

TURLOCK NATIONAL LITTLE LEAGUE

2026 LOCAL GROUND RULES for

TEE BALL, BASEBALL, AND SOFTBALL

These Local Rules are required by rule 3.13 of the *2026 Little League International Official Regulations, Playing Rules and Operating Policies*. All rules and regulations below are superseded by the *2026 Health and Safety Guidelines where applicable*.

Age Determination Dates

Tee Ball and Baseball Programs: August 31, 2026

Softball Program: December 31, 2025

Divisions:

T-Ball. . . 4- and 5-year-olds: All players play all game with every batter hitting off the tee each inning. Learning the basics about baseball/softball. Coed but a baseball is used. Runners go base to base. No catchers are used. No score is kept – this division is purely developmental. This group does not evaluate. Upon parent request and league assessment a 6-year-old may play tee ball if they have never played before.

AA Minors. . . 6- and 7-year-olds: Baseball uses a machine to pitch the ball. Softball uses a coach pitch model. Learning the fundamentals of baseball and softball. Runners go base to base and there are no stealing bases. Batters get 3 pitches from the machine/coach and if they do not hit the ball, they hit off a tee. All players play all game and they bat through the line up each inning. 5-year-olds are allowed at the discretion of the Board with a year of tee ball. No score is kept – this division is purely developmental. This group does not evaluate. Add no catcher. Upon parent request and league assessment an 8-year-old may play AA if they have never played before.

AAA Minors. