
Vienna Little League

Local Rules

These Local Rules explain the regulations, rules, and policies of the Little League Baseball Rulebook as applied to Vienna Little League and describe VLL's organization and operating procedures. Any red-shaded links refer to the [Little League Baseball Rulebook app](#).

Effective Date: January 14, 2025

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I. ORGANIZATION

Vienna Little League, Inc., is a Virginia corporation, a 501(c)(3) public charity with federal tax-exempt status, and a chartered program of Little League International. Its objective and organizational structure are set forth in its [Constitution](#).

VLL's programs and operations are conducted in accordance with the Official Regulations, Playing Rules, and Operating Policies of Little League Baseball (a/k/a the Little League Baseball Rulebook).

This section of the VLL Local Rules describes the management of the local league.

A. Board of Directors

The Vienna Little League Board of Directors ("Board" or "BoD") is elected annually by the General Membership of the League, which also determines the size of the Board.

The General Membership consists of any adults who have provided at least 40 hours of volunteer service to the League in the prior league year (October 1-September 30) and who have requested admission as a Regular Member of the League.

The 2025-26 Board has [27 members](#).

B. League President

The elected Board appoints from its ranks a League President to serve as the chief executive officer and administrator of League affairs, accountable to the Board. The League President is the presiding officer at all Board meetings and, among [other responsibilities](#), has the sole authority to select and appoint managers, coaches, and umpires, subject to approval by the Board.

C. Officers & Administrators

1. League Officers

In addition to the League President, the Board appoints from its ranks the remaining officers and executive agents of the League, which will include, at a minimum, the following seven positions:

- League Vice President
- Secretary
- Treasurer
- Player Agent

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- Safety Officer
 - League Information Officer
 - Coaching Coordinator

The specific responsibilities of each of these positions are set forth in the [VLL Constitution](#) and the [Little League Baseball Rulebook](#).

2. Additional Administrative Positions

The Board, in its discretion, may also appoint persons from the General Membership (who may or may not be Board members) to serve in the following administrative roles:

- Vice President, AL Division
- Vice President, NL Division
- Vice President, Minors and Tee Ball Divisions
- Intermediate (50-70) Division Director
- Challenger Division Director
- Fall Ball Director
- Umpire-in-Chief
- Buildings & Grounds Director
- League Scheduler
- Directors of Finance, Sponsorship, and/or Fundraising
- Special Events Director
- Quartermaster
- Snack Bar Supervisor

The responsibilities of such positions are determined by the League President and/or the Board.

D. Committees

1. Executive Committee

To advise and assist the League President in the management of League affairs, as provided by the VLL Constitution, the Board establishes an Executive Committee consisting of the Directors serving in the following four roles, plus a fifth member chosen by the Board:

- League Vice President
- Vice President, AL
- Vice President, NL
- Vice President, Minors and Tee Ball Divisions

The Executive Committee will meet with the League President at least monthly and provide direction on all significant programs and activities, subject to the oversight of the Board.

2. Finance Committee

To develop and enhance ways and means of financing the League and to recommend a budget to the Board, the Board establishes a Finance Committee typically consisting of the Directors serving in the following roles and any additional members chosen at the discretion of the Board, and chaired by a Board member who is not also the Treasurer:

- League President
- Treasurer
- Sponsorship Director
- Directors of Finance, Sponsorship, and/or Fundraising
- Buildings & Grounds Director

3. Rules Committee

To recommend to the Board a common set of regulations, rules, and procedures governing League operations, the Board establishes a Rules Committee typically consisting of the Directors serving in the following roles, and any additional members chosen at the discretion of the Board:

- League Vice President (Chair)
- League President
- Vice President, AL
- Vice President, NL
- Vice President, Minors and Tee Ball Divisions
- Umpire in Chief
- Player Agent

4. Scheduling Committee

To recommend to the Board a plan for the scheduling of games and practices based upon anticipated enrollments and field allocations, the Board establishes a Scheduling Committee typically consisting of the Directors serving in the following roles, and any additional members chosen at the discretion of the Board:

- League Scheduler (Chair)
- League Vice President
- Vice President, AL
- Vice President, NL

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- Vice President, Minors and Tee Ball Divisions
 - Umpire-in-Chief

5. Disciplinary Committee

For purposes of [Regulation XIV](#) and [Rule 9.05](#), the Board delegates its authority to take disciplinary action or impose other penalty (except a suspension or termination of League membership, which requires a two-thirds vote of the Board) to a Disciplinary Committee, which will be comprised of the following Officers/Directors:

- Umpire-in-Chief (Chair)
- Vice President, AL
- Vice President, NL
- Player Agent
- Coaching Coordinator
- An additional *ad hoc* member appointed by the President based upon the circumstances of the disciplinary issue (e.g., if the issue concerns a Minors Division team, then the Vice President, Minors and Tee Ball Divisions, may be designated as the ad hoc member of the Disciplinary Committee for that matter)

If a sitting member of the Disciplinary Committee is a manager or coach of a team involved in the issue, then a suitable substitute will be appointed by the President.

6. Protest Committee

Per [Rule 4.19\(f\)](#), the Board establishes a committee to hear and resolve any protest authorized by the Rulebook, which committee will be composed of the following Officers/Directors:

- Umpire-in-Chief (Chair)
- League President
- Player Agent
- One or more other Officers/Directors, as appointed by the League President, who are neither managers nor umpires

Decisions of the Protest Committee are final and cannot be appealed.

7. Other Committees

The Board may from time to time establish other committees to assist in specific matters of League administration/operation or to oversee special projects at the Board's discretion (e.g., Town Tournament, Manager Selection, Nominating, Membership, 12-year-old Banquet, etc.).

II. PLAYER PLACEMENT

This section of the VLL Local Rules describes how players are assigned to teams within these four youth baseball programs:

- Little League (Majors) Division (ages 10-12);
- Minors Division (Triple A, Double A, and Single A) (ages 7-11);
- Tee Ball Division (Rookie and Tee Ball) (ages 4-7); and
- Intermediate (50-70) Division (age 13).¹

VLL's Majors and Minors programs are further subdivided into an American League (AL) Division and a National League (NL) Division, as is required by [Regulation I\(d\)](#) of the Little League Rulebook for any league with more than 10 chartered Majors teams. The AL and NL divisions participate in interdivisional play and share a "[Common Draft Pool](#)" of players to promote equal talent distribution between subdivided leagues within the same geographic boundary.

When VLL players reach league age 9 – or first enroll for a spring season after attaining the league age of 9 – they will be assigned or drafted (a/k/a "affiliated") to either the AL or NL, per [Little League policy](#) and the procedures set out in these Local Rules, and will play exclusively for teams from that division for the remainder of their time in the Minors and/or Majors.

VLL operates its programs across two distinct seasons: spring and fall. Our spring season is our primary season and runs from approximately mid-March through early/mid-June, with some variation depending upon level of play and school calendar considerations. Our Fall Ball developmental season runs from late August through mid-late October.

A. Levels of Play

1. Majors

Each spring season, VLL typically forms 16 Majors teams, equally divided between the AL and NL. The League President will annually appoint one Manager and a maximum of two Coaches of Record for each Majors team (subject to approval by the Board of Directors). Per [Regulation III\(a\)](#), VLL will establish the roster sizes of Majors teams. All spring Majors teams will have equal roster sizes, and any in-season vacancies that occur will be filled in accordance with the Rulebook and the procedures in these Local Rules. Once a player is assigned to a spring Majors team (via draft or in-season promotion), the player will remain on that team for the duration of their Majors Little League career. Majors teams will, weather permitting, typically play 2-3 games per week and

¹ VLL also operates a Challenger Division for youth players with physical and/or intellectual disabilities; the procedures for Challenger operations are not covered in this document.

have 2-3 practices and 1-2 off days per week during the spring season. Fall Ball Majors is a smaller, developmental program, primarily for returning Majors players, and is typically limited to 2 games and 1 practice per week (all weekdays).

2. Minors/Tee Ball

The makeup of teams in the Minors and Tee Ball Divisions will vary across programs based upon a variety of factors, including player enrollment, the number of adults who volunteer to manage or coach at particular levels, and (at the 2A and 3A levels) competitive considerations. The Player Agent and VP (Minors/Tee Ball) will recommend to the VLL President a plan for the composition of the programs within the Minors and Tee Ball Divisions, the size of teams, and a slate of managers and coaches for those teams. Teams in the Minors and Tee Ball Divisions will, weather permitting, typically play or practice as follows:

- 3A & 2A: 2 games per week (one weekday and one Saturday), 1 regular weekday field practice, and often an additional field or batting practice;
- 1A: 1-2 games per week (one weekday and one Saturday) and 1 regular weekday field practice (Fall Ball 1A may be reduced to 1 game per week plus a practice or scrimmage);
- Rookie and Tee Ball: 1 game per week (Saturday) and 1 regular weekday field practice (Fall Ball “Juniors” is a Sunday-only program that is similar to Tee Ball).

3. Intermediate (50/70)

The Intermediate (50/70) program is for players who have aged out of Majors and are beginning to play on larger-sized fields. Games are played on fields with dimensions that are bigger than Little League but smaller than a regular 90-foot baseball diamond; the Little League pitching distance is increased by 4 feet, to 50 feet, and the length of the basepaths is increased by 10 feet, to 70 feet. VLL aims to form at least two Intermediate (50/70) teams each spring. There is no AL/NL subdivision in VLL at the Intermediate (50/70) level. Only players who are league age 13 are eligible to enroll. In addition to intraleague play, VLL Intermediate (50/70) teams will compete against Intermediate (50/70) teams from other area Little League programs.

