pitching machine and pitch to the batter as noted in subsequent sentences.

f. A pitcher will only be allowed to pitch a maximum of 50 pitches or one inning whichever comes first.

g. For the last half of the season (after mid-April), if a batter receives 4 balls from the “player” pitcher, then the offensive coach will pitch to his batter. The Strike count will remain in place when Coach begins to pitch. The Coach will pitch until the batter strikes out or reaches base on a hit, e.g. if the batter has 2 strikes on him when he receives his 4 th ball from the “player” pitcher, then if the Coach comes in and throws one pitch and the batter swings and misses then that would be a strike out. This process shall repeat for each batter throughout the inning and the game.

h. For the last half of the season (after mid-April) the defensive team shall provide the umpire, and such umpire shall position himself/herself behind the pitcher’s mound, instead of behind the catcher at home plate, and shall judge all pitches accordingly from that position, and will not be required to wear leg guards, chest protector or mask. The umpire in addition to judging balls and strikes shall make all safe/out calls for the bases, judge batted balls to be fair or foul and make all of the typical decisions of the league’s umpires.

i. While on defense, four fielders shall be used in the outfield.

j. Teams must field a fully-equipped catcher behind the plate.

k. No stealing of any base is allowed at this level of play. Bases must be acquired by a hit ball put in play.

- Extra bases are allowed on hits while the ball remains in the outfield. Runners and base coaches shall stop all extra base progress once the ball enters the infield.

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PLAYING RULES - MINOR AA

- I. Game Time Limit Rule:
 - a. All Minor-AA games shall have a mandatory Hard Stop to end the game after 2 Hours and 15 Minutes of play. The outcome of the game shall be determined per LL Green Book rules 4.10 & 4.11.
 - b. No new inning may begin if the Inning Start time falls after 1 hour and 50 minutes of playing time if there is an additional game scheduled on the same field (excluding doubleheaders involving one of the teams) or until curfew of 9:55 pm.
 - c. If an Inning Start time falls after 1 hour and 30 minutes of playing time (but not after 1 hour and 50 minutes, as noted above), the umpire shall determine that inning to be the last inning played, and inform both managers.
 - d. If an inning with an Inning Start time prior to 1 hour and 30 minutes ends after 1 hour and 50 minutes of playing time, play will be halted according to Section XI A (2).
 - e. All games called prior to the completion of the regulation six innings will be resolved in compliance with LL Green Book rule 4.10 & 4.11.
 - f. All games shall be called at 9:55 pm by the umpire if the game has not been completed due to safety as the lights are scheduled to be turned off at 10:00 pm.
- II. Continuous Batting Rule:
 - a. Per rule 4.04, continuous batting has been adopted for all AA Division games throughout the regular season.
 - b. All eligible players will take their turn at bat whether or not they are playing at a defensive position.
 - c. Players arriving after the game has started must be placed at the bottom of the batting order.
 - d. Courtesy runners are allowed in the event of injury and only at the discretion of the umpire. The last player to make an out shall be designated as the courtesy runner.
 - e. Free substitutions are permitted throughout the regular season.
- III. Mandatory Play Rule:
 - a. Players must not sit out and fail to play a defensive position, for any two consecutive innings of a game, and all players must play a defensive position in 3 of 5 innings and 4 of 6 innings in a game.
 - b. Failure to meet mandatory play requirements in this rule is a basis for protest. If any player on a roster does not meet this requirement, it shall result in a one (1) game suspension of the manager for the next game on the first offense. If a second offense occurs, the manager will be removed from the team. It is the opposing manager's responsibility to protest the game to the umpire before the teams vacate the field, ensure that the protest is noted in the official scorebook, and to report the protest to the division's commissioner within a 24-hour window after the game in question ends.
 - c. It is not a rule violation if a player does not meet mandatory play requirement for a 6-inning game because the game is called on account of weather or safety concerns.

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Players arriving late or who become sick or injured do not have to meet mandatory play requirements.

- d. Each player must play at least 1 inning (defined as 3 consecutive outs) at an infield position and 1 inning at an outfield position by the end of the 4th inning.

IV. Pitching Rules:

- a. In all Minor-AA league games official pitch count regulations shall apply according to LL Green Book rules and regulations.
- b. Managers must maintain an updated pitching log with all required signatures throughout the entire season.
- c. Teams must make updated pitching logs accessible prior to the start of any game. If a team does not provide a pitch log it will be determined that they do not have any eligible pitchers and must forfeit the game.

