

Oceanside American Little League

2024 Local Rules



P.O. Box 3366
Oceanside, CA 92054
League President, Cerbando Ramirez
League Identification # 405-28-04
Oceanside American Little League

2024 Local League Rules

Oceanside American Little League will begin its season on Saturday, January 27th, 2024. All games will be played at Ron Ortega Park, located at 222 N. Brooks Street (unless otherwise indicated) within the city of Oceanside, CA.

These Local League Rules are in addition to the 2024 Tee Ball, Minor League, Little League, Intermediate League and Junior League Rule Book (LL Rule Book).

Board members, players, Managers, coaches, and Umpires must be courteous and respectful and display good sportsmanship at all times when representing Little League.

1. Any individual serving in a volunteer capacity as a board member, Manager, coach, Umpire or other League official shall be required to annually complete a volunteer application and pass a background check. Background checks will consist of a thorough check including a check with a national sex offender registry.
2. Parents and spectators are to remain out of the playing area at all times. (LL Rule 3.15).
3. Parents are expected to remain present during practices – Lower Division (Tee-Ball, Farm (A) and AA), this is a requirement. If leaving is necessary, please communicate with the manager and coordinate assistance with other parents.
4. The use of tobacco, cigarettes and alcoholic beverages in any form is prohibited on Little League playing fields, dugouts, benches, common areas, and the surrounding parking lots. (LL Rule XIV (e).) Drugs and drug paraphernalia are strictly prohibited on all Little League property and surrounding parking areas.
5. Managers and coaches shall not Umpire in their respective divisions. An exception may be made with approval of the Chief Umpire or League President AND the Managers of both teams playing.
6. Players, Managers, and coaches shall not mingle or sit in the stands during a game in which they are engaged. (LL Rule 3.09.) If a Manager leaves the playing field, the Manager relinquishes all authority to their assistant coach as an Acting Manager until the Manager returns to the playing field. Any actions that occur during this interval can only be addressed by the acting Manager.
7. Any player, coach, or Manager ejected from a game by an Umpire shall be disciplined by leaving the facility immediately and suspension from at least one game. (Exception: A player who has no parent/guardian on the premises will not be removed from the facility.) An appearance before a committee of board members to explain his or her conduct shall be mandatory, preferably within seventy-two (72) hours, but before the start of the next scheduled game. (LL Rule 9.05(c).) The members of the board disciplinary committee shall take any disciplinary action as the committee deems necessary.

8. If any player, coach, or Manager is suspended by the board disciplinary committee for a total of three (3) or more games, for any reason whatsoever, that person shall be ineligible for any tournament team.
9. Scorekeepers shall keep a record of when a game officially begins and ends. The hours of Scheduled Games will be listed in the League schedule. Time limits are defined in division-specific rules and shall prevail regardless of the time of day games are scheduled. Scorekeepers shall notify the plate Umpire and both Managers of the time ten (10) minutes prior to the end of the time limit when appropriate. No new inning shall start after that time. Time limits are also in effect on re-scheduled games. This rule does not apply to LL Majors, Intermediate and Junior Divisions. See Division Rules section of this document for official time limits.
10. All Managers are responsible for the return of any and all keys, playing equipment and first aid kits to the respective coordinator within one week after the Manager's last played game of the season or when scheduled.
11. Team Line-Ups:
 - a. Each Manager shall list the entire player roster on the line-up sheet and then present it to the plate Umpire and official scorekeeper and opposing Manager (Except T-Ball, A(Farm) and AA Divisions) ten (10) minutes prior to the start of the game.
 - b. Roster members who are not playing shall be listed as injured, absent or disciplined. When the game has started, all players so listed shall not be eligible to play in that game on that day. All players currently on the team roster are permitted to play in a resumed game, regardless as to whether they were on the original line-up, provided not ejected.
 - c. All line-up changes must be made in the presence of both the Plate Umpire and the Scorekeeper.
 - d. Plate Umpire shall note changes on his line-up copy.
 - e. Plate Umpire shall report changes to the scorekeeper.
 - f. Plate Umpire will keep track of time limits, if applicable.
 - g. Anticipated tardiness is not defined as an absence. When a Manager has knowledge that a player will arrive late the Manager shall:
 - i. List the player as tardy;
 - ii. Should CBO be in place, and if the child is not present at the start of game, the child is listed as absent and if/when they arrive, they are added to the bottom of the line-up;
 - iii. Advise the opposing Manager; and
 - iv. Manager must verify the status of any tardy player no later than the start of the third (3rd) inning.
 - h. Tardy players shall be permitted to enter the game at the discretion of the manager.

