



Revised 3/12/26

## CITY OF EDINBURG LITTLE LEAGUE TEE-BALL RULES: 5-6-YEAR-OLD SOFTBALL DIVISION

1. This tee ball division is designed for five and six years old only based on the Little League Age Chart.
2. Each game will be five (5) innings long or a time limit of fifty-five (55) minutes of play, whichever is reached first. No inning shall start after fifty (50) minutes of play; however, if the inning has started, then it must be completed. This applies only if the home team is still able to tie the game or win.
3. There will be a 5 runs or 3 outs rule per half inning whichever comes first.
4. A game may not start or be completed with less than nine (9) players in each team. (Little League Rule 4.17) In the event of an emergency, a team can finish with 8 players and the batter position vacated is an out and 9<sup>th</sup> batter is an automatic out. If a team starts with nine players, then the 10<sup>th</sup> batter is an automatic out.
5. There are NO protests in Tee Ball.
6. Bats are to be 2 ¼". Some composite Bats Banned. Please visit [www.littleleague.org](http://www.littleleague.org) for a list of Approved Composite Bats. Bat will be confiscated and returned to the owner after the game.
7. Please be advised volunteer coaches you can NOT issue any type of pill/capsule form of vitamin, aspirin, ibuprofen or pain relief, energy drink, sports or dietary supplement of any kind to any participant while performing your duties as a volunteer coach for the City of Edinburg.
8. Helmets flat color ONLY and helmets can NOT be customized.
9. The Parks and Recreation Department will make the final decision on all matters.

### The Batter/Runner:

1. A continuous batting order will be used throughout the game where every player bats. If a player arrives later, the player will be placed at the bottom of the line up.
2. Batting out of order will be considered an out for the player jumped and the next batter will have they're at bat.
3. Coaches are responsible for the batting tee adjustments. Coaches cannot hold or push base runners; a warning will be given by the Umpire; or the base runner may be subject to a called "out". **Coaches can not adjust batters.** "Silent" coach has to remove the batting tee and bat.
4. Each batter must wear the designated batting helmet when batting and/or running the bases. Straps on helmet are not required.
5. Each batter will have five (5) swings to place the ball in fair play. If the batter fails to place the ball in fair play after the fifth (5<sup>th</sup>) swing, the batter will be out. Batters can not address the ball once the umpire places ball on the tee.
6. There is NO three (3) strike rule. If the batter swings and hits the tee tube, it will be considered a foul ball and a swing.
7. The Umpire will advise the Manager's that a hit baseball must travel beyond the 15 feet line on infield in front of home plate.
8. When the ball is in fair play, the runner may continue to run to each base until "Time" (dead ball) is called by the Umpire. Runners will be awarded bases according to where they were when the "time"

was called. (Over halfway moves up, less than halfway goes back.) "TIME" WILL BE CALLED AT THE DISCRETION OF THE UMPIRE.

9. The runner must remain in contact with the base until the ball is hit.
10. Sliding will only be permitted with their feet first. A head slide will be an automatic out (player safety) exception when the runner is going back to the base.
11. No sliding will be permitted at 1<sup>st</sup> base

### **PLAYOFFS AND TIE BREAKERS (Five Options)**

1. **First Option:** If two teams are tied, it will be determined by head to head competition.
2. **Second Option:** If teams play different amount of games, it will be determined by winning percentage.
3. **Third Option:** If teams did not play one another, then it will determine by conference wins and losses.
4. **Fourth Option:** Then it will go to a coin toss.

### **Defense/Fielders:**

1. The defensive team should consist of four (4) outfielders, four (4) infielders, one (1) pitcher and one (1) catcher.
2. Each player shall play defense at least six defensive outs.
3. The pitcher must have both feet on the rubber until the ball is hit.
4. Infield 30 Feet Line Marking: If batted baseball does not travel beyond the line, defensive player must throw the baseball. If baseball travels beyond the line, defensive player has the option of running with the baseball to tag runner out or throwing the baseball to either base.
5. If the ball is hit to the Pitcher, the Pitcher must throw the Ball to any base.
6. A player cannot roll the ball to any base to make an out. Player has to throw it. If player rolls the ball, the runner will be automatically safe.
7. Catchers must wear a batters helmet with faceguard and throat guard.
8. Only 4 coaches/parents in dugout only. No non team personnel in the dugout.
9. Outfielders must be within the confine of outfield grass.
10. Infield can not be inside imaginary infield.

### **Conduct:**

1. Players, coaches, and parents must all times display a manner that exhibits sportsmanship and good will.
2. No profanity or abusive language will be allowed at any time.
3. Any discussion on the field will involve one coach from each team and the umpire, and if available a City of Edinburg Little League Representative.
4. The umpire is in total control of the game. In the event a team fails to respect the umpire's authority or decisions, the umpire has the authority to forfeit the game, and disciplinary action may be taken by City of Edinburg Little League.
5. If a player, coach, or parent is "ejected" of the game, he/she will be asked to leave the field.
6. Any player, coach, or parent "ejected" from a game will be automatically suspended for the following game.
7. No cell phones while on the playing field and/or dugouts unless the individual is in law enforcement, fire fighter, paramedic, etc.

### **State Laws that took effect on September 1, 2003**

**481.134. Drug-Free Zones - House Bill 1629:** adds the premises of a public or private youth center to the list of protected areas included in the existing statute that may result in enhanced punishment.