V. Maximum Runs per Inning Rule:

- a. In game's final inning, as declared by the umpire or the 6th inning, unlimited runs will be allowed. The only way this game can continue beyond the declared final inning is if the game is tied and remains within the local time limits.
- b. Scoring more than five runs in any inning not determined to be the last inning may only be accomplished as follows: (1) over the fence home run the batter and all runners are allowed to score (8 runs) or (2) in the case of a ground rule double the runners on second and third are allowed to score and be counted (there is a potential of six (6) runs in the inning). In all other situations, the inning is over at the completion of the play in which the fifth run scores. If the fifth run scores before the batter has completed his/her turn at bat, he/she shall become the first batter in the following inning.

VI. Base Stealing Rules / Guidelines:

- a. Base stealing rules apply to all AA games, except as noted below.
- b. No stealing of home base shall be allowed in the first half of the season but will be allowed in the 2nd half of the season. SPECIAL NOTE: Once play is stopped, a runner on 3rd base may only score in the first half of the season when: 1) driven in by a walk, hit batsman, catcher's interference call by the umpire, or ball hit safely in fair territory, or 2) tagging up on a caught fly ball. Runners from any base may not score on any throw by any player in an attempt to throw out a base-stealer or pick off a runner at any base. If a play is made on the runner and the runner is out, the out stands. If a runner, when stealing a base or bases, reaches home safely, that runner must be returned to 3rd base, and no run is scored. However, if the runner is tagged out, the out stands. The intent of these rules is to allow players to develop skills to defend against stolen bases without the risk of allowing excessive runs.
- c. Failure to abide by the guidelines above may lead to coach and or player suspensions. Repeat offenders may lose privileges to compete in the post-season tournament.

VII. Other Rules:

- a. The infield fly rule will be eliminated from AA.

VIII. Local Postseason AA Tournament Rules:

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- a. A postseason tournament for the Minor-AA division will be played to decide a league champion.
- b. Post-tournament seeding will be based on an AVLL umpire incentive program to be led by the Umpire in Chief and Scheduler, with approval from the President and Vice President.
- c. AVLL post-season tournament games will be played according to AVLL regular season rules, except all games will not be subject to time limits and will be played in full (6 innings).

PLAYING RULES - MINOR AAA

- I. Game Time Limit Rule:
 - a. No new inning may begin if the Inning Start time falls after 2 hours and 05 minutes of playing time and if there is an additional game scheduled on the same field (excluding double-headers involving one of the teams) or until curfew of 9:55 pm.
 - b. If an Inning Start time falls after 1 hour and 45 minutes of playing time (but not after 2 hours and 05 minutes, as noted above), the umpire shall determine that inning to be the last inning played, and inform both managers.
 - c. If an inning with an Inning Start time prior to 1 hour and 45 minutes ends after two hours and 05 minutes of playing time, play will be halted according to the above Section I (a).
 - d. All games called prior to the completion of the regulation six innings will be resolved in compliance with LL Green Book rules 4.10 & 4.11.
 - e. All games shall be called at 9:55 pm by the umpire if the game has not been completed due to safety as the lights are scheduled to be turned off at 10:00.
- II. Continuous Batting Rule:
 - a. Per rule 4.04, continuous batting has been adopted for all AAA Division games throughout the regular season.
 - b. All eligible players will take their turn at bat whether or not they are playing at a defensive position.
 - c. Players arriving after the game has started must be placed at the bottom of the batting order.
 - d. Courtesy runners are allowed in the event of injury and only at the discretion of the umpire. The last player to make an out shall be designated as the courtesy runner.
 - e. Free Substitutions are permitted throughout the regular season.
- III. Mandatory Play Rule:
 - a. Players must not sit out, and fail to play a defensive position for any two consecutive innings of a game and all players must play a defensive position in three (3) of the first five (5) innings and four (4) of six (6) innings in a game.
 - b. Failure to meet mandatory play requirements in this rule is a basis for protest. If any player on a roster does not meet this requirement, it shall result in a one (1) game suspension of the manager for the next game on first offense. If a second offense occurs,

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the manager will be removed from the team. It is the opposing manager's responsibility to protest the game to the umpire before the teams vacate the field, ensure that the protest is noted in the official scorebook, and to report the protest to the division's commissioner within a 24-hour window after the game in question ends.

- c. It is not a rule violation if a player does not meet mandatory play requirements because the game is called on account of weather or darkness. Per regulation IV (I) and rule 4.04, players arriving late or who become sick or injured do not have to meet mandatory play requirements. d. During the first half of the season, each player must play at least 1 inning (defined as 3 consecutive outs) at an infield position by the end of the 4th inning.

IV. Pitching Rules:

- a. In all Minor-AAA games, official pitch count regulations shall apply according to LL Green Book rules and regulations.
- b. Managers must maintain an updated pitching log with all required signatures throughout the entire season.
- c. Teams must make updated pitching logs accessible prior to the start of any game. If a team does not provide a pitch log it will be determined that they do not have any eligible pitchers and must forfeit the game.

V. Maximum Runs per Inning Rule:

- a. In a game's final inning, as declared by the umpire or the 6th inning, unlimited runs will be allowed. The only way this game can continue beyond the declared final inning is if the game is tied and remains within the local time limits.
- b. Scoring more than five runs in any inning not determined to be the last inning may only be accomplished as follows: (1) over the fence home run the batter and all runners are allowed to score (8 runs) or (2) in the case of a ground rule double the runners on second and third are allowed to score and be counted (there is a potential of six (6) runs in the inning). In all other situations, the inning is over at the completion of the play in which the fifth run scores. If the fifth run scores before the batter has completed his/her turn at bat, he/she shall become the first batter in the following inning.

VI. Minor District 55 TOC Determination Rules:

- a. A postseason tournament for the Minor-AAA division will be played to decide the league's first TOC representative, time permitting. The team with the best overall record at the end of the season will become the league's second TOC representative. Winner of the post-season tournament will receive the #1 seed to TOC.
- b. All teams, including the regular season champ will participate in the end of season tournament. If the tournament winner is also the team with the best overall record at the end of the regular season, the season runner-up will become the League's second TOC representative. (For clarification...if the winner of the post season tournament is the second place team during the regular season then the third place team during the regular season will be the 3rd seed in TOC) If a third team is required to represent AVLL in the TOC, then the next available team with the best overall record at the end of the regular season will qualify.

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- c. AVLL post-season tournament games will be played according to AVLL regular season rules, except all games will not be subject to time limits and will be played in full (6 innings).

PLAYING RULES – MAJORS

- I. Game Time Limit Rule:
 - a. A regulation game is six innings unless the game is called by the umpire consistent with Rule 4.10 (c). In all events it must last at least four innings unless subject to the mercy rule below.
 - b. Major Division games are not subject to time limits but are subject to a ten (10) run mercy rule which shall be in effect for all regular season games. If at the end of three and one half innings the home team has a ten run, or more, lead over the visiting team then the game shall be called over. If at the end of fourth full innings of play the visiting team has a ten run, or more, lead over the home team then the game shall be called over. At any point in a game, following the point of play where an Official Game has been played, if the home team has a lead of 10 runs or more, then play is ceased upon scoring the tenth run or more if subsequent players score as a result of a batted ball being judged a ground rule double or as result of a batted ball going out of the park and being ruled a homerun. If the visiting team has a 10 run or more lead over the home team upon completion of a full inning after an Official Game has been played, then play is ceased.
 - c. All games called prior to the completion of the regulation six innings will be resolved in compliance with LL Green Book rules 4.10 & 4.11.
 - d. All games shall be called off at 9:55 pm, by the umpire, if the game has not been completed due to safety as the lights are scheduled to be turned off at 10:00 pm.
- II. Continuous Batting Rule:
 - a. Per rule 4.04, continuous batting has been adopted for all Major division games throughout the regular season and the AVLL playoff session.
 - i. During the regular season, free substitutions are permitted and all eligible players will take their turn at bat whether or not they are playing at a defensive position.
- III. Mandatory Play Rule:
 - a. All players must play defense in a minimum of two (2) of the first four (4) innings and three (3) innings of a six inning game.
 - b. Failure to meet mandatory play requirements in this rule is a basis for protest. If any player on a roster does not meet this requirement, it shall result in a one (1) game suspension of the manager for the next game played on a first offense. If a second offense occurs, the manager will be removed from the team. It is the opposing manager's responsibility to protest the game to the umpire before the teams vacate the field, ensure that the protest is noted in the official scorebook, and to report the protest

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to the division's commissioner within a 24-hour window after the game in question ends.

- c. It is not a rule violation if a player does not meet mandatory play requirement because the game is called on account of weather, game ending early due to the mercy rule or game reaching curfew at 9:55 pm.
- d. Additionally, per regulation IV (I) and rule 4.04, a player who becomes sick or injured does not have to meet mandatory play requirements. If a player arrives late, it is the manager's choice to put the player into the game. If the manager chooses to put the player into the game, mandatory play is NOT waived but is required. If the player does not meet mandatory play, the manager is disciplined in this instance and the player must meet all mandatory play requirements for this game plus the next game, as a starter, before being substituted out of the game.

IV. Pitching Rules:

- a. All Major division games will be played using pitch count regulations according to LL Green Book.
- b. Managers must maintain an updated pitching log with all required signatures throughout the entire season.
- c. Teams must make updated pitching logs accessible prior to the start of any game. If a team does not provide a pitch log it will be determined that they do not have any eligible pitchers and must forfeit the game.