B. Eligibility

1. Geographic Boundaries

Per Little League [Regulation II](#), participation in VLL for any player league age 8 or older is limited to players who either reside or attend school in a physical location within [geographic boundaries](#) defined by our Little League charter, unless (a) the player has participated in the league without a break in participation since league age 7 or (b) an applicable waiver is obtained. When a player is

first registered in VLL when they are league age 8 or older, [adequate proof of residency or school attendance](#) must be provided to the league through a new-member check-in process.

The Little League [League Finder tool](#) can be used to identify whether a residence or school address is located within our boundaries.

Schools within VLL's boundaries include:

Fairfax County Public Schools: Cunningham Park ES, Fair Hill ES, Flint Hill ES, Freedom Hill ES, Jackson MS, Kilmer MS, Louise Archer ES, Marshall Road ES, Oakton ES, Stenwood ES, Thoreau MS, Vienna ES, Westbriar ES, and Wolftrap ES.

Other: Dominion Christian School, Evergreen Montessori, Flint Hill School, Green Hedges School, Lorien Wood School, Our Lady of Good Counsel (OLGC), St. Mark, and Vienna Adventist Academy.

NOTE: Students who live within the VLL boundary but are districted to a public school that is not on the above list (i.e., an out-of-boundary school) will still be eligible to participate in VLL based upon their residence. For example, VLL has participants who live within our boundary and attend Colvin Run ES, Mosaic ES (f/k/a Mosby Woods ES), or Waples Mill ES.

2. Age Structure

Players will be able to participate in VLL's baseball programs from ages 4 through 13. (In some cases, a player's "league age" for the season will be older than their actual age; league age will be determined based upon month and year of birth using [this calculator](#).)

During those ten years of VLL eligibility, players will have the opportunity to participate in as many as seven levels of play, from Tee Ball to Intermediate (50/70). Players should therefore anticipate repeating at least some levels in consecutive years.

In accordance with Little League [Regulation III\(c\)](#), VLL adopts the following age structure for its programs:

As authorized by [Little League policy](#), VLL will allow only 10-, 11-, and 12-year-olds to play Majors (and, as described below, the number of roster spots for 10-year-olds in Majors is capped at two per team).

Only 13-year-olds may be rostered on an Intermediate (50/70) Division team.

In addition:

- *Players who are league age 9 or below are ineligible to play Majors, and a limited number of 9-year-olds will play 3A.*

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- *Players who are league age 8 or below are ineligible to play 3A, and a limited number of 8-year-olds will play 2A.*
 - *Players who are league age 7 or below are ineligible to play 2A, and a limited number of 7-year-olds will play 1A.*
 - *Players who are league age 6 or below are ineligible to play 1A, and 6-year-olds will only play Rookie Ball if they have already participated in a spring season of Tee Ball.*
 - *Players who are league age 4 or 5 are only eligible to play Tee Ball.*

3. "Play Down" Policy

In accordance with Little League [Regulation VIII\(b\)](#), VLL will apply the following policy regarding pre-draft requests to "play down" below Majors:

All registrants ages 10-12 will be notified as part of the registration/tryout process that they may opt out of selection in the Majors draft by declaring that intention in writing to the Player Agent, through their parent/guardian, at least 48 hours prior to the draft.

In the case of a 12-year-old player only, a "play down" exception must be approved in advance of the draft by the player's parent/guardian, the VLL Board of Directors, and the Little League District Administrator. (Per [Regulation VI\(j\)](#), any 12-year-old approved to play down in the Minors Division may not pitch at that level.)

Any player who opts out of the Majors draft will be ineligible to be called up to fill an in-season Majors roster vacancy for the duration of the season.

C. Pre-season Tryouts

All registrants league age 9 or older who are not already rostered to a Majors team from a prior spring season will be given an opportunity to attend preseason tryout sessions prior to team formation.

Registrants who are league age 8 and seeking placement in 2A will also be eligible to attend tryouts.

Players younger than league age 8, and any 8- or 9-year-olds who are seeking placement at the level of 1A or below, will not be subject to the tryout process and will be placed in age-appropriate non-draft-level Minors programs.

The tryout process for Intermediate (50/70) baseball will be separate from the tryouts for 8-12-year-olds.

Unless the absence is excused by the Board of Directors for good cause (e.g., medical or other special circumstances), any player who was required to try out but who failed to do so will be ineligible to play in Majors, draft-level Minors programs (3A and 2A), or the Intermediate (50/70) program, and will not be allowed to participate in All-Stars tournament play.

D. Drafts (Affiliation, Majors, 3A, 2A & Intermediate)

1. Affiliation Draft

Following tryouts, the Player Agent will conduct a “Common Draft Pool” draft to establish the division affiliation (AL or NL) of any player league age 9-12 who completed tryouts and was not affiliated to a division during a prior spring season.

This process will fulfill the Little League International [requirement](#) for subdivided leagues that all players league age 9 or older be assigned and/or drafted into a specific division.

The order of draft picks will alternate between divisions, with each division making selections through its respective VP (or the VP’s designee), and the draft will be conducted in two distinct phases, as follows:

Phase 1: Affiliation of Majors-eligible Players (League Age 10-12)

The first phase of the Affiliation Draft will be limited to players who are VLL Majors-eligible (meaning League Age 10-12) and not previously affiliated to either the AL or NL division.

The division with the first overall pick in Phase 1 will alternate each year. In odd-numbered years (2023, 2025, etc.), the AL will have the first overall pick, and in even-numbered years (2024, 2026, etc.), the NL will have the first overall pick.

Phase 1 of the draft will proceed until all Majors-eligible players requiring affiliation have been assigned to one division or the other. The Player Agent will conduct Phase 1 in a manner that ensures that each division will have an equal number of 12-year-old players, +/- one, affiliated to its division.

When there are two or more siblings in the Affiliation Draft pool during the same phase, all such siblings will be affiliated to the same division. Upon selection of the first sibling, the division making the selection will be required to select the subsequent sibling(s) in successive rounds.

In addition, the Player Agent will permit each division to exercise an "affiliation option" on any player in Phase 1 if a Majors team within that division would be entitled to exercise a "protected pick" for that player in the Majors Draft in accordance with Little League's [policy on Options on Sons, Daughters, and Siblings](#) (also [here](#)), as limited by these Local Rules. Any such options will

be exercised by the division VP and submitted to the Player Agent prior to the Affiliation Draft. When such options are exercised, the affected players will be "protected" from being affiliated by the opposite division and will be affiliated by the division exercising the option with its final selection(s) in Phase 1 of the Affiliation Draft.

Phase 2: Affiliation of League Age 9 Players

Phase 2 of the Affiliation Draft will establish the affiliation of all League Age 9 players who completed tryouts. (The division affiliation of any league age 9 player seeking placement in 1A will be determined by their 1A team assignment.)

The draft order for Phase 2 will be the opposite of Phase 1, so that in odd-numbered years (2023, 2025, etc.), the NL will have the first overall pick in Phase 2, and in even-numbered years (2024, 2026, etc.), the AL team will have the first overall pick in Phase 2.

The draft will proceed until all registered players requiring affiliation (other than those seeking placement in 1A) have been assigned to one division or the other.

When there are two or more siblings in the Affiliation Draft pool during the same phase, all such siblings will be affiliated to the same division. Upon selection of the first sibling, the division making the selection will be required to select the subsequent sibling(s) in successive rounds.

In addition, the Player Agent will permit each division to exercise "affiliation options" on any player in Phase 2 who meets one of the following criteria:

1. The player has a parent/guardian who is a manager of a Majors team in the division; or
2. The player has a sibling age 11 or younger who is already affiliated to the division; or
3. The player has a sibling currently rostered on a Majors team in the division who is either (a) league age 11 or younger or (b) league age 12 and also the child of a Coach of Record for the team who has served in that role for at least the prior two seasons.

Any such options will be exercised by the division VP and submitted to the Player Agent prior to the Affiliation Draft. When such options are exercised, the affected players will be "protected" from being affiliated by the opposite division and will be affiliated by the division exercising the option with its final selection(s) in the Affiliation Draft, except that, if option 1 is exercised to affiliate any child(ren) of a Majors manager who has not previously managed the team while another of the manager's children was rostered on the team, then the division will use its initial selection(s) in the Affiliation Draft to affiliate such player(s).

2. Majors Draft

Following the completion of the Affiliation Draft, VLL's Player Agent will conduct a Majors Draft using the "Plan A" Conventional Draft Plan from Little League's [policy on Local League Draft Methods](#).

The Plan A draft method provides that:

- any registered players previously acquired by a Majors team are automatically rostered to that team; and
- any roster vacancies are thereafter filled by a draft, with the last-place team from the preceding season (based upon regular-season record) for each division making the first selection in each round of the draft and the remaining teams subsequently selecting players in the reverse order of prior season standing in their division until all teams' rosters have been filled.

Majors teams will only draft otherwise-eligible players who are affiliated to the division in which the team is assigned.

The Player Agent will conduct the draft in a manner that ensures:

- All Majors teams will have an equal number of 12-year-old players, +/- one, and all 12-year-olds will be on a Majors team unless there is an approved "play down" exception.
- All Majors teams will draft at least one 10-year-old player (and will roster at least one 10-year-old at all times during the season) and no Majors team will draft (or roster) more than two 10-year-old players.

The Player Agent will allow Majors teams to exercise "protected picks" in accordance with Little League's [policy on Options on Sons, Daughters, and Siblings](#) (also [here](#)), with the following local modification to the option for "Sons/Daughters of Coaches":

A Majors team, through its Manager, may exercise an option to select the child of a returning Coach of Record only if (a) the parent-coach has served in that role on the team for at least two consecutive seasons, (b) the parent-coach has had a child on the team at all times while serving as a Coach of Record, and (c) the player to be drafted will fill a roster vacancy created by the departure of an older sibling (i.e., there would be no "gap" year between the older sibling and younger sibling). Any player selected under this option will be drafted before the end of the third round, regardless of the player's age.