**22.01. Assault - House Bill 716:** amends 22.018) to increase the punishment for an offense under Subsection (a)(2) (Assault by Threat) or (a)(3) (Assault by Contact) from a Class C misdemeanor to a Class B misdemeanor if the offense was committed against a sports participant by a non-sports

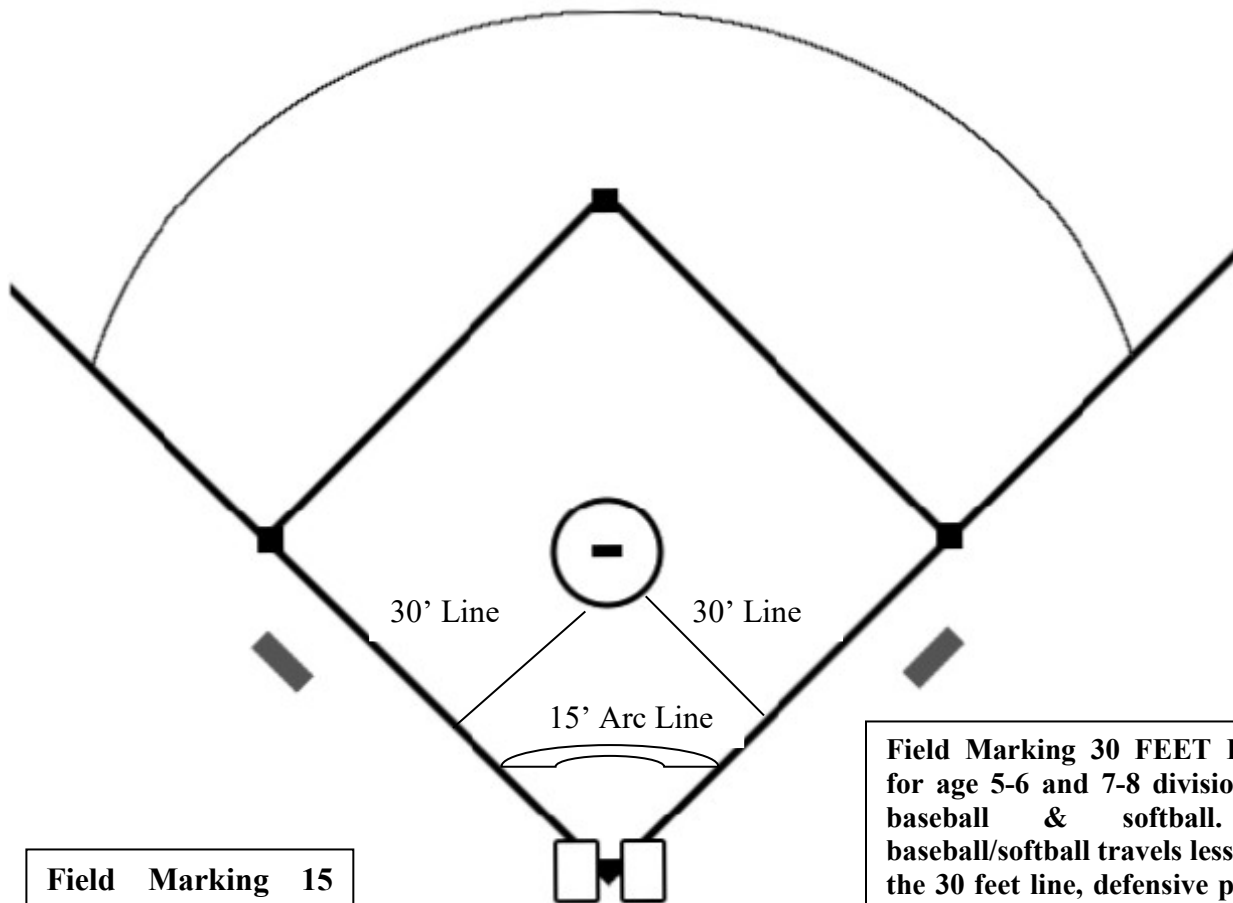
**participant. New Subsection (e)(3) defines sports participant as a person who participates in any official capacity with respect to an interscholastic, intercollegiate, or other organized amateur or professional athletic competition and includes an athlete, referee, umpire, linesman, coach, administrator, or staff member.**