12. Player Draft:

The Player Agent will arrange separate drafts with the Juniors, Intermediate, Majors and AAA Minors Division Managers. Present will also be the President or Vice President, and/or another Board Member, IF NEEDED. The meetings will take place on or about Jan 23rd, 2024. This meeting will be held as an

Executive Session and not open to the public or observers. The purpose of the meeting will be to select players for the team rosters.

- a. The Player Agent will:
 - i. Conduct the meeting in accordance with the methods outlined in the Operating Manual.
 - ii. Disclose all options received.
- b. Manager Options:
 - i. MUST BE MADE IN WRITING to the Player Agent forty-eight (48) hours prior to the Draft meeting.
 - ii. The Player Agent will announce all options received prior to the draft at the commencement of the meeting.
 - iii. A Manager’s failure to exercise any options at or before a specified round will result in the player being available to selection by any Manager.
 - iv. A Manager may elect the following options:
 - (1) Brother/Sister Option:
 - 1. Two or more siblings in the draft – first brother or sister is drafted.
 - 2. Manager automatically has the option to draft the other brother/sister on next turn.
 - 3. Failure to exercise option makes the second sibling available to be drafted by any team
 - (2) Brother/Sister of player currently on team:
 - 1. Manager may submit an option on a draftee if the player is a brother or sister of a member of the Manager’s team.
 - 2. The option must be taken during the first three (3) rounds.
 - (3) Sons/Daughters of Managers:
 - 1. Manager must exercise son/daughter at or before specified round:

Draft Round	League Age	
	AAA, Majors and Intermediate	Juniors
5	8-10	-
4	11	13
3	12	14

- 2. Parent/Manager option takes priority over any other option.
- 3. Provisions also apply for Managers having eligible brothers/sisters in draft.
- (4) Son/Daughters of Coaches:
 - 1. New coaches shall not be appointed nor approved until after the draft.

12: Trading:

- a. Managers may trade a player up to 48 hours after the first scheduled draft.

- b. All trades must be done through and with the approval of the Player Agent.
 - c. The following restrictions apply:
 - a. Minor League players may not be traded for Major League Players.
 - b. All trades must be player for player.
 - c. Trades involving a player for a draft choice is not permitted.
 - d. All trades must be for a justifiable reason and approved by the Board.
 - e. A Manager who wishes to draft their own child under Regulation II must complete a Player Option form and present it to the Player Agent prior to the draft. Managers who have more than one child in the same division shall draft their children in the third (3rd) and fourth (4th) rounds.
13. Each Manager is allowed up to four (4) “rostered” coaches. Any rostered coach may become the acting Manager in the Manager’s absence.
14. A coach shall not be appointed nor approved until after the draft to avoid “red shirting” of players through selective coaching appointments, except for Titled Players returning to their same team.
15. Only eligible team members, a manager and no more than two (2) coaching members, at least one of which must be at least eighteen (18) years old, are permitted in the dugout at any time during the game.
16. Disputed Plays. Only the Manager or Acting Manager has the authority to address an Umpire regarding a disputed play. Only interpretation and/or application of a given rule may be disputed. Judgment calls may not be disputed. **Sliding is not mandatory**. The following twelve (12) calls may not be disputed:
- a. Ball/Strike
 - b. Infield Fly Rule (LL Rule 2.0)
 - c. Safe/Out
 - d. Slide Rule (LL Rule 7.08 (a)(3).)
 - e. Fair/Foul
 - f. Darkness
 - g. Obstruction, Weather, Interference
17. The home team will setup the field. The visiting team will clean up and return all gear and equipment to the storage area. Should there be a game afterwards, the visiting team would instead, water and drag the field to prepare for the home team of the next game to chalk and line the field. On the final game of the day, the visiting team will water and drag the field and return all gear and equipment to the storage areas. Each team shall be responsible for cleaning up their area, including the spectator stands, and taking trash to the dumpsters, prior to being dismissed by their Manager. Team snacks should be distributed after clean up, not before.
18. The home team shall provide the official Scorekeeper for the game. The visiting team will provide the Pitch Counter. The game cannot start without a scorekeeper and pitch counter.