In addition, when any drafted player has an eligible sibling or siblings in the same draft pool, then the team that drafts such a player automatically has an option to draft the other sibling(s) on the

next term(s) in which the team has an available pick, (e.g., if Sibling A is selected in the second round, then Sibling B is available exclusively to that team until the team's pick in the third round is made -- or, if the team has another option being exercised in the third round, then Sibling B would be protected until the team's pick in the fourth round is made).

Player trades will not be allowed at the Majors level. As set out in Local Rule II.A.1 above, once a player is assigned to a spring Majors team, they will remain on that team for the remainder of their Majors Little League career.

3. Minors Drafts (3A and 2A)

Following the completion of the Majors Draft, the Player Agent will conduct drafts for the 3A and 2A programs, respectively. The pool of available players will be determined by VLL's age-eligibility criteria, tryout participation, and the results of the higher-level drafts.

The VP (Minors/Tee Ball) will designate each team in 3A and 2A as either an AL or NL team, with an equal number of teams in each division, taking account of any applicable division affiliation of managers' children.

The Player Agent will allow 3A and 2A teams to exercise "protected picks" in accordance with Little League's [policy on Options on Sons, Daughters, and Siblings](#) for (a) Brothers/Sisters in the Draft and (b) Sons/Daughters of Managers only, with the following modifications:

- The Player Agent will, prior to the start of the draft, allow the managers of 3A and 2A teams to identify a single player in the draft pool whom the manager wishes to select to enable the player's parent/guardian to serve as a team coach. To be eligible for this selection, the player's parent/guardian must have submitted a volunteer application to coach for the season and provided written confirmation to the Player Agent of their intent to coach with the team manager who is making the selection. The Player Agent will maintain a list of manager and protected coach picks, and work with the Minor Leagues Director, Directors for the relevant division (3A or 2A), and the Managers to "pre-slot" each identified player at a particular round in the draft according to an assessment of that player's ability, based on tryouts and evaluations from previous coaches. All players who are children of managers or the designated assistant coach will be "pre-slotted" in this manner.
- If a drafted player has an eligible sibling in the draft pool, then the team that drafts such a player will have a protected pick on any sibling(s) through *two rounds* (e.g., if Sibling A is selected in the second round, then Sibling B is available exclusively to that team until the team's pick in the fourth round is made).

The Player Agent may establish additional procedural rules to ensure the orderly conduct of the drafts and promote player development and balanced competition, including rules concerning

the minimum or maximum of players of a certain league age who may be selected and rules requiring certain categories of picks be made in or before specified round(s).

3A Draft

The 3A draft will be conducted in the same manner as the Majors draft (alternating AL-NL team picks) except that:

- the first overall pick in the 3A draft will be a team in the opposite division from the one that picked first in the Majors Draft (i.e., an AL team picks first in 3A in even-numbered years and an NL team picks first in odd-numbered years);
- the draft will use a "serpentine" format, such that the team with the last pick in the first round makes the first pick in the second round, etc.; and
- the order in which teams draft will be determined by random draw.

Because 3A in VLL is limited to players league age 9 and older, 3A teams will only draft otherwise-eligible players who are affiliated with the division to which the team is assigned.

2A Draft

The 2A draft will be conducted in the same manner as the Majors draft (alternating AL-NL team picks, with an AL team picking first overall in odd-numbered years and an NL team picking first in even-numbered years) except that:

- the draft will use a "serpentine" format, such that the team with the last pick in the first round makes the first pick in the second round, etc.; and
- the order in which teams draft will be determined by random draw.

2A teams will only draft otherwise-eligible players who are (a) unaffiliated with either the AL or NL division (in the case of players who are league age 8) or (b) affiliated with the division to which the team is assigned. The drafting of an 8-year-old player to a team will have no bearing on determining the AL/NL affiliation of that player in future seasons.

4. Intermediate (50/70) Draft

The draft for Intermediate (50/70) teams will be conducted after the completion of tryouts for the program and, if there are two or more teams, will use a "serpentine" format, such that the team with the last pick in the first round makes the first pick in the second round, etc. The order in which teams draft will be determined by random draw.

E. Formation of 1A, Rookie & Tee Ball Teams

Teams at the 1A, Rookie, and Tee Ball levels will be formed by the VP (Minors/Tee Ball) using logical groupings that take account of such factors as Manager and parent/guardian requests (e.g., friends and carpooling arrangements), common neighborhoods and schools, and team assignments from prior seasons. Other considerations will include achieving a balance of age distribution across teams at each level of play. Best efforts will be made to honor all reasonable requests submitted during the registration process.

F. Roster Replacements & Temporary Call-ups

1. Declining Draft Placement

In accordance with Little League [Regulation VIII\(b\)](#), VLL adopts the following policy:

Any player who declines a team assignment determined by a draft:

- *will be ineligible to play that season on any other team at the drafted level;*
- *will be placed in the player pool for the next lowest level (if eligible); and*
- *will retain any divisional affiliation determined by the initial draft.*

2. In-season Majors Roster Vacancy

In accordance with Little League [Regulation III\(d\)](#), whenever a Majors team loses a rostered player during the season – whether due to an injury/illness from which the player will be unable to return or due to the player withdrawing from the program for any other reason – or whenever a Majors player is absent from team activities for more than seven continuous days, the Manager will advise the Player Agent of the circumstances of the player's unavailability.

If the Player Agent confirms a roster vacancy (i.e., the player is not expected to return during the season) and there are more than 14 days remaining in the regular season, then the affected Manager will fill the vacancy by selection of any eligible player from the Minors Division, so long as the selection will not result in the Majors team failing to roster at least one league age 10-year-old player or rostering more than two league age 10-year-old players. The selected replacement player will report to the Majors team within 14 days after the vacancy is confirmed and will retain the roster spot for the duration of the player's Majors eligibility.

If the lost player returns in a subsequent season, the Manager may elect to either (a) re-roster the player to the team, using a protected third-round draft pick (which option must be exercised prior to the draft in the same manner as other draft options) or (b) release the player into the draft pool. Any such player will be drafted by a Majors team before the draft concludes.

No Minors team will lose a second player to promotion unless all Minors teams in the applicable division at the same level have lost one player. Any Minors player who declines to fill an in-season Majors roster vacancy will be ineligible to fill a vacancy on any other Majors team for the remainder of the season. (Children of Minors Division managers, however, are excluded from permanent call up to Majors as if they had submitted play-down requests.)

3. Temporary Call-Ups

In accordance with Little League [Regulation V](#), VLL will maintain a "call-up" pool of Majors and Minors Division players who have been assessed capable of playing at a higher level than their placement (as determined by the Player Agent in coordination with team managers) and have indicate their willingness to participate in extra games when teams face a shortage of rostered players for a game.

In the event an Intermediate (50/70), Majors, 3A, or 2A team has insufficient players for a regular season game, the affected team Manager will follow the procedures specified by the Player Agent to identify an eligible guest player from the call-up pool.

Any call-up player will be placed at the end of the batting order, will be subject to all mandatory-play requirements applicable to a rostered player, and will not pitch in the call-up game. The player will remain rostered with their current team and will not play in any call-up game scheduled at the same time as a game for that team.

G. Fall Ball Player Selection

VLL's "Fall Ball" program is a development-focused second season that is designed to promote player growth. Some players may use Fall Ball to try playing baseball for the first time. Others may repeat their spring level or play at the level they aspire to for the following spring.

The following levels of play typically will be offered during Fall Ball:

- Majors;
- Minors (3A, 2A, and 1A);
- "Juniors"; and
- Intermediate (50/70).

VLL has greater discretion in the conduct of Fall Ball and, as a result, the team formation process will be less formal than in the spring. For example, AL/NL division affiliations need not be strictly observed. In general, teams will be formed by the Fall Ball Director (or by a Fall Ball Committee established by the Board of Directors) as follows:

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- Majors teams will be formed by pairing teams of returning spring Majors players, then placing any manager, coach, and/or sibling options, and filling any remaining vacancies with spring 3A players who are projected to play Majors in the spring or similarly skilled/experienced players who were not rostered in the spring season. Teams will have 12-player rosters, with an optional 13th player.
 - 3A and 2A teams will be formed via logical pairings of returning players from spring teams and players from a team that competed at the next-lowest level in the spring. A typical team will match 6-8 players returning at level, 3-4 players rising a level, plus "free agents" who were not affiliated with a spring team. Teams will have 12-player rosters, with an optional 13th player.
 - 1A and Juniors teams will be formed based on parent and manager preferences, with additional players placed based upon common neighborhoods and schools. Teams will have rosters of approximately 10 players.
 - Intermediate (50/70) teams will consist of players who will be league age 13 in the spring. If there is sufficient enrollment to support more than one team, the teams will be formed in a manner designed to promote maximum developmental opportunities for all players (e.g., ensuring each team has sufficient pitchers and catchers).

III. RULES OF PLAY

VLL games are governed by the Little League Baseball Rulebook and the safe-play protocols of the league's Safety Plan. Managers and coaches should obtain the [Rulebook app](#) and review and the [VLL Safety Plan](#).

This section of the Local Rules describes how those rules of play apply within VLL (e.g., by selecting among "local league options"). It further sets forth house rules and policies specifically applicable to the Minors and Tee Ball Divisions and our Fall Ball program.