## **SPORTSMANSHIP**

1. Any player/coach/spectator involved in a fight will be automatically ejected from the game and will be suspended for a minimum of one game. If the incident is serious, the player/coach/spectator will be suspended additional games or removed/ejected for the remainder of the season upon discretion of the League Official/Supervisor, regardless if its regular season games or tournament games.
2. Vulgar language, obscene gestures, threats and physical violence - regardless which player(s)/coach(es), spectator(s) or volunteer(s) started it will result in a minimum suspension of one game to removal from league play or attending the games or a maximum of life suspension from any City of Edinburg Parks & Recreation Department league, regardless if its regular season games or tournament games.
3. Every coach, player or spectator is responsible for his/her own conduct on and off the baseball field. Unsportsmanlike conduct by coaches, spectators, or participants will not be tolerated, regardless if its practice, regular season games or tournament games. Individuals may be suspended due to unsportsmanlike conduct at the discretion of the League Official/Supervisor.
4. Any coach, player or spectator that is ejected from the game or facility has one minute to leave the playing area/ball field and two minutes to leave city grounds and will be suspended for one game, regardless if its regular season games or tournament games. Should a player, coach or spectator be ejected on a second occasion, the offender(s) will automatically be suspended for the remainder of the season. The league supervisors/officials have the authority to eject any player, coach or spectator at any time for unsportsmanlike conduct. Failure to adhere to the rule, the Edinburg Police Department will be notified and the game will be determined a forfeit for that team.
5. Any assault or physical violence directed toward a league official and/or staff will result in a five (5) year to life suspension from further participation of any program sponsored by the City of Edinburg Parks & Recreation Department.
6. If staff or referee witnesses any act of cheap shots such as elbowing or any other unsportsmanlike act, the game will be stopped and the player will be given a warning or ejection from the game.
7. Taunting or “trash talking” to opposing player(s) or coaches will not be allowed. Profanity by any player/coach/spectator will NOT be tolerated. League Officials/Supervisor has the right to determine language which is offensive. The League Official/Supervisor will give one warning to each team and if the taunting or “trash talking” continues the player/coach/spectator will be ejected from the game.
8. When a warning is given to the head coach or assistant coach, the warning pertains to both coaches.
9. Any player/coach that is ejected from the game will have to sit out one game. If player/coach is ejected a second time, player/coach will be removed from the league. If player is removed from league, player will not receive a refund. If coach is removed from league, coach will not be able to coach any youth league in Edinburg for one year.
10. League Officials/Supervisors will determine incidental contact which may result from normal play.

11. If a parent or parents are getting out of line, the League Official/Supervisor will call time during the game and warn all the parents that are on the bleachers and sideline that 1.) if parent(s) cannot keep their comments to themselves or behave in an appropriate manner, they will be asked to leave the ball field area and city park. 2.) If the parent(s) does not want to leave the ball field area and park, then the police department will be called to escort them out. 3.) If the league officials/Supervisors feels that continuing the game poses a threat to their safety, the game will end at that moment and whichever team is winning at that point will receive the win or the loss. If the teams are tied, it will be considered a tie.

12. Little League prohibits all noisemakers such as vuvuzelas, thunder sticks, air horns, megaphones, loud cups, etc.



**Field Marking 15 FEET ARC LINE for age 5-6 and 7-8 divisions in baseball & softball. Baseball/Softball must be hit at least 15 feet to be**

**Field Marking 30 FEET LINE for age 5-6 and 7-8 divisions in baseball & softball. If baseball/softball travels less than the 30 feet line, defensive player must throw ball to 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> base. Exception: Pitcher can make the play at home plate by either tag/throw out the runner from 3<sup>rd</sup> base. If baseball/softball travels beyond the 30 feet line, defensive player has the option of throwing ball to base or tag the offensive player. Play at Home: If ball**

## CITY OF EDINBURG LITTLE LEAGUE 7-8-YEAR-OLD SOFTBALL DIVISION

1. This Minor League division is designed for age of six, seven and eight years old only based on the Little League Age Chart.
2. Each game will be five (5) innings long or a time limit of fifty-five (55) minutes of play, whichever is reached first. No inning shall start after fifty (50) minutes of play; however, if the inning has started, then it must be completed. This applies only if the home team is still able to tie the game or win.
3. There will be a 5 runs or 3 outs rule per half inning whichever comes first and
4. A game may not start or be completed with less than eight (8) players in each team. A team can start and finish with 8 players. The 9<sup>th</sup> and 10<sup>th</sup> batter is an automatic out.
5. Bats are to be 2 ¼" and not exceed 33in length or shorter & BPF 1.20. Some composite Bats Banned. Please visit [www.littleleague.org](http://www.littleleague.org) for a list of Approved Composite Bats. Bat will be confiscated and returned to owner after the game.
6. Helmets flat color ONLY and helmets can NOT be airbrushed or customized. NO Jewelry Allowed (earrings, necklaces, and rings)
7. Please be advised volunteer coaches you can NOT issue any type of pill/capsule form of vitamin, aspirin, ibuprofen or pain relief, energy drink, sports or dietary supplement of any kind to any participant while performing your duties as a volunteer coach for the City of Edinburg.
8. The Parks and Recreation Department will make the final decision on all matters.

### The Batter/Runner:

1. A continuous batting order will be used throughout the game where every player bat. If a player arrives late, the player will be placed at the bottom of the lineup.
2. Batting out of order will be considered an out for the player jumped and the next batter will have they're at bat.
3. Pitching Coaches cannot talk to players or coaches in their team once inning has begun. Coaches cannot hold or push base runners; a warning will be given by the Umpire; or the base runner may be subject to a called "out".
4. Each batter must wear the designated batting helmet when batting and/or running the bases.
5. Each batter will only have five (5) pitches to place the ball in fair play. If the batter fails to place the ball in fair play after the fifth (5<sup>th</sup>) pitch, the batter will be out.
6. There is NO three (3) strike rule. If the batter swings and misses, it will be considered a foul ball and/or a swing.
7. The Umpire will advise the Manager's that a hit baseball must travel beyond the 15 feet arc marked on infield grass in front of home plate.
8. When the ball is in fair play, the runner may continue to run to each base until "Time" (dead ball) is called by the Umpire. Runners will be awarded bases according to where they were when the "time" was called. (Over halfway moves up, less than halfway goes back.) "TIME" WILL BE CALLED AT THE DISCRETION OF THE UMPIRE.
9. The runner must remain in contact with the base until the ball is hit.
10. Sliding will only be permitted with their feet; head slide will be an automatic out.
11. No sliding will be permitted at 1<sup>st</sup> base.