19. All players, unless listed as benched, ill or absent by the Manager, shall play a minimum of six (6) consecutive defensive outs each game and bat at least once (LL Rule IV(i).) If a Manager fails to meet minimum play for all eligible players they will be given a written warning on the first offense and will be suspended for a game on the second offense. If the game ends early due to the mercy rule, weather, or darkness, it is possible that a player but not bat may not meet minimum play requirements. In such a case, that player shall be put in the starting line-up and start the next game and be allowed to remain until that player has met minimum play requirements for their previous game as well as the current game.
20. A courtesy runner is allowed for the Pitcher and/or Catcher if on base and there are two outs. The last recorded out will be courtesy runner. (LL pg. 8/9)
21. A game may continue if the team has 8 rostered players, 9th spot in the will be skipped over. (LL pg. 7/8). Additionally, league options allow for games to start as long as the team can field 8 players or more.
22. Players, other than a fully geared catcher, must wear a catcher's mask and protective cup during the warm-up. A catcher's mitt is required to warm up a pitcher as well. Coaches and/or managers may also warm up pitchers at home plate, in the bullpen or any other area designated as a warm-up area for pitchers.
23. Only team players in uniform will be allowed to play in the game or coach bases.
 - a. Uniform includes wearing League-issued caps and jerseys or league approved alternate jerseys.
 - b. Managers, coaches, and players shall be in proper uniform. (LL Rule 1.11.)
 - c. The Board may define additional stipulations.
 - d. Players wearing casts or any other hard substance (excluding removable protective devices) are not permitted on the playing field while the ball is live. (LL Rule 1.11(k))
 - e. Players, managers, and coaches wearing casts are permitted in the dugouts.
 - f. Players must not wear jewelry such as, but not limited to, rings, watches, earrings bracelets, necklaces, nor any hard cosmetic/decorative items regardless of the composition of such jewelry, hard cosmetic item or hard decorative item. Exception: Jewelry that alerts medical personnel to a specific condition is permissible. (LL Rule 1.11(j).)
24. All players who coach bases will wear an approved helmet. Adult coaches shall not wear earrings or hats with pins in them while coaching bases.
25. Except in Intermediate, Junior or Senior divisions, metal cleats shall not be worn by anyone on the playing field or practice field. Closed-toe shoes are required on the playing field. Metal cleats CANNOT be worn in the batting cages or nearby turf.
26. White or multi-colored gloves, sweatbands and batting gloves shall not be worn by the pitcher. Any part of an undershirt exposed to view shall be of a solid, uniform color (not white) for all players on the team. (LL Rule 1.11(a)(3))
27. Throwing balls shall be restricted to the playing or practice field or other designated places (i.e., pitching or warm-up areas) under adult supervision.

28. Dugout Rules:
- a. Bats are to remain in holding rack or put away. A bat is never to be held or swung in any area of the dugout.
 - b. When children are present in the dugout, an adult coach must always be present as well.
29. Waiting Lists (AAA, Majors, Intermediate and Junior Divisions): After teams have been drafted, remaining players will be placed on the “original waiting list.” If teams are not full and enough players have been added to the waiting list to place an equal number of players on each team, the Player Agent shall conduct a “mini draft.” Managers shall re-draw for selection order. Once a waiting list has been established, players will be added to it in the order in which they sign up. When a vacancy occurs on a team, that team will be assigned the player at the top of the original waiting list. All players on the original waiting list shall be placed on teams before any “new” players are placed on a team.
30. Roster Vacancies. If a vacancy occurs on a team after the start of the season, a written notice shall be given to the Player Agent within twenty-four (24) hours. If there are still players from the original waiting list, the Manager may choose any one of those players. If not, then the vacancy shall be filled by the first name on the original waiting list. If a vacancy occurs before the start of the season, the Player Agent shall allow the affected Manager to select a replacement from the original waiting list within seven (7) calendar days. Should a vacancy occur on a Majors division team, then the manager of that team may be allowed to draft a player from the AAA division to fill the vacancy. The Player Agent shall contact the parents of the selected player to inform them and receive their approval that the player may move up to the Majors division. A Manager shall not contact directly any prospective replacement. Violations will cause the selection to be void. Replacements are made in the order of the vacancy notification to the Player Agent. For the AAA, Majors, Intermediate and Junior Division, no new player shall be added to a team during the last two (2) weeks of regular season play. A player must be on the waiting list for a minimum of seven (7) days before being added to a team.
31. Illness or Injury. Any player missing three (3) or more consecutive games due to illness or injury must provide a medical release from the player’s physician in order to be eligible to play or practice. Any player removed from a game due to a severe injury must provide a medical release from the player’s physician to be eligible to play or practice. If a player has any physical limitations placed on that player by a physician, a physician’s release shall be required before that player shall be permitted to perform those limited activities (e.g., restricted from pitching). The release shall be presented to the Player Agent and Safety Director.
32. All Board Members, Managers, and Volunteers must complete the Concussion Protocol and applicable trainings before the season begins, if applicable.
33. For safety reasons, no chewing gum, sunflower seeds, or food are allowed on the playing fields or in the dugouts. Only water and sport drinks are allowed in the dugout.
34. No player may visit the Snack Bar during a game in which they are playing. Any player doing so may be ejected from the game at the discretion of the Umpire.

35. If a game is called because of a time limit and the current inning is not completed, the score reverts back to what it was at the end of the last completed inning. (LL Rule 4.11(d).) There are (2) exceptions to this rule (LL Rule 4.11 (d) (1) & (2).)
36. All electronic devices are prohibited on the fields and in the dugouts. This includes cell phones, cameras, video equipment, and personal hand-held game devices except when the device is used to view the Little League Rules App.
37. Managers shall attend all scheduled ~~safety~~ meetings. Managers shall attend all Managers' meetings or send a representative in their place.
38. Managers and coaches shall be required to Umpire local games, either behind the plate or on the bases depending on experience or ability. The number of games will be determined by the Board each year. Zero games are REQUIRED but this is highly recommended, in the 2024 season.
39. The details for the following season's draft shall be determined during the season and finalized in the these Local Rules.
40. Team Registration/Release/Replacement of Players:
- a. Five (5) days prior to the first scheduled game, each Manager must register with the Player Agent the number of players as determined in Regulation III.
 - b. Teams will be monitored to ensure rosters are at proper levels.
 - c. Managers are required to inform the Player Agent if a player has repeated absences. A repeated absence is defined as two (2) consecutive games or one week, whichever is shorter.
 - d. When a player is lost due to injury, illness, relocation or resignation, Manager must notify the Player Agent. Manager must provide a doctor's note for the player to include the extent of the injury, the expected duration of treatment and any physical restrictions being placed on the player.
 - e. Player Agent will calculate the number of games played and the number of games remaining.
 - f. If release and/or replacement is not necessary – the player must provide a doctor's release to the Player Agent prior to returning to any team activities, i.e. practices, games, scrimmages, etc.
 - g. If a release and/or replacement is needed the Player Agent will advise the Board.
 - h. If approved, the President will send a Letter of Release to the player & parents stating release is for justifiable reason.
 - i. Manager will review the player list with Player Agent and select a replacement. The replacement player will become a permanent player on team.
 - j. Replacement players must be picked within one week of the other player being released.
 - k. Failure to report absences, injuries and/or vacancies may result in disciplinary action.
41. The use of any "Alternative Jerseys" by any team during games in the Spring Season, City Tournament, TOC or All-Stars is subject to Board Review and Approval.
42. All-Star Manager and Assistant Coach(es) Selection:
All candidates will be interviewed by the All-Star Committee, or at the very least, the League President. Once interviews are completed, the All-Star Committee will discuss the candidates and propose the

Managers and Coaches for each team, depending on which teams have been approved for All-Stars. (See Rule 43)

To the best of their ability, the staff for each team will consist of Managers from all teams, as well as coaches to help assist. Along with that, they will attempt to balance the staff with Managers, Coaches and Board Members to have a fair representation of all league members. The staff will be three coaches selected from all candidates. The Manager will determine who he would like as his backup coaches to be placed on the All-Star affidavit should one of the main assistant coaches not be able to assist during a game.

Due to the limited number of managers within the Intermediate and/or Juniors division, the staff will be selected with the third coach to be decided by the League President. The Manager will determine who he would like as his backup coaches to be placed on the All-Star affidavit should one of the main assistant coaches not be able to assist during a game.

43. All-Star Player Selection:

The Board will approve, with proposals from the All-Star Committee and League President, which teams will be entered into the All-Star tournaments.

Once the number of teams entering has been determined, per Rule 42, the Coaching Staff will be selected. The coaches approved to be on the staff will meet to select the All-Star players on their respective team. While selecting the players, the staff will discuss and agree on the number of players to roster along with choosing the players to be on the roster. Should there be a difference of opinion, the final selection will come down to a vote between the three coaches (no more and no less) to ensure fairness when the final decision is made.

Once the teams have been formed, the All-Star Committee and League President will nominate their candidate for who will manage each team for the Board of Directors to vote and approve.

44. TRAVEL BALL/MULTI-LEAGUE PLAYERS: Players are allowed to attend any practices or travel ball/multi-league games during the All-Star season. (Tournament Organization Rule – Player Participation in Other Programs. (Regulation 1(g) and Regulation IV(a) Note 2.

45. Incoming Board Members after Member Vote: Any Member voted onto the Board after and before the annual ballot vote, October 1st, may assume responsibilities of being a board member right away and does not need to wait until the Board Position vote on October 1st.

46. Pool Players: We will attempt to have Pool Players for AAA, Majors, Intermediate and Junior Divisions. The list of players volunteering to be a Pool Player will be kept and managed by the Player Agent. When using a Pool Player, they are not allowed to pitch. Players will be called in the order they are on the list until either all players have been called and cannot play, or until a player is found that can play.

47. Property Players: Each Player acquired shall, for the duration of their Major Little League Career, be the property of the team and league, unless subsequently traded or released.



**TEE-BALL DIVISION
THE FOLLOWING RULES APPLY TO
THE INSTRUCTIONAL TEE-BALL
DIVISION IN ADDITION TO THE
2024 LL RULEBOOK**



1. There shall be a one (1) hour time limit in the Tee-Ball Division, regardless of the number of innings played.
2. No score is kept, except for the purpose of maintaining batting order.
3. There will be no base stealing.
4. A runner cannot advance a base unless the ball is batted.
5. No infield fly rule.
6. Adult coaches may coach at first base and third base.
7. There will be a continuous batting order. Every player will bat in the same rotation. The half inning ends after every offensive player has batted.
8. Mandatory Tee use for first half of season, coach pitch optional for second half (Three Live and One from Tee).
9. A maximum of 3 Manager/Coaches on the fields at all times, including warm ups.
10. All players shall stay in the dugout during the game unless warming-up or taking a restroom break.
11. Each half inning shall end after every batter on the offensive team has had an at bat.
12. A coach may stand anywhere on the playing field when their team takes defensive positions.



A (Farm) DIVISION
THE FOLLOWING RULES APPLY TO THE
INSTRUCTIONAL A (Farm) TEAMS ONLY
IN ADDITION TO THE 2024 LL RULEBOOK



1. There shall be a 1 hour (hard stop) time limit in the A (Farm) Division, regardless of the number of innings played, and no new innings after 50 minutes.
2. Coach Pitch is utilized throughout the entirety of A (Farm) Division.
3. There are Strike Outs. Batter will receive 5 pitches to attempt to hit.
4. Foul balls will extend the at-bat.
5. There will be no walks. A Batter may advance to first base on a hit-by-pitch or by batted ball.
6. Should a Batter be hit-by-pitch, the pitch is dead and counted as an “unhittable” pitch and the Batter may choose to continue batting or take first base.
7. Coach Pitch should be done from a kneeling position towards the front of the mound area.
8. Continuous Batting Order: The batting order runs consecutively throughout the line-up for all players on the roster.
9. Each half inning shall end when the team has batted the full roster for that inning or when three (3) outs have been made, whichever comes first.
10. Baserunner may advance only one base on an overthrow. There is only one overthrow per play.
11. Two coaches may be on the field instructing defense. One coach must be in the dugout if players are on the bench during offense and defense.
12. There is no mercy rule, as score will not be kept.
13. There is no five (5) run rule.
14. There is no base stealing.
15. No score is kept, except for the purpose of maintaining batting order.
16. There is no Intentional Bunting.
17. All players shall stay in the dugout during the game unless warming-up or taking a restroom break.
18. At the discretion of the OALL Board Member on Duty, a player will be ejected for throwing any equipment or using foul language. The first offense will be just the current game, and if there is another infraction the player would be ejected from that game and the next consecutive game.
19. No gum or seeds allowed in dugouts or the field by any players, Managers or coaches during practices or games.
20. There is no L-Screen used during Coach Pitch.