A. Scheduling Matters

1. Majors Schedule

The Board of Directors will annually approve a schedule of games for the Majors spring season that complies with the requirements of Little League Regulation VII and further provides for:

- (a) each Majors team to play no fewer than 18 games;
- (b) each Majors team to play all other Majors teams at least once and to play any additional games against opponents in their respective division (AL or NL);
- (c) each Majors team to play at least two games per week, except where a single game in a week is appropriate because it is a week at the start or end of the season or a holiday-shortened week; and
- (d) each Majors team to play three games in a week at least twice during the course of the season.

Prior to each season, the AL and NL divisions will be split into two equal-sized subdivisions, the composition of which will be determined by the regular-season records of the teams from the previous season. One subdivision will be comprised of the teams with the 1st, 3rd, 5th, and 7th best records in their respective division in the previous season, and the other subdivision will be comprised of the teams with the 2nd, 4th, 6th, and 8th best records in their respective division in the previous season. Teams will play all teams in their subdivision twice before playing any other team a second time.

2. Playing Field Status

[VLL.org](#) will be updated daily in-season to reflect current playability (open/closed) status of VLL's [primary playing fields](#).

The VLL Buildings & Grounds Director will decide the playability status of Yeonas Park fields (Crabtree, Rhodes, and Nance) by 4:00 p.m. on weekdays and 8:00 a.m. on weekends.

The Fairfax County Park Authority will decide on the [playability status of county fields](#) by 3:00 p.m. on weekdays. On weekends, field users will be responsible for determining playability status of county athletic fields on a field-by-field basis.

Turfed fields (Black and Curry Fields at Nottoway Park and Cervenak Field at Glyndon Park) are presumed open.

If VLL B&G or FCPA has not closed a field, then determinations about whether field and weather conditions remain appropriate for a game or practice will be made by the affected manager(s), *upon inspection of the field conditions at the time of the event*, up until, in the case of a game, the plate conference, after which time the determination will be made by the adult umpire or Game Coordinator, provided however that no manager(s) may cancel a Majors, 3A, or 2A game without the concurrence of the Umpire-in-Chief (or, if the UIC is unavailable, the League Scheduler).

NOTE ON INCLEMENT WEATHER: VLL's policy on weather delays is contained in the [League Safety Plan](#). Games and practices will stop as soon as thunder is heard or lightning is spotted. Participants will seek shelter in an automobile or in a building or fully enclosed structure (not a dugout, gazebo or picnic shelter). Activities will not resume until at least 30 minutes have passed since thunder or lightning was observed. Activities shall also be suspended for the required time whenever a manager or league official reports to an adult umpire or Game Coordinator that activities at an adjacent field have been halted as a result of observed thunder/lightning.

In the event a grass field is closed for a Majors game, the League Scheduler and Umpire-in-Chief may jointly agree to move the game to a playable turf field at a time that would not disrupt any previously scheduled game on the turf field. Majors practices on the turf field may be canceled or rescheduled to accommodate the movement of the game.

If a game is canceled or not continued to completion, both managers will notify the League Scheduler (see "Rescheduling" rules below).

3. Regular-Season Game Time Limits

In accordance with [Regulation X\(c\)](#) and [Rule 4.10](#) of the Little League Rulebook, VLL will apply the following time limit to all regular-season games in Majors, 3A, and 2A:

- No new inning will start after 1 hour and 45 minutes has passed from the start time, which shall be calculated from the end of the plate conference. Any inning started prior to the time limit will be played to completion, if playing conditions otherwise are appropriate, unless the inning is shortened because the home team needs none, or only some, of its half of the inning.
- Once the time limit is met, the game will be called at the end of whatever inning started before the time limit, regardless of the number of innings played. (See the rule below relating to Continuation Games to determine whether a game that is called on account of the time limit will be continued or will be considered a regulation game.)
- The 1:45 no-new-inning time limit will apply even if there were periods in which play was delayed or suspended (e.g., delays caused by inclement weather), but any lost playing time may factor into the determination of whether the called game is a regulation game (see "Continuation Games" below).
- EXCEPTION FOR MAJORS GAMES ONLY: In any regular-season Majors game (other than a weeknight game *when there is a scheduled game following on the same field at 8 PM*) when the score remains tied at the conclusion of the 6th inning – or whatever inning commenced prior to the 1:45 no-new-inning time limit – the game may continue, if conditions allow, until a winner can be determined, provided that such continuation does not conflict with the curfew imposed by [Regulation X\(a\)](#) (i.e., no new inning may begin after 10 PM). The following tie-breaker rule will immediately be put into effect *for the first additional inning* (unless 4 innings have not yet been completed) and each subsequent inning thereafter: The new inning will begin with the last player to have a completed plate appearance in the previous inning on second base to start the new inning. The start time(s) for any subsequent game(s) on the same field will be adjusted in the event of a late-finishing game. The expectation is that the subsequent game will begin within 15 minutes after the completion of the prior game.

The plate umpire will encourage teams to efficiently change roles between half innings. The time for preparatory pitches should be limited to eight (8) pitches for a pitcher entering the game, five (5) pitches for returning pitchers, or ninety (90) seconds total, whichever comes first.

Regular-season games in 1A, Rookie, and Tee Ball/Fall Juniors will be subject to the following "drop dead" time limits and are *not* subject to continuation under any circumstances:

- 1A: 2 hours (or 6 innings, whichever comes first)
- Rookie: 75 minutes
- Tee Ball/Juniors: 60 minutes

4. Continuation Games

Per [Rule 4.10\(d\)](#), any game called *before it has become a regulation game* will resume, where it left off, as a "continuation game" at a subsequent time determined by the League Scheduler (see "Rescheduling" rules below). A continuation game will end once it becomes a regulation game and a winner can be determined. (For the avoidance of doubt, any continuation game is subject to a *new* 1:50 no-new-inning time limit for the completion of the remaining innings necessary to conclude the game – e.g., if an original Majors game were called after three innings and one hour of play, then the continuation game would resume in the fourth inning and continue through the sixth inning, or extra innings if tied, provided the final inning begins before 1 hour and 50 minutes has elapsed from the scheduled start of the continuation game.) The provisions of [Rule 4.12](#) specify how the resumed game will continue with regard to lineups, batting orders, pitchers, and player substitutions.

A called game will be considered a regulation game, and therefore *not* subject to continuation, in the following circumstances:

For Majors games – If four innings of play were completed and the score is not tied (or three and one-half innings, if the home team has scored more runs).

For 3A and 2A games – If four innings of play (for 3A) or three innings of play (for 2A) were completed (or three and one-half innings and two and one-half innings, respectively, if the home team has scored more runs). A 3A or 2A regulation game that is tied will NOT be continued.

For Intermediate (50/70) games – If five innings of play were completed (or four and one-half innings, if the home team has scored more runs).

5. Tie Games

A game in which the score is tied at the time the game is called will be handled as follows:

For Majors games – The game will be continued until there is a winner, in accordance with [Rule 4.11\(e\)](#) and [Rule 4.12](#). The following tie-breaker rule will be put into effect for the first additional inning after the 1:50 no-new-inning time limit and each inning thereafter:

The new inning will begin with the last player to have a completed plate appearance in the previous inning on second base to start the new inning.

For 3A and 2A games – Any tied game that was NOT a regulation game at the time it was called will be continued. If there is no winner after six (6) completed innings, each team will be awarded a tie.

For Intermediate (50/70) games – Each team will be awarded a tie, unless the tie occurred during an incomplete inning, in which case the game result will be determined by Rule 4.11(d).

6. Rescheduling Procedure

Games requiring rescheduling (or continuation) will be reported to the League Scheduler by the affected team managers.

Games between teams at the level of 1A and below that are canceled because of inclement weather or field conditions will *not* be rescheduled, but teams may use their practice times and fields for makeup games at their discretion.

Sundays will be the presumed make-up date for any rescheduled or continuation games, but other days may be used as needed — as determined by the League Scheduler — to ensure as many scheduled games as possible can be played by all teams.

The League Scheduler will reschedule games in the same order as they were originally scheduled on the following Sunday (for games originally scheduled for Monday-Thursday) or on the Sunday thereafter (for games originally scheduled for Friday-Saturday).

Exception: If a game on the Saturday of league "Opening Day" ceremonies requires rescheduling, it will be rescheduled for the first available Sunday, to include the day following Opening Day.

The Board of Directors will also consider any manager request to reschedule a game due to a conflict with a sanctioned school activity in which at least three players (if the roster has 11 players) or at least four players (if the roster has 12 players) from the same team are required by the school to attend.

All other rescheduling decisions will be made by the League Scheduler.

7. Umpire Scheduling

For Majors, 3A, and 2A, VLL will make every effort to schedule two umpires per game: a plate umpire and a field umpire.

If there is only one umpire, per [Rule 9.03\(a\)](#), that umpire will be allowed to take any position on the playing field that will enable him or her to discharge all duties. If there are two or more umpires, the plate umpire will be positioned behind the catcher unless there are exceptional circumstances (e.g., health concerns) necessitating the plate umpire to take up an alternate position behind the pitcher's mound.

No Minors Division game will be delayed, canceled, or postponed because umpires are not available. In the event an umpire is not present for a Minors game at the time of the plate conference (5 minutes prior to the scheduled start time), the managers will attempt to contact the Umpire-in-Chief. If no substitute can be promptly obtained, the game will proceed with two volunteer adults, one designated by each manager. The volunteers will assume safe positions within the field of play, not behind the catcher (one adult will be positioned behind the mound and act as plate umpire and the other will be in foul territory beyond 1B), and they may alternate roles. Equipment to assist the volunteers (e.g., a plate brush and an indicator for tracking balls, strikes, and outs) will be available in a storage box at each field.

B. General Local Rules

1. Game-Related Responsibilities

Information about VLL's protocols for field closures and delays, opening and closing facilities, accessing lights and scoreboard equipment, conducting pre-game batting practice and warmups, and other game-related matters is contained in the "[VLL Game Day Procedures & Manager Responsibilities](#)" document.