## **PLAYOFFS AND TIE BREAKERS (Five Options)**

1. **First Option:** If two teams are tied, it will be determined by head to head competition.
2. **Second Option:** If teams play different amount of games, it will be determined by winning percentage.
3. **Third Option:** If teams did not play one another, then it will determine by conference wins and losses.
4. **Fourth Option:** Then it will go to a coin toss.

## **Defense/Fielders:**

1. The defensive team should consist of four (4) outfielders, four (4) infielders, one (1) pitcher and a catcher in full catcher's gear.
2. Each player shall play defense at least six defensive outs and 1 at bat.
3. The pitcher must at least have one (1) foot on the pitching mound until the ball is hit.
4. Infield 30 Feet Marking: If baseball does not travel beyond the line, defensive player must throw the baseball. If baseball travels beyond the line, defensive player has the option of running with the baseball to tag runner out or throwing the baseball to the base.
5. If the ball is hit to the Pitcher, the Pitcher must throw the Ball to 1<sup>st</sup> Base. If the Ball passes the 1<sup>st</sup> Baseman, the runner ONLY advances 1 base.
6. A player cannot roll the ball to any base to make an out. You have to throw it. If you roll the ball the runner will be automatically safe.
7. During a non-force out situation, a player must tag the runner with the ball in the glove or the ball in the hand to be an out. If the player tags the runner with the glove but the ball is not in the glove it is NOT an "out".
8. Players will be taught to play their position and no further than the base defensively.
9. Coach pitcher must move opposite/away from the play into foul territory. If the pitcher coach gets hit an automatic out.

## **Conduct:**

1. Players, coaches, and parents must all times display a manner that exhibits sportsmanship and good will.
2. No profanity or abusive language will be allowed at any time.
3. Any discussion on the field will involve head coach from each team and the umpire, and if available a City of Edinburg Little League Representative.
4. The umpire is in total control of the game. In the event a team fails to respect the umpire's authority or decisions, the umpire is instructed to forfeit the game, and disciplinary action may be taken by City of Edinburg Little League.
5. If a player, coach, or parent is "ejected" of the game, he/she will be asked to leave the field.
6. Any player, coach, or parent "ejected" from a game will automatically be suspended for the following game.
7. No cell phones while on the playing field and/or dugouts unless the individual is in law enforcement, fire fighter, paramedic, etc.

## **State Laws that took effect on September 1, 2003**

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**capacity with respect to an interscholastic, intercollegiate, or other organized amateur or professional athletic competition and includes an athlete, referee, umpire, linesman, coach, administrator, or staff member.**

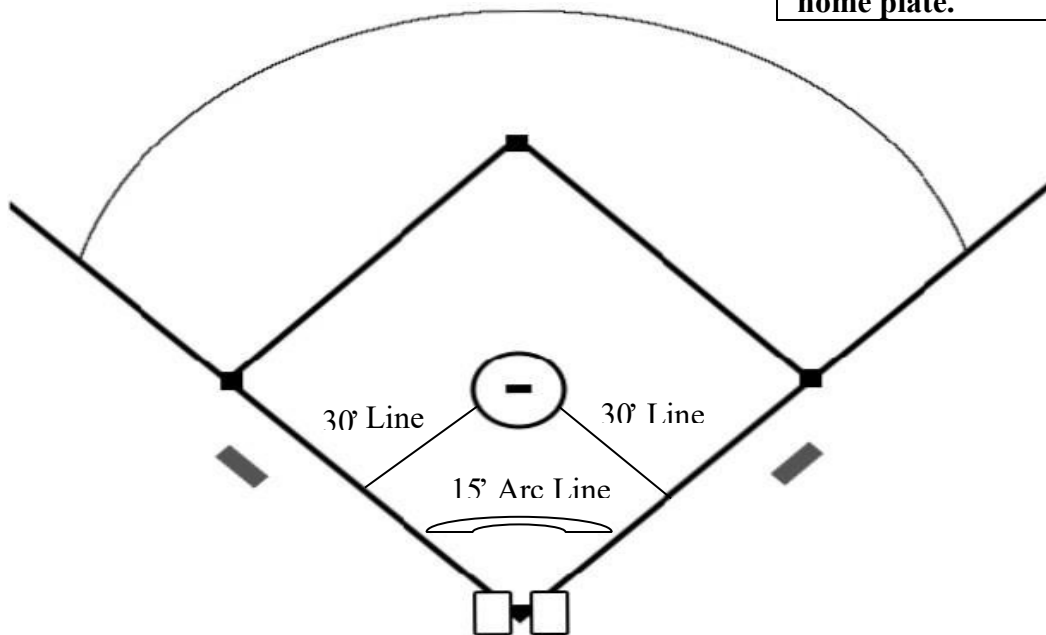
## **SPORTSMANSHIP**

1. Any player/coach/spectator involved in a fight will be automatically ejected from the game and will be suspended for a minimum of one game. If the incident is serious, the player/coach/spectator will be suspended additional games or removed/ejected for the remainder of the season upon discretion of the League Official/Supervisor, regardless if its regular season games or tournament games.
2. Vulgar language, obscene gestures, threats and physical violence - regardless which player(s)/coach(es), spectator(s) or volunteer(s) started it will result in a minimum suspension of one game to removal from league play or attending the games or a maximum of life suspension from any City of Edinburg Parks & Recreation Department league, regardless if its regular season games or tournament games.
3. Every coach, player or spectator is responsible for his/her own conduct on and off the baseball field. Unsportsmanlike conduct by coaches, spectators, or participants will not be tolerated, regardless if its practice, regular season games or tournament games. Individuals may be suspended due to unsportsmanlike conduct at the discretion of the League Official/Supervisor.
4. Any coach, player or spectator that is ejected from the game or facility has one minute to leave the playing area/ball field and two minutes to leave city grounds and will be suspended for one game, regardless if its regular season games or tournament games. Should a player, coach or spectator be ejected on a second occasion, the offender(s) will automatically be suspended for the remainder of the season. The league supervisors/officials have the authority to eject any player, coach or spectator at any time for unsportsmanlike conduct. Failure to adhere to the rule, the Edinburg Police Department will be notified and the game will be determined a forfeit for that team.
5. Any assault or physical violence directed toward a league official and/or staff will result in a five (5) year to life suspension from further participation of any program sponsored by the City of Edinburg Parks & Recreation Department.
6. If staff or referee witnesses any act of cheap shots such as elbowing or any other unsportsmanlike act, the game will be stopped and the player will be given a warning or ejection from the game.
7. Taunting or “trash talking” to opposing player(s) or coaches will not be allowed. Profanity by any player/coach/spectator will NOT be tolerated. League Officials/Supervisor has the right to determine language which is offensive. The League Official/Supervisor will give one warning to each team and if the taunting or “trash talking” continues the player/coach/spectator will be ejected from the game.
8. When a warning is given to the head coach or assistant coach, the warning pertains to both coaches.
9. Any player/coach that is ejected from the game will have to sit out one game. If player/coach is ejected a second time, player/coach will be removed from the league. If player is removed from league, player will not receive a refund. If coach is removed from league, coach will not be able to coach any youth league in Edinburg for one year.
10. League Officials/Supervisors will determine incidental contact which may result from normal play.

11. If a parent or parents are getting out of line, the League Official/Supervisor will call time during the game and warn all the parents that are on the bleachers and sideline that 1.) if parent(s) can not keep their comments to themselves or behave in an appropriate manner, they will be asked to leave the ball field area and city park. 2.) If the parent(s) does not want to leave the ball field area and park, then the police department will be called to escort them out. 3.) If the league officials/Supervisors feels that continuing the game poses a threat to their safety, the game will end at that moment and whichever team is winning at that point will receive the win or the loss. If the teams are tied, it will be considered a tie.
12. Little League prohibits all noisemakers such as vuvuzelas, thunder sticks, air horns, megaphones, loud cups, etc.

**NEW Field Marking 15 FEET ARC LINE for ages 5-6 and 7-8 divisions in baseball & softball. Baseball/Softball must be hit at least 15 feet to be playable if not it is a foul ball/strike.**

**Field Marking 30 FEET LINE for age 5-6 and 7-8 divisions in baseball & softball. If baseball/softball travels less than the 30 feet line, defensive player must throw ball to 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> base. Exception: Pitcher can make the play at home plate by either tag/throw out the runner from 3<sup>rd</sup> base. If baseball/softball travels beyond the 30 feet line, defensive player has the option of throwing ball to base or tag the offensive player. Play at Home: If ball travels beyond 30' line, defensive player must throw ball to home plate.**



## CITY OF EDINBURG LITTLE LEAGUE 9-10 YEAR OLD DIVISION SOFTBALL

1. This Minor League division is designed for the league age of eight, nine and ten years old based on the Little League Age Chart
2. Each game will be six (6) innings long or a time limit of (1) hour and thirty (30) minutes of play, whichever is reached first. No inning shall start after (1) hour and twenty (20) minutes of play; however, if the inning has started, then it must be completed.
3. There will be a 5 run or 3 outs rule per half inning whichever comes first and a 10 run rule after the 4<sup>th</sup> inning is completed.
4. A game may not start or be completed with less than nine (8) players in each team. If the team starts with only 8 players the 9<sup>th</sup> batter is a automatic out.
5. Please visit [www.littleleague.org](http://www.littleleague.org) for a list of Approved Composite Bats.
6. The bat shall be no more than 33 inches in length, not more than two and one-quarter (2-1/4) inches in diameter, and if wood, not less than fifteen-sixteenth (15/16) inches in diameter (7/8 inch for bats less than 30 inches) at its smallest part. Non-wood bats shall be printed with a BPF (bat performance factor) of 1.20. Bats may be taped or fitted with a sleeve for a distance not exceeding 16 inches from the small end. Colored bats are acceptable.
7. Base Coaches MUST remain in the Coaches Box at all times. If player coach is used, he must be outfitted with a batting helmet.
8. Please be advised volunteer coaches you can NOT issue any type of pill/capsule form of vitamin, aspirin, ibuprofen or pain relief, energy drink, sports or dietary supplement of any kind to any participant while performing your duties as a volunteer coach for the City of Edinburg.
9. Helmets flat color ONLY and helmets can NOT be customized.
10. The Parks and Recreation Department will make the final decision on all matters.

### **The Batter/Runner:**

1. A continuous batting order will be used. If a player arrives late, the player will be placed at the bottom of the line-up.
2. Batting out of order will be considered an out for the player jumped and the next batter will have their at bat.
3. No head slides at 1<sup>st</sup> base. (That will be a automatic OUT)
4. Each batter must wear the designated batting helmet when batting and/or running the bases. Batter must keep their Helmet on until they reach the Dugout.
5. Batter third Strike drop ball is a automatic OUT. Runner(s) can advance at own risk. (Except Batter)
6. When the ball is in fair play, the runner may continue to run to each base until "Time" (dead ball) is called by the Umpire. Runners will be awarded bases according to where they were when the "time" was called. (Over halfway moves up, less than halfway goes back.) "TIME" WILL BE CALLED AT THE DISCRETION OF THE UMPIRE.
7. The runner must remain in contact with the base until the ball crossed home plate.
8. If ball is not hit and runner left early, he/she will be asked to return to original base.
9. Sliding will only be permitted with their feet first. A head slide will be an automatic out (player safety) exception when the runner is going back to the base.
10. No sliding will be permitted at 1<sup>st</sup> base.
11. Continuous batting order and five (5) run rule or three (3) outs.
12. Coaches must report substitution to program monitors/score keepers and to opposing coach.
13. LL Rule 6.02 – Mandates a batter must keep one foot in the batter's box. Optional in regular season but this will be a Tournament rule and will be enforced.

14. LL Rule 6.08 – Baseball ONLY Intentional Walks must be announced prior to first pitch to the batter. Four pitches will be added to the Pitch Count

15. LL Rule 9.01 – Provide guidance to umpire regarding Unsportsmanlike actions. In particular, when a runner “steal” and relays pitch selection to the batter. This is also a tournament rule.

### **PLAYOFFS AND TIE BREAKERS (Five Options)**

1. **First Option:** If two teams are tied, it will be determined by head to head competition.
2. **Second Option:** If teams play different amount of games, it will be determined by winning percentage.
3. **Third Option:** If teams did not play one another, then it will determine by conference wins and losses.
4. **Fourth Option:** Then it will go to a coin toss.

### **Defense/Fielders:**

1. The defensive team should consist of three (3) outfielders, four (4) infielders, one (1) pitcher and a catcher in full catchers gear including throat guard and cup.
2. Each player shall play defense at least six defensive outs and 1 at bat.
3. Only 3 coaches/parents in dugout only. No non team personnel in the dugout.

### **Conduct:**

1. Players, coaches, and parents must all times display a manner that exhibits sportsmanship and good will.
2. No profanity or abusive language will be allowed at any time.
3. Any discussion on the field will involve one Manager from each team and the umpire, and if available a City of Edinburg Little League Representative.
4. The umpire is in total control of the game. In the event a team fails to respect the umpire’s authority or decisions, the umpire is instructed to forfeit the game, and disciplinary action may be taken by Edinburg Little League.
5. If a player, coach, or parent is “ejected” of the game, he/she will be asked to leave the field.
6. Any player, coach, or parent “ejected” from a game will automatically be suspended for the following game.
7. No cell phones while on the playing field and/or dugouts unless the individual is in law enforcement, fire fighter, paramedic, etc.
8. NO PARENTS will be allowed close to or next to the Dugouts during the game.

### **State Laws that took effect on September 1, 2003**

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### **SPORTSMANSHIP**

1. Any player/coach/spectator involved in a fight will be automatically ejected from the game and will be suspended for a minimum of one game. If the incident is serious, the player/coach/spectator will be suspended additional games or removed/ejected for the remainder of the season upon discretion of the League Official/Supervisor, regardless if its regular season games or tournament games.

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5. Any assault or physical violence directed toward a league official and/or staff will result in a five (5) year to life suspension from further participation of any program sponsored by the City of Edinburg Parks & Recreation Department.

6. If staff or referee witnesses any act of cheap shots such as elbowing or any other unsportsmanlike act, the game will be stopped and the player will be given a warning or ejection from the game.

7. Taunting or "trash talking" to opposing player(s) or coaches will not be allowed. Profanity by any player/coach/spectator will NOT be tolerated. League Officials/Supervisor has the right to determine language which is offensive. The League Official/Supervisor will give one warning to each team and if the taunting or "trash talking" continues the player/coach/spectator will be ejected from the game.

8. When a warning is given to the head coach or assistant coach, the warning pertains to both coaches.

9. Any player/coach that is ejected from the game will have to sit out one game. If player/coach is ejected a second time, player/coach will be removed from the league. If player is removed from league, player will not receive a refund. If coach is removed from league, coach will not be able to coach any youth league in Edinburg for one year.

10. League Officials/Supervisors will determine incidental contact which may result from normal play.

11. If a parent or parents are getting out of line, the League Official/Supervisor will call time during the game and warn all the parents that are on the bleachers and sideline that 1.) if parent(s) can not keep their comments to themselves or behave in an appropriate manner, they will be asked to leave the ball field area and city park. 2.) If the parent(s) does not want to leave the ball field area and park, then the police department will be called to escort them out. 3.) If the league officials/Supervisors feels that continuing the game poses a threat to their safety, the game will end at that moment and whichever team is winning at that point will receive the win or the loss. If the teams are tied, it will be considered a tie.

12. Little League prohibits all noisemakers such as vuvuzelas, thunder sticks, air horns, megaphones, loud cups, etc.

## CITY OF EDINBURG LITTLE LEAGUE 11-12 YEAR OLD DIVISION SOFTBALL

1. This Little League division is designed for the league age of eleven and twelve based on the Little League Age Chart
2. Each game will be six (6) innings long or a time limit of (1) hour and forty five- minutes (45) of play, whichever is reached first. No inning shall start after (1) hour and thirty- five (35) minutes of play; however, if the inning has started, then it must be completed.
3. There will be a 5 run or 3 outs rule per half inning whichever comes first and a 10 run rule after the 4<sup>th</sup> inning is completed.
4. A game may not start or be completed with less than nine (9) players in each team. (Little League Rule 4.17)
5. Some composite Bats Banned. Please visit [www.littleleague.org](http://www.littleleague.org) for a list of Approved Composite Bats.
6. Bats are to be 2 ¼” in Diameter and no more than 33 inches in length will be allowed.
7. Base Coaches MUST remain in the Coaches Box at all times. If player coach is used, he must be outfitted with a batting helmet.
8. Please be advised volunteer coaches you can NOT issue any type of pill/capsule form of vitamin, aspirin, ibuprofen or pain relief, energy drink, sports or dietary supplement of any kind to any participant while performing your duties as a volunteer coach for the City of Edinburg.
9. Helmets flat color ONLY and helmets can NOT be customized.
10. The Parks and Recreation Department will make the final decision on all matters.

### **The Batter/Runner:**

1. A 9 batter line up will be used. If a player arrives late, the player will be placed at the bottom of the line-up.
2. Batting out of order will be considered an out for the player jumped and the next batter will have their at bat.
3. No head slides at 1<sup>st</sup> base. (That will be a automatic OUT)
4. Each batter must wear the designated batting helmet when batting and/or running the bases. Batter must keep their Helmet on until they reach the Dugout.
5. Third Strike drop ball is “open baseball”. Reference Rule book
6. When the ball is in fair play, the runner may continue to run to each base until “Time” (dead ball) is called by the Umpire. Runners will be awarded bases according to where they were when the “time” was called. (Over halfway moves up, less than halfway goes back.) “TIME” WILL BE CALLED AT THE DISCRETION OF THE UMPIRE.
7. The runner must remain in contact with the base until the ball leaves pitchers hand.
8. If ball is not hit and runner left early, she will be asked to return to original base.
9. Sliding will only be permitted with their feet first. A head slide will be an automatic out (player safety) exception when the runner is going back to the base.
10. No sliding will be permitted at 1<sup>st</sup> base.
11. A batting line up and five (5) run rule or three (3) outs.
12. Coaches must report substitution to program monitors/score keepers and to opposing coach.
13. LL Rule 6.08 – Baseball ONLY Intentional Walks must be announced prior to first pitch to the batter. Four pitches will be added to the Pitch Count
14. LL Rule 9.01 – Provide guidance to umpire regarding Unsportsmanlike actions. In particular, when a runner “steal” and relays pitch selection to the batter. This is also a tournament rule.
15. Regulation 1(a) 3, allows a league to roster a player in a major division or above, on up to 2 teams in 2 different teams (ie.. girl softball major player can also play in major baseball division or a major

baseball player can also play in a Junior division team). But a player can only participate on one tournament team only.

### **PLAYOFFS AND TIE BREAKERS (Five Options)**

1. **First Option:** If two teams are tied, it will be determined by head to head competition.
2. **Second Option:** If teams play different amount of games, it will be determined by winning percentage.
3. **Third Option:** If teams did not play one another, then it will determine by conference wins and losses.
4. **Fourth Option:** If teams are tied by the conference wins and losses, the tied teams will play each other and if it is more than two teams, odd team out will get a bye based on a coin toss.
5. **Fifth Option:** If there is **NO** time available to do **fourth option**, then it will go to a coin toss.

### **Defense/Fielders:**

1. The defensive team should consist of three (3) outfielders, four (4) infielders, one (1) pitcher and a catcher in full catchers gear including throat guard and cup.
2. Each player shall play defense at least three defensive outs and 1 at bat.
3. If Player fails to play 3 defensive outs and 1 at bat.  
**1<sup>st</sup> Infraction:** Head coach is suspended and will not be allowed in the park. Team still gets win the next scheduled game.  
**2<sup>nd</sup> Infraction:** Head coach is suspended the next scheduled game and game will be a forfeit loss and head coach will not be eligible for All Stars coaching selection.
4. Only 3 coaches/parents in dugout only. No non team personnel in the dugout.

### **Conduct:**

1. Players, coaches, and parents must all times display a manner that exhibits sportsmanship and good will.
2. No profanity or abusive language will be allowed at any time.
3. Any discussion on the field will involve one Manager from each team and the umpire, and if available a City of Edinburg Little League Representative.
4. The umpire is in total control of the game. In the event a team fails to respect the umpire's authority or decisions, the umpire is instructed to forfeit the game, and disciplinary action may be taken by Edinburg Little League.
5. If a player, coach, or parent is "ejected" of the game, he/she will be asked to leave the field.
6. Any player, coach, or parent "ejected" from a game will automatically be suspended for the following game.
7. No cell phones while on the playing field and/or dugouts unless the individual is in law enforcement, fire fighter, paramedic, etc.
8. **NO PARENTS** will be allowed close to or next to the Dugouts during the game.

### **State Laws that took effect on September 1, 2003**

**481.134. Drug-Free Zones - House Bill 1629:** adds the premises of a public or private youth center to the list of protected areas included in the existing statute that may result in enhanced punishment.

**22.01. Assault - House Bill 716:** amends 22.018) to increase the punishment for an offense under Subsection (a)(2) (Assault by Threat) or (a)(3) (Assault by Contact) from a Class C misdemeanor to a Class B misdemeanor if the offense was committed against a sports participant by a non-sports participant. New Subsection (e)(3) defines sports participant as a person who participates in any official capacity with respect to an interscholastic, intercollegiate, or other organized amateur or professional athletic competition and includes an athlete, referee, umpire, linesman, coach, administrator, or staff member.

## **SPORTSMANSHIP**

1. Any player/coach/spectator involved in a fight will be automatically ejected from the game and will be suspended for a minimum of one game. If the incident is serious, the player/coach/spectator will be suspended additional games or removed/ejected for the remainder of the season upon discretion of the League Official/Supervisor, regardless if its regular season games or tournament games.
2. Vulgar language, obscene gestures, threats and physical violence - regardless which player(s)/coach(es), spectator(s) or volunteer(s) started it will result in a minimum suspension of one game to removal from league play or attending the games or a maximum of life suspension from any City of Edinburg Parks & Recreation Department league, regardless if its regular season games or tournament games.
3. Every coach, player or spectator is responsible for his/her own conduct on and off the baseball field. Unsportsmanlike conduct by coaches, spectators, or participants will not be tolerated, regardless if its practice, regular season games or tournament games. Individuals may be suspended due to unsportsmanlike conduct at the discretion of the League Official/Supervisor.
4. Any coach, player or spectator that is ejected from the game or facility has one minute to leave the playing area/ball field and two minutes to leave city grounds and will be suspended for one game, regardless if its regular season games or tournament games. Should a player, coach or spectator be ejected on a second occasion, the offender(s) will automatically be suspended for the remainder of the season. The league supervisors/officials have the authority to eject any player, coach or spectator at any time for unsportsmanlike conduct. Failure to adhere to the rule, the Edinburg Police Department will be notified and the game will be determined a forfeit for that team.
5. Any assault or physical violence directed toward a league official and/or staff will result in a five (5) year to life suspension from further participation of any program sponsored by the City of Edinburg Parks & Recreation Department.
6. If staff or referee witnesses any act of cheap shots such as elbowing or any other unsportsmanlike act, the game will be stopped and the player will be given a warning or ejection from the game.
7. Taunting or “trash talking” to opposing player(s) or coaches will not be allowed. Profanity by any player/coach/spectator will NOT be tolerated. League Officials/Supervisor has the right to determine language which is offensive. The League Official/Supervisor will give one warning to each team and if the taunting or “trash talking” continues the player/coach/spectator will be ejected from the game.
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## EDINBURG LITTLE LEAGUE PLAYER PITCH RULES: 13-14 YEAR OLD DIVISION SOFTBALL

1. Is open softball. Time limit of (2) hour of play no new inning will start after one (1) fifty (50) meetings.
2. A 9 batter line up will used. If a player is running late, the player will be placed with the substitution players.

### Defense/Fielders:

1. The defensive team should consist of three (3) outfielders, four (4) infielders, one (1) pitcher and a catcher in full catchers gear including throat guard and cup.
2. Each player shall play defense at least three defensive outs and 1 at bat.
3. If Player fails to play 3 defensive outs and 1 at bat.
  - 1<sup>st</sup> **Infraction:** Head coach is suspended and will not be allowed in the park. Team still gets win the next scheduled game.
  - 2<sup>nd</sup> **Infraction:** Head coach is suspended the next scheduled game and game will be a forfeit loss and head coach will not be eligible for All Stars coaching selection.
4. Only 3 coaches/parents in dugout only. No non team personnel in the dugout.
5. A batting line up and 5 run rule or 3 outs.
6. Coaches must report substitution to program monitors/score keepers and to opposing coach.
7. Please be advised volunteer coaches you can NOT issue any type of pill/capsule form of vitamin, aspirin, ibuprofen or pain relief, energy drink, sports or dietary supplement of any kind to any participant while performing your duties as a volunteer coach for the City of Edinburg.
8. Helmet flat color ONLY and helmets can NOT be customized.
9. The Parks and Recreation Department will make the final decision on all matters.
10. LL Rule 6.08 – Baseball ONLY Intentional Walks must be announced prior to first pitch to the batter. Four pitches will be added to the Pitch Count
11. LL Rule 9.01 – Provide guidance to umpire regarding Unsportsmanlike actions. In particular, when a runner “steal” and relays pitch selection to the batter. This is also a tournament rule.
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**athletic competition and includes an athlete, referee, umpire, linesman, coach, administrator, or staff member.**

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