AA DIVISION
THE FOLLOWING RULES APPLY TO THE
INSTRUCTIONAL AA TEAMS ONLY
IN ADDITION TO THE 2024 LL RULEBOOK



1. There shall be a 1 hour 30 minute (hard stop) time limit in the AA Division, regardless of the number of innings played, and no new innings after 1 hour and 20 minutes.
2. Nine (9) or ten (10) players on the field (10 players with 4 outfielders on the grass). If a team only has nine (9) players and the opposing team has more than ten (10), it is the opposing coach's discretion to play with nine (9) in the field.
3. Pitching Schedule: Utilize the Player Pitch/Coach Pitch Program.
4. Player pitch for 5 pitches. If no hit and no strikeout, Coach Pitch on one knee for 3 hittable pitches.
5. **One inning per pitcher.**
6. 1st half of the season is coach and kid pitch with no walks and 2nd half of the season is straight kid pitch with walks.
7. Defensive coach calls balls and strikes from behind the mound. Strikes accumulate from both player pitch and coach pitch. Example: Player pitches one strike combined with two (2) strikes from coach pitch equal a strikeout. At bat ends with ball in play or strike out. No tee to be use.
8. Beginning with first practices, in order to be prepared for the Player pitch portion of the season, it is the responsibility of the Manager to begin working with pitchers right away.
9. Strike Zone: Larger than a standard strike zone: from box to box, knees to letters. A batter can be struck out with an accumulation of strikes between Coach/Player pitches. Example: Pitcher throws 2 strikes in his 5 pitches. The batter now has one strike left. If the pitch is in the strike zone and the batter does not swing, this is a strike out. Fouls may extend the at-bat as normal.
10. Foul balls on the final pitch or with two (2) strikes will extend the at bat.
11. A Batter may advance to first base on a hit-by-pitcher or coach.
12. Should a Batter be hit-by-pitch, the play is dead and the batter is awarded 1st base.
13. Pitcher's mound must be between 36' and 46' from home plate. The defensive coach has the discretion to choose mound location based on pitcher's ability. If not pitching from the pitching rubber, use a safe marker to indicate the pitcher's rubber.
14. The batting order runs consecutively throughout the line-up for all players on the roster.
15. Each half inning shall end when the team has batted the full roster for that inning or when three (3) outs have been made, whichever comes first.
16. **Baserunner may advance only one base on an overthrow. There is only one overthrow per play.**
17. Two coaches may be in the outfield instructing defense. One coach must be in the dugout if players are on the bench during offense and defense.
18. There is no mercy rule, as score will not be kept.
19. There is no five (5) run rule.
20. There is no base stealing.
21. No score is kept, except for the purpose of maintaining batting order.
22. There is no Intentional Bunting.
23. For defensive substitutions, a player will sit on the bench no more than two innings per game; each team will field ten (10) players, with a Rover playing in the outfield.
24. All players shall stay in the dugout during the game unless warming-up or taking a restroom break.

25. A player will be ejected for throwing any equipment or using foul language. The first offense will be just the current game, and if there is another infraction the player would be ejected from that game and the next consecutive game.
26. No gum or seeds allowed in dugouts or the field by any players, Managers or coaches during practices or games.
27. Managers of the visiting team are required to keep and provide a pitch count log keeper, monitor and adhere to all pitch limits by age. No player under League Age 7 will be allowed to pitch.
28. There is no L-Screen used during Coach Pitch.