2. Dugouts/Benches

At all levels of VLL, the designated "Home" team will occupy the third-base dugout/bench and the designated "Visitor" team will occupy the first-base dugout/bench.

3. Pre-Game Plate Conference

All games officiated by an umpire will begin with a conference at home plate between the managers of the opposing teams and the umpire(s), as provided by [Rule 4.01](#).

At the time of the plate conference, the plate umpire, if an adult, will assume charge of the playing field and will have sole authority thereafter to determine when a game will be called, halted, or resumed on account of weather or other playing conditions. (For purposes of this rule, an umpire is considered an "adult" if he/she is at least 18 years old.)

In the absence of an adult umpire, the manager of the Visitor team will designate an adult to serve in the role of Game Coordinator in accordance with [Rule 9.03\(d\)](#). The Game Coordinator will not be a manager or coach of either team, nor a relative of either team's manager or coach, and will be included in the plate conference; remain present for entire game; oversee the conduct of players, managers, coaches and umpires; exercise the authority of the umpire to disqualify players, coaches, or managers (e.g., for unsportsmanlike conduct); and exercise sole authority to suspend or resume games on account of weather or other playing conditions.

4. Batting

Batting order: Per [Rule 4.04](#), a continuous batting order will be mandatory for all games in the Minors and Tee Ball Divisions, but is optional for regular-season games in other divisions. VLL's Intermediate (50/70) Division may use a continuous batting order during regular-season games. VLL Majors games, however, will use a nine-player batting order with substitutions, subject to the requirements of [Rule 3.03\(d\)](#).

Dropped third strike: Per [Rule 6.05\(b\)\(2\)](#), VLL will apply in its Majors Division the "uncaught third strike" rule, under which a batter becomes a runner on a third strike that is not caught and may, if

first base is unoccupied, attempt to advance. The uncaught third strike rule will also apply in the Intermediate (50/70) Division. In Minors Division games, however, a batter will be declared out following any third strike, regardless of whether the third strike is caught.

Remaining in the batter's box: Per [Rule 6.02\(c\)](#), local leagues may require a batter who has entered the batter's box to remain in the box (with at least one foot) throughout the at-bat, except in certain specified circumstances, subject to called-strike penalties by the umpire following a warning. VLL will enforce this rule in its Majors Division.

Batting helmets: Starting from the Spring 2025 season, all players at the 2A level and above shall wear helmets equipped with a C-Flap for extra facial protection. Many manufacturers sell helmets with C-Flaps already affixed. C-Flaps added after a helmet is purchased should generally be from the same manufacturer as the helmet to avoid invalidating helmet safety certifications. More information can be found [here](#).

5. Baserunning

Special pinch-runner (applicable only to divisions that do *not* use a continuous batting order): Per [Rule 7.14\(a\)](#), once each inning a team may utilize as a special pinch-runner any player who is *not then in the team's batting order*, and the player for whom the pinch-runner runs will not be subject to removal from the lineup.

Courtesy Runner for Catcher or Pitcher: Per [Rule 3.04](#) and [Rule 7.14\(b\)](#), VLL will also permit a "courtesy runner" to replace a catcher and/or pitcher of record who is on base when there are two (2) outs, provided the substitute runner is a player who is not then in the team's batting order (or, for divisions using a continuous batting order, is the player who made the last out) and the same substitute is not used to run for both the pitcher and the catcher during the game.

6. Pitch Counts and Scorekeeping

[Regulation VI\(e\)](#) requires local leagues to designate an adult as the Official Pitch Count Recorder (OPCR) and Scorekeeper for each game in which players pitch and the score is recorded, and VLL delegates that authority to the manager of the Home team at each game.

The [GameChanger app](#) will be VLL's preferred method for official pitch-count tracking and scorekeeping, in which case the person scoring the game for the Home team in GameChanger will be the OPCR *and* Scorekeeper for the game. Alternate means of tracking the number of pitches and keeping score (e.g., paper logs and scoresheets) may be used if agreed upon by both managers.

During the game, the OPCR will provide the current pitch count whenever it is requested by either manager or by an umpire.

Prior to leaving the game site, each manager is responsible for confirming the validity of the OPCR's record of the number of pitches thrown by each pitcher.

League officials may implement additional pitch-count reporting systems, as deemed necessary or desirable, for each level of play.

7. Mandatory Play

For the Majors Division, VLL will require the following minimum participation by all players present at the start of a game, in addition to the requirements of [Regulation IV\(i\)](#) and [Rule 3.03](#):

- Play for at least six (6) consecutive defensive outs and bat at least one (1) time.
- Enter the lineup no later than the top of the fourth inning.
- Any player who does not play for at least six (6) consecutive defensive outs and bat at least (1) time in a game (e.g., because the game is shortened for any reason), must start in the team's next game and must play any previous requirement not completed plus the requirement for the next game before being substituted for.

For the Minors Division, VLL will require the following minimum participation by all rostered players who are present at the start of a game:

- No player will sit out two (2) consecutive defensive innings.
- No player will sit out two (2) times until all players have sat out once.
- Additional level-specific mandatory play requirements (e.g., infield playing time) are set out in the sections below.

8. Scoring Limits

Majors: VLL will *not* utilize the optional "mercy rule" of [Rule 4.10\(e\)](#) in its Majors Division, except in the Town Tournament or Fall Classic.

Minors: All Minors Division games will observe a run limit in each half-inning (see the level-specific rules below), except for any innings after the 4th inning in 3A. Once such a run limit is achieved, the half-inning will be over and the game will proceed as if three outs were accomplished. (If, however, the run limit is achieved in the course of an "over-the-fence" home run, then the runs scored by all baserunners on the play, including the batter, will be recorded for that half-inning, even if it exceeds the applicable run limit.)

9. Field Decorum and Discipline

[Regulation XIV](#) specifies the expectations for Field Decorum by all participants. The items and activities prohibited by the regulation – including the ban on possession or use of firearms,

tobacco or similar products, controlled substances, or alcohol – will be prohibited at Yeonas Park and all satellite fields whenever the fields are in use by VLL. As required by [Regulation XIV](#), any player, manager, coach, umpire, or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike conduct, during any Little League activity (including through online or social media) will be subject to disciplinary action by the Board of Directors.

Parents or spectators who engage in flagrant offensive behavior during league activities or violate the [Parent Code of Conduct](#) are also subject to discipline by the league, such as removal from the facility and/or limitations on attending future league events or entering league property.

For purposes of [Regulation XIV](#) and [Rule 9.05](#), the Board of Directors delegates its authority to take disciplinary action or impose other penalty to the Disciplinary Committee.

Decisions to impose discipline require the support of a majority of the Disciplinary Committee and cannot be appealed. All decisions of the Disciplinary Committee, whether or not discipline is imposed, will be reported to the Board of Directors at the next regular Board Meeting, and such action will be recorded in the minutes of the Board meeting.

NOTE ON GAME EJECTION: Pursuant to [Rule 4.07](#), whenever a manager, coach, or player is ejected from a game, they must leave the field immediately (and, in the case of an ejected manager or coach, leave the game site) for the remainder of the game and serve an automatic one-game suspension for the team's next game. This penalty is automatic and separate from any discipline imposed by the Disciplinary Committee. The game umpire will report to the Umpire-in-Chief within 24 hours after the game the reason(s) for ejection of a manager, coach, or player.

10. Minimum Players to Start/Continue a Game

Per [Rules 4.16](#) and [4.17](#), VLL elects the Local League Option to allow a game to start and/or continue when each team has at least eight (8) eligible players present. Whenever a team is playing with only eight (8) players, per [Rule 6.05\(n\)](#) an out will be called for the ninth position in the batting lineup each turn at bat.

11. Electronic Devices

The use of electronic devices for communication between the dugout and players in the field when the team is on defense is prohibited.

C. Standings for Majors, 3A & 2A

For Majors, 3A, and 2A, the team within each division (AL/NL) having the best winning percentage based on regular-season games played will be the League Champion. The team with the second-best winning percentage will be the Runner-Up.

Final standings in Majors also will be used to determine the next season's draft order.

In the case of any tie in the standings, the following tiebreakers will apply in order:

- For Majors: the first tie-breaker will be head-to-head record; the second tie-breaker will be win percentage within the division (for teams in the same division); the third tie-breaker will be win percentage within the league (i.e., AL or NL); the fourth tiebreaker will win percentage in all games with common opponents; the fifth tiebreaker be the win percentage teams defeated by each of the teams involved in the tiebreaker; the sixth tiebreaker will be runs allowed over the course of the season; and the seventh tiebreaker will be a coin flip.
- For 3A and 2A: the first tiebreaker will be head-to-head record; the second tiebreaker will be win percentage within the league (i.e., AL or NL); the third tiebreaker will be the win percentage in all games with common opponents; the fourth tiebreaker will be the win percentage of the teams defeated by each of the teams involved in the tiebreaker; and the fifth tiebreaker will be a coin flip.

In the case of a three-way (or more) tie in the standings, the head-to-head record tie-breaker will be based on each team's cumulative record against the other teams involved in the tie-breaker, unless those teams have not played each other an equal number of times - in which case, you move to the next tiebreaker. If two of the three (or more) teams have the same cumulative record and that record is better than the record of the third (or more) teams, the remaining teams are eliminated and the two teams continue through the further tie-breakers. If the three-way (or more) tie in the standings is for the League Champion, once a League Champion has been determined by a specific tie-breaker procedure, the League Runner-Up will be determined by the same procedure, starting again from the first tiebreaker, and, if necessary, proceed to the further tie-breakers.