PLAYING RULES – INTERMEDIATE

I. Game Time Limit Rule:

- a. All rules will follow Little League Green Book for Interleague Play.
- b. All games called prior to the completion of the required six innings will be resolved in compliance with LL Green Book rules 4.10 & 4.11.
- c. All games shall be called off at 9:55 pm, by the umpire, if the game has not been completed due to safety as the lights are scheduled to be turned off at 10:00 pm.

II. Continuous Batting Rule:

- a. Per rule 4.04, continuous batting has been adopted for all Intermediate division games throughout the regular season and the AVLL playoff session.
 - i. During the regular season, free substitutions are permitted and all eligible players will take their turn at bat whether or not they are playing at a defensive position.

III. Mandatory Play Rule:

- a. All players must play defense in a minimum of two (2) of the first four (4) innings and three (3) innings of a six inning game.
- b. Failure to meet mandatory play requirements in this rule is a basis for protest. If any player on a roster does not meet this requirement, it shall result in a one (1) game suspension of the manager for the next game played on a first offense. If a second offense occurs, the manager will be removed from the team. It is the opposing

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manager's responsibility to protest the game to the umpire before the teams vacate the field, ensure that the protest is noted in the official scorebook, and to report the protest to the division's commissioner within a 24-hour window after the game in question ends.

- c. It is not a rule violation if a player does not meet mandatory play requirement because the game is called on account of weather, game ending early due to the mercy rule or game reaching curfew at 9:55 pm.
- d. Additionally, per regulation IV (I) and rule 4.04, players who become sick or injured do not have to meet mandatory play requirements. If a player arrives late, it is the manager's choice to put the player into the game. If the manager chooses to put the player into the game, mandatory play is NOT waived but is required. If the player does not meet mandatory play, the manager is disciplined in this instance and the player must meet all mandatory play requirements for this game plus the next game, as a starter, before being substituted out of the game.

IV. Pitching Rules:

- a. All Intermediate division games will be played using pitch count regulations according to LL Green Book.
- b. Managers must maintain an updated pitching log with all required signatures throughout the entire season.
- c. Teams must make updated pitching logs accessible prior to the start of any game. If a team does not provide a pitch log it will be determined that they do not have any eligible pitchers and must forfeit the game.

V. Intermediate Division Rules:

- a. Intermediate Division games will be played using LL Green Book rules. These rules include using 70' bases and pitching rubber set 50' from home plate. This division includes base runners leading off, base runners being allowed to slide head first and pitchers ability to commit a balk.

VI. District 55 TOC Determination Rules:

- a. A postseason tournament for the Intermediate division will be played to decide the League's first TOC representative, time permitting. The team with the best overall record at the end of the season will become the league's second TOC representative (if District approves 2 teams). Winner of the post-season tournament will receive the #1 seed to TOC.
- b. All teams, including the regular season champ will participate in the end of season tournament. If the tournament winner is also the team with the best overall record at the end of the regular season, the season runner-up will become the League's second TOC representative.
- c. AVLL post-season tournament games will be played according to AVLL regular season Intermediate Rules.

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PLAYING RULES – JUNIORS

- I. Teams will follow any local rules or guidelines established by the District(s). AVLL may conduct a post- season tournament for all teams in the Junior Division.
- II. Junior District 55 TOC Determination Rules:
 - a. District 55 will determine how many teams from each league will be eligible to participate in the Junior District 55 Tournament of Champions.
 - b. If only two AVLL Junior teams are eligible for the District 55 TOC, they shall be determined as follows:
 - i. The team with the best overall record at the end of the regular season will become the League's second TOC representative.
 - ii. The team winning the AVLL Junior post-season tournament will become the League's first TOC representative. If the tournament winner is also the team with the best overall record at the end of the regular season, the season runner-up will become the League's second TOC representative (if district takes 2 teams).

PLAYING RULES – SENIORS

- I. Teams will follow any local rules or guidelines established by the District(s). Otherwise, all LL Green Book rules and regulations apply.

ADOPTION OF LOCAL RULES

The Board of Directors of Aliso Viejo Little League has adopted these Local Rules for the 2023 season.

AVLL President

Signature:

Name: Michael Michel

Date: 01/14/2025

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Aliso Viejo Little League is recognized as a subordinate organization of Little League Baseball Inc. and is exempt from federal income tax under section 501(c)(3) of the Internal Revenue Code. Donors may deduct contributions to either league as provided in section 170 of the Code. The Group Exemption Number for Little League Baseball Inc. is 3158.

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