3-TEAM TIE-BREAKER EXAMPLE: Team A splits with Team B, and sweeps Team C, for a 3-1 cumulative record. Teams B and C split with each other giving Team B a 2-2 cumulative record, and Team C a 1-3 cumulative record. Team A wins the head-to-head tie-breaker. If this procedure results in Team A being the League Champion, then revert to step 1 of the 2-team tiebreaker to determine if Team B or Team C will be the League Runner-Up.

D. Minors & Tee Ball Division Rules

The following local rules apply to VLL games in 3A, 2A, 1A, Rookie, and Tee Ball. (The differences in the rules at each level are summarized in [this rule-at-a-glance chart](#).)

1. Triple A (3A) Playing Rules

The following are 3A-specific playing rules:

- **RUN LIMITS:** For innings one (1) through four (4), a maximum of five (5) runs per half-inning will be counted. After the fourth inning, the run limit will be removed and all runs scored before three (3) outs are recorded will be counted.
- **STEALS:** A baserunner will be allowed to steal any base (including home) at any time when the ball is live, including on passed balls.
- **PITCHING LIMITS:** No player in 3A will pitch in more than four (4) innings in a single game (Fall Ball limit is two (2) innings, per Section III.E.1). This is in addition to, and does not override, the pitcher's age-based pitch-count limitations provided by [Regulation VI\(c\)](#). Delivering one pitch in any part of an inning will count as one inning for purposes of this rule.
- **MANDATORY INFIELD PLAY:** In addition to the general local rules on mandatory play for the Minors Division (i.e., no player will sit out two consecutive defensive innings and no player will sit out two times until all players have sat out once), all rostered players who are present at the start of a game must play one (1) inning at an infield position before the conclusion of the fourth inning. Infield positions are 1B, 2B, 3B, SS, P and C. An inning for this purpose is considered three (3) consecutive defensive outs or a full inning in which the maximum run limit is reached.
- **INFIELD FLY:** The [infield fly ball rule](#) will be enforced in 3A.

2. Double A (2A) Playing Rules

The following are 2A-specific playing rules:

- **RUN LIMITS:** For innings one (1) through four (4), a maximum of four (4) runs per half-inning will be counted. After the fourth inning, the run limit will be five (5) runs per half-inning.

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- STEALS: Stealing 2B or home will not be allowed. A baserunner on 2B, however, will be allowed to attempt to steal 3B after the pitch has been delivered to the catcher by a player-pitcher, regardless of whether the ball was caught or could have been caught. (No steals will be allowed when a coach-pitcher is in the game due to the walk limit.)
 - PITCHING LIMITS: No player in 2A will pitch in more than four (4) innings in a single game (Fall Ball limit is two (2) innings, per Section III.E.1). This is in addition to, and does not override, the pitcher's age-based pitch-count limitations provided by [Regulation VI\(c\)](#). Delivering one pitch in any part of an inning will count as one inning for purposes of this rule.
 - MANDATORY INFIELD PLAY: In addition to the general local rules on mandatory play for the Minors Division (i.e., no player will sit out two consecutive defensive innings and no player will sit out two times until all players have sat out once), all rostered players who are present at the start of a game must play one (1) inning at an infield position for every combined three (3) innings of game play in the outfield and/or on the bench. Infield positions are 1B, 2B, 3B, SS, P and C. An inning for this purpose is considered three (3) consecutive defensive outs or a full inning in which the maximum run limit is reached.
 - EXTRA OUTFIELDER: 2A teams will be permitted to field four (4) outfielders, provided they are positioned "four across" and no closer than 15 feet from the back edge of the infield (i.e., a "short fielder" will not be allowed).
 - INFIELD FLY: The [infield fly ball rule](#) will *not* be enforced in 2A.
 - BUNTING: A hitter will not be allowed to intentionally bunt the ball. Any bunt will be deemed a foul ball and runners may not advance.
 - STRIKE ZONE: The strike zone for 2A games will include the top of shoulder to the bottom of the knees, with the benefit of the doubt being extended to the pitcher on all close calls, particularly those involving the inside and outside corners.
 - WALK LIMIT: After the second "base on balls" (or Hit By Pitch) of an inning, any subsequent walk (or Hit By Pitch) in the inning by the *same pitcher* will not entitle the batter to advance to first base. Instead, an adult coach for the team that is batting will assume the role of pitcher, and the pitcher-player will assume a defensive position behind the pitcher's plate. The batter will then have a maximum of four opportunities to put a coach-pitched ball into play; if a fourth pitch is thrown without the batter putting the ball in

play in fair territory, then the plate appearance will end and the result will be recorded as a strikeout.

The adult coach-pitcher will deliver the ball overhand to the batter from the pitcher's mound (either from the pitcher's plate or within approximately five (5) feet from the front of the pitcher's plate). If a batted ball contacts the coach-pitcher, it will be a dead ball and the batter will be awarded first base; no other base runners may advance unless forced.

NOTE: This walk-limit rule also applies in 2A Town Tournament play.

- **BALL IN PLAY:** A play ends following any attempt on the advancing runner(s), with only one (1) base allowed on an initial overthrow or fielding error. (This replaces the previous rule that the play can only end with a throw to the pitcher, and is intended to encourage the defense to throw to a proper base and the offense to run the bases responsibly.) For example:
 - *Bases empty. Batter hits a ground ball to SS. If the SS throws the ball over the first baseman, the runner may attempt to advance to 2B but no further, even if a subsequent attempt is made on the runner attempting to advance to 2B.*
 - *Runner on 2B. Batter hits a ground ball to the second baseman. Second baseman fields the ball and throws to first base for an out. The runner on 2B cannot advance past 3B.*
 - *Runner on 1B. Batter hits a ball to RF. The play ends if the ball is secured on a throw to 2B (to limit the hit to a single) or 3B (in an attempt on the lead runner who rounded 2B). Runners may advance one base on an initial overthrow.*
 - *Bases loaded. Line drive caught by the third baseman. Third baseman attempts a throw to 2B against a player who had not tagged up. In the case of an overthrow/error, the runners on all bases may advance no more than one base regardless of the number of attempts made on runners during the play.*
- **SCRIMMAGES:** The first few weekday (not Saturday) 2A games of the season may be designated as scrimmages. All game rules apply, but the results do not count toward standings. In the event of a rainout, the rescheduled game will be played as a scrimmage.

3. Single A (1A) Playing Rules

The following are 1A-specific playing rules:

- **ADULT PITCHER:** The manager of the team at bat will designate an adult coach-pitcher to deliver the ball overhand to the batter from the pitcher's mound (either from the pitcher's plate or within approximately five (5) feet from the front of the pitcher's plate). The coach-pitcher will make every effort to avoid being hit by a batted ball. If, however, a batted ball contacts the coach-pitcher or a bucket being used by the pitcher, it will be a dead ball and the batter will proceed to first base without liability to be put out. All other base runners will advance one (1) base without liability to be put out.
- **YOUTH PITCHER-PLAYER:** For purposes of making any plays ordinarily made by the pitcher, the defensive team will station a pitcher-player in a safe position to either side, or to the rear, of the coach-pitcher and within five (5) feet from the front of the pitching pitcher's plate (but not in front of the pitcher's plate). The pitcher-player will not leave the allowed defensive station until the ball reaches the batter, and the pitcher-player is the only player who may be positioned near the mound during play.
- **ADULT BEHIND CATCHER:** To help keep the game moving, the team at bat will be allowed to position an adult coach as a catcher-helper at a safe distance behind the catcher (e.g., near the backstop) to retrieve pitches missed by the catcher. (This adult will not coach hitters or baserunners while the ball is live, nor interfere with any live-ball situation.) After any pitch is caught, the catcher will return the ball to either the adult coach-pitcher or the youth pitcher-player. If this practice becomes too time consuming, coaches will have the catcher place the balls in a bucket or provide them to the adult catcher-helper to do the same.
- **DEFENSIVE COACHES:** The manager and coaches of the team on defense will remain near the dugout/bench area while their team is in the field. No defensive coaches are allowed in the field of play at the 1A level.
- **BASE COACHES:** The team at bat will station adult coaches in the coaching positions at 1B and 3B and will function as umpires for fair/foul calls and plays at their bases.
- **DEFENSIVE PLAYERS:** Teams will field up to ten (10) defensive players of which no more than six (6) will be infielders (counting the youth pitcher-player and catcher as infielders). A fourth outfielder will be positioned at least 10 feet on the outfield side of the baseline

between 1B & 2B or 2B & 3B and will be allowed to cover second base.

- **MANDATORY INFIELD AND P/C PLAY:** In addition to the general local rules on mandatory play for the Minors Division (i.e., no player will sit out two consecutive defensive innings and no player will sit out two times until all players have sat out once), the following rules apply in 1A:
 - All rostered players who are present at the start of a game must play at least half the innings of each game at infield positions (1B, 2B, 3B, SS, P or C).
 - A player will not play more than one (1) inning at either Pitcher or 1B until all players have played one (1) inning at either Pitcher or 1B. If the game ends before all players have played an inning at either Pitcher or 1B, any player who did not play an inning at either position will be the first to play in those positions in the team's next game.
- **FIVE STRIKES:** When the batter has taken five (5) swings at a pitched ball without putting the ball in play, and the last swing is not a foul ball, the batter will be declared out. When the batter makes no attempt to swing at a strike after three (3) called strikes, the batter will be given a "warning." After two (2) additional called strikes, the batter will be called out on strikes.
- **WALKS AND HIT-BY-PITCH:** Due to the use of an adult pitcher, no batter will be awarded a base-on-balls or awarded a base due to being hit by a pitched ball.
- **BUNTING:** A hitter will not be allowed to intentionally bunt the ball. Any bunt will be deemed a foul ball and runners may not advance.
- **BASERUNNER ADVANCING:** The vast majority of hits will be singles, with baserunners each advancing one base. On a ball well hit into the outfield, a batter will be allowed to attempt a double. There will be no advancing on an overthrown ball and no stealing.
- **OUTS AND RUN LIMITS:** A half-inning will end when the team in the field accomplishes three (3) defensive outs, including strikeouts, or when the team at bat reaches the run limit. For innings one (1) through four (4), a maximum of four (4) runs per half-inning will be counted; the run limit will be five (5) runs per half-inning in innings five (5) and six (6). Runs will be tallied so as to conform to the rule on maximum runs per half-inning, but no game results or standings will be published in 1A.

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- **END-OF-SEASON TEAM COMPETITION:** A competitive skills "Field Day" will be held for all 1A teams at the end of the season. The league will provide recognition awards for participants and recognize the teams that have the best collective performance in the skills competition.

4. Rookie Playing Rules

The following are Rookie-specific playing rules:

- **ADULT PITCHER:** The manager of the team at bat will designate an adult coach-pitcher to deliver the ball overhand to the batter from the front edge of the pitching circle on the dirt. Coaches may choose to pitch from one knee. In the event a batted ball contacts the coach-pitcher or a bucket being used by the pitcher, it will be a dead ball and the batter will proceed to first base without liability to be put out. All other base runners will advance one (1) base without liability to be put out.
- **YOUTH PITCHER-PLAYER AND EXTRA INFIELDER:** For purposes of making any plays ordinarily made by the pitcher, the defensive team will station a pitcher-player in a safe position to either side, or to the rear, of the coach-pitcher and within five (5) feet from the front of the pitching pitcher's plate (but not in front of the pitcher's mound). The pitcher-player will not leave the allowed defensive station until the ball reaches the batter. In addition, the defensive team may use an extra/7th infielder, who will be stationed on the infield grass immediately behind the pitcher's mound or on the opposite side of the pitcher's mound from the pitcher-player.
- **ADULT BEHIND CATCHER:** To help keep the game moving, the team at bat will be allowed to position an adult coach as a catcher-helper at a safe distance behind the catcher (e.g. near the backstop) to retrieve pitches missed by the catcher. (This adult will not coach hitters or baserunners while the ball is live, nor interfere with any live-ball situation.) After any pitch is caught, the catcher will place the balls in a bucket or provide them to the adult catcher-helper to do the same.
- **DEFENSIVE COACHES:** The team on defense will be allowed to have one (1) coach in the outfield to assist with positioning and instructing players.
- **BASE COACHES:** The team at bat will station adult coaches in the coaching positions at 1B and 3B, and these base coaches will serve as umpires for fair/foul calls and for plays at their bases.

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- **DEFENSIVE PLAYERS:** Teams will field up to their full roster of players on defense, but no more than seven (7) players will be infielders at any time. Infielders will not stand more than four steps on the infield grass. Each team will field a minimum of four outfielders and can field additional outfielders. Outfielders will be positioned on the grass of the outfield, not in the infield.
 - **MANDATORY INFIELD AND P/C PLAY:** In addition to the general local rules on mandatory play for the Minors Division (i.e., no player will sit out two consecutive defensive innings and no player will sit out two times until all players have sat out once), the following rules apply at the Rookie level:
 - All rostered players who are present at the start of a game must play at least half the innings of each game at infield positions (1B, 2B, 3B, SS, extra infielder, P or C). If a player sits out or plays the outfield in one inning, that player will play the next inning in the infield.
 - A player will not play more than one (1) inning at either Pitcher or 1B until all players have played one (1) inning at either Pitcher or 1B. If the game ends before all players have played an inning at either Pitcher or 1B, any player who did not play an inning at either position will be the first to play in those positions in the team's next game.
 - **BATTING:** All players in the lineup will bat once each inning. If a batter or baserunner is put out, the player returns to the bench/dugout, but the team will still bat through the entire lineup each inning. When a batter has taken five (5) swings at a pitched ball without putting the ball in play and the last swing is not a foul ball, the batter will be given the opportunity to put the ball in play by hitting it off of a tee. There are no strikeouts in Rookie play.
 - **BASERUNNER ADVANCING:** All hits will be singles, and baserunners do not advance more than one base at a time. There will be no advancing on an overthrown ball. Stealing is not allowed.
 - **BATTING ORDER:** The last player to hit in the half-inning will attempt a "home run." If the player safely reaches first base, the player will be allowed to run the remaining bases uncontested. Teams will be allowed (and are encouraged) to change the batting order each inning so that different players will have the opportunity to hit last.

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- **WALKS AND HIT-BY-PITCH:** Due to the use of an adult pitcher, no batter will be awarded a base-on-balls or awarded a base due to being hit by a pitched ball.
 - **BUNTING:** A hitter will not be allowed to intentionally bunt the ball. Any bunt will be deemed a foul ball and runners may not advance.
 - **ENDING THE GAME:** Each game will be played for a maximum of 1 hour and 15 minutes, and teams will be off the field within 1 hour and 25 minutes of the scheduled start time. Scores will not be kept or discussed.

5. Tee Ball Playing Rules

The following are Tee Ball-specific playing rules:

- **TEE BALL OVERVIEW:** Tee Ball is the level to introduce new players between ages 4 and 6 to the sport of baseball. Players who are league age 4 or 5 will only be allowed to play Tee Ball, and players who are league age 6 will only be permitted to advance to Minors Division Coach Pitch (i.e., Rookie) if they have first participated in Tee Ball for one (1) spring season. New players who are league age 7 may skip Tee Ball and start at the Rookie level.
- **DEFENSIVE COACHES:** The team on defense will be allowed to have one or more coaches in the field to assist with positioning and instructing players.
- **BASE COACHES:** The team at bat will station adult coaches in the coaching positions at 1B and 3B, and these base coaches will serve as umpires for fair/foul calls and for plays at their bases.
- **DEFENSIVE PLAYERS:** Team will have no more than six (6) players as infielders at any time. Infielders will not stand more than four steps on the infield grass. The remaining players will be outfielders and will be positioned on the grass of the outfield, not in the infield.
- **MANDATORY INFIELD AND P/C PLAY:** Every player will be in a fielding position for each defensive inning. In addition:
 - All rostered players who are present must play at least one (1) inning at an infield position (1B, 2B, 3B, SS, P or C).
 - A player will not play more than one (1) inning at either Pitcher or 1B until all players have played one (1) inning at either Pitcher or 1B. If the game ends before

all players have played an inning at either Pitcher or 1B, any player who did not play an inning at either position will be the first to play in those positions in the team's next game.

- **BATTING:** All players in the lineup will bat once each inning. No batter will have a bat in hand unless at home plate under coach supervision. Each batter will be given the opportunity, assisted by a coach, to put the ball in play by hitting it off of a tee; the at-bat will continue until the ball is in play.
- **BASERUNNER ADVANCING:** All hits will be singles, and baserunners do not advance more than one base at a time. Players ruled out on the bases will remain at that base and continue as a baserunner. There will be no advancing on an overthrown ball. Stealing is not allowed.
- **BATTING ORDER:** The last player to hit in the half-inning will hit a "home run." This will ensure that every player who hits will score every inning. The manager of the team at bat will announce "LAST BATTER" prior to the final hitter's plate appearance. The defensive players will be allowed to attempt a play on the batter or other baserunners. When the play is over, "RUN THE BASES" will be declared by the manager of the team at bat and all baserunners will run around the bases to home plate (no defensive plays will be made on the baserunners). Teams will be allowed (and are encouraged) to change the batting order each inning so that different players will have the opportunity to hit last.
- **ENDING THE GAME:** Each game will be played for a maximum of 1 hour, and teams should promptly vacate the field as a courtesy for waiting teams (Saturday games may be scheduled back-to-back each hour from 9am-4pm at the start of the hour).

E. Fall Ball Rule Modifications

"Fall Ball" is a development-focused second season. Scores/results in Fall Ball games will not be recorded at any level other than Majors.

1. Game Rules

Fall Ball games will use the following modified rules to further promote additional playing opportunities, such as trying new defensive positions:

- **BATTING ORDER:** Fall Ball teams at all levels, including Majors, will use a continuous batting order, as per [Rule 4.04](#).

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- **PITCHING LIMIT:** No player at any level will pitch in more than two (2) innings in a single game. This is in addition to, and does not override, the pitcher's age-based pitch-count limitations provided by [Regulation VI\(c\)](#). Delivering one pitch in any part of an inning will count as pitching in an inning for purposes of this rule.
 - **CATCHING LIMIT:** No player at any level will play the position of catcher in more than three (3) innings in a single game. This is in addition to, and does not override, the limits relating to catching after pitching, as provided by [Regulation VI\(c\)](#). Catching one pitch in any part of an inning will count as playing catcher in an inning for purposes of this rule.
 - **TIES:** For Majors, 3A, and 2A, regular-season Fall Ball games may end in a tie, and no such game will be played beyond the conclusion of the sixth inning.
 - **MAKEUPS:** Regular-season Fall Ball games that are canceled or not completed for any reason will not be rescheduled for makeup or continuation.

2. Fall Classic

At the conclusion of the Fall Ball season for Majors, 3A, and 2A, VLL will conduct a single-elimination "Fall Classic" tournament using the following rules:

- **SEEDING:** All teams will participate in the Fall Classic tournament. For Majors, the tournament seeding will be determined by participating teams' regular-season records, applying the rules of Section III.C), without regard to any divisional (AL/NL) affiliation of the teams. For 3A and 2A, the League Scheduler will determine seeding and first-round Home/Visitor designations by blind draw.
- **HOME/VISITOR DETERMINATION:** For Majors, the higher-ranked seed in any game may select to be the Home team or the Visitor team. For 3A and 2A, beginning in the second round, Home/Visitor designations will be determined by a coin flip between the managers approximately 45 minutes before the scheduled start time.
- **ENDING THE GAME:** Except in the event of a tie, no new inning will start after 1 hour and 50 minutes has passed from the start time. In the event of a tie at the end of a regulation game, additional innings will begin with the last player to have a completed plate appearance in the previous inning going to second base to start the new inning. The game will be played until a winner is determined, or in the case of Fall *Majors* only, until the "mercy rule" of [Rule 4.10\(e\)](#) is triggered.

3. Fall Juniors Program

In addition to offering playing opportunities at the Intermediate (50/70), Majors, 3A, 2A, and 1A levels in Fall Ball, VLL will offer a "Fall Juniors" program that will use a hybrid of Tee Ball and Rookie rules designed to accommodate the abilities of all players in the age group.

The Juniors program will consist primarily of returning VLL players who will be league ages 5 or 6 in the spring. It will operate in a weekend-only format, with a 90-minute session on Sunday afternoons consisting of a 30-minute practice followed immediately by a 60-minute game. The game rules are:

- Players will hit from a tee to promote pace of play.
- After three "strikes," the coach can assist a player to put an appropriate ball in play.
- Players who are "out" do not remain on the bases, though all players will bat in every inning regardless of the number of outs.

4. Experimental Rules

For purposes of *Minors Division Fall Ball play only*, the Rules Committee may, with approval of the Board, adopt any temporary rule that deviates from Section III of these Local Rules ("Rules of Play") in order to evaluate potential future changes to these Local Rules. Any such experimental rules will be provided in writing to relevant team managers and have the same force as if they were included in these Local Rules.

IV. TOURNAMENTS

This section of the VLL Operations Guide describes VLL's participation in local, district, state, regional, and international Little League tournaments at the end of the spring season.

A. VLL Town Tournament

1. Overview

The VLL Town Tournament – also known as the "Yeonas Spring Classic" in honor of the developers who provided the land for Yeonas Park – is a single-elimination playoff for Majors, 3A, and 2A that is played under regular-season rules with the following exceptions:

- Majors and 3A Town Tournament games will be played for six (6) innings with no time limit.
- All Town Tournament games will be played until a winner is determined or, for the Majors Division only, until the "mercy rule" of [Rule 4.10\(e\)](#) is triggered.
- If a Town Tournament game goes into extra innings, then the following tie-breaker rule will be put into effect for that inning and each extra inning thereafter: The new inning will begin with the last player to have a completed plate appearance in the previous inning on second base to start the new inning.
- At the 2A level, the regular-season walk limit (coach pitching after a base on balls beginning with the third walk of an inning) will continue to apply for Town Tournament play.

The League President will appoint three members of the Board of Directors to serve as a Town Tournament Committee.

At the Majors level, the Town Tournament includes eight (8) teams – four (4) each from the AL and NL divisions.

For 3A and 2A, all teams will be eligible for the Town Tournament, however circumstances limiting field availability or delaying the start of the tournament (e.g., weather) may force the league to shorten the tournament by reducing the number of teams that qualify or, potentially, cancel a Minors-level tournament entirely. In the event that not all teams play an equal number of games and disputes arise regarding seeding and qualification, the Tournament Committee will resolve the issue and that determination will be final.

2. Majors Team Selection and Seeding

Four (4) Majors teams from each division (AL and NL), as determined by the results of the regular season, will qualify for the Town Tournament. Qualifying teams will be the first-place team in each of the AL and NL subdivisions (see Section III.A.1) plus the two teams with the next best regular-season records from each division, irrespective of their subdivision (e.g., three teams from the same subdivision may qualify for the Town Tournament if the third-place team in one subdivision has a better overall record than the second-place team in the other subdivision).

Each division will compete in a separate bracket and seeding will be based upon regular-season standings (including any tie-breakers), irrespective of subdivision. First-round pairings will be as follows for each bracket: 1st seed vs. 4th seed and 2nd seed vs 3th seed.

The higher-ranked seed in any game through the semifinals may select to be the Home team or the Visitor team.

The winners of the AL and NL brackets will meet in the championship game. The team with the best regular-season record will have the choice to be the Home team or Visitor team in the championship.

3. Minors Tournament Procedures

Each division (AL/NL) will compete in a separate bracket and seeding will be based on regular-season standings (including any tie-breakers).

The higher-ranked seed in any game may select to be the Home team or the Visitor team. The format will be as follows:

If 16 teams (8 teams per bracket/division): All rounds will be single-elimination until a tournament champion is decided.

If 14 teams (7 teams per bracket/division): The 1st place team from each division will get a first-round bye while the remaining 12 teams will play in the first round, in which 6 teams will be eliminated. The next round will be a quarterfinal round of 8, then a semifinal, and then a final/championship between the winners of the AL and NL brackets.

If 12 teams (6 teams per bracket/division): The 1st place and 2nd place team from each division will get a first-round bye while the remaining 8 teams will play in the first round, in which 4 teams will be eliminated. The next round will be a quarterfinal round of 8, then a semifinal, and then a final/championship between the winners of the AL and NL brackets.

If 10 teams (5 teams per bracket/division): The 4th and 5th place teams from each division will play each other in a "play in" game to eliminate two teams. The winner of the play-in game will become the bottom seed for the division, and the tournament will proceed to a quarterfinal round of 8, then a semifinal, and then a final/championship between the winners of the AL and NL brackets.

If 8 teams (4 teams per bracket/division): All rounds will be single-elimination until a tournament champion is decided.

4. Rest Day

There will be one (1) mandatory day of rest between the last regular-season game and the start of Town Tournament play for all qualifying teams. "Days of rest" rules for pitchers will carry over from the pitcher's last appearance to the Town Tournament. (All regular-season pitching eligibility rules apply at all times during the Tournament.)

5. Protests

When a manager objects to an umpire's decision as contrary to playing rules, the manager will make a formal protest to the plate umpire before the next play begins. The plate umpire will convene a conference of all game umpires and the Tournament Committee and a decision on the protest will be reached by the Tournament Committee. The Tournament Committee's decision will be final and not appealable.

6. Guest Players

If a Majors team has fewer than nine (9) rostered team members available to play, then the team will borrow an available 10-year-old player chosen by the Player Agent at random from another Majors team in the same division that is not still competing in the tournament (and if no such player is available, then the Player Agent will select an available 3A player in the same division from the call-up pool, with first preference given to 11-year-old players). Minors teams with fewer than the minimum number of rostered team members for a Town Tournament game will request that the Player Agent provide a guest player from the call-up pool.

7. Suspended Games and Continuation

Any Town Tournament game that is halted after the completion of one (1) full inning and not played to conclusion, for any reason, will constitute a suspended game. In any continuation of the suspended game on another day, pitches thrown by any pitcher in the suspended game will be considered in determining the eligibility of such pitcher to continue pitching under [Regulation VI](#). Pitchers previously removed from the suspended game may not re-enter as pitchers in the

continuation game, regardless of their eligibility under [Regulation VI](#). If a game is halted before the completion of one (1) full inning, then it will be restarted from the beginning; pitches thrown by any pitcher will be disregarded, and the eligibility of all pitchers will be determined as if the halted game never was started.

B. All-Stars

The following are VLL's procedures regarding the formation of "All-Stars" teams to compete in Little League International's tournaments.

1. Selection of Managers and Coaches of Record

The League President has the sole authority to select and appoint, subject to approval by the Board, All-Stars team managers and coaches from among the ranks of regular season managers and coaches, after due consideration of (a) the recommendations of the respective division Vice Presidents and (b) the regular season coaching records of the candidates.

Any team, regardless of the number of players on the affidavit or at the game site, is permitted to have one (1) manager and up to two (2) coaches.

2. Selection of Players

Teams will have a minimum of 12 players and a maximum of 14 players. To be eligible to play on any All-Stars team, a player must have played in (and remained present for the duration of) at least 75% of the player's team's regular-season games (unless such minimum participation is excused by vote of the Board of Directors based upon a properly documented injury or illness) and must be selected in accordance with the following procedures:

- **MAJORS ALL-STARS:** Five players for each team will be recommended by a vote of the Majors players in the division during the last week of the Regular Season. The balloting process will be overseen by the Player Agent, and players will not be allowed to vote for anyone on their own team. After voting is complete, the division Vice President and Player Agent will meet with the Majors managers, present the five (5) peer-recommended players, and fill the roster slots. Each Majors manager will be allowed to submit a list of up to 8 players from the manager's division (other than from his/her team) for consideration. The All-Stars team manager will make the final roster decisions.
- **9-11 & 8-10 ALL-STARS:** The Majors managers may hold clinics to assist with the assessment of players for the 8-10 and 9-11 All-Star teams. The managers of the 8-10 and 9-11 All-Stars teams in each division will meet with the division Vice President, the Player

Agent, and the Majors managers for each division to make the All-Stars roster selections.

- INTERMEDIATE (50/70) ALL-STARS: The manager of the Intermediate (50/70) All-Stars team will meet with the Player Agent, the Intermediate (50/70) Division Director, and the managers of the Intermediate (50/70) teams to make the All-Stars roster selections.

The roster for any All-Stars team will not be announced until the eligibility of all team members has been established, and practices will not be held before June 1. Scrimmages may only take place against other teams within the same or contiguous districts in the same division, providing such practice is done out of All-Stars uniforms.

V. RESOURCES

[League Contacts](#)

[Game Day Procedures](#)

[Minors Rules Summary](#)

[Safety Plan](#)

[Boundary Map](#)

[Field Locations Map](#)

[VLL Constitution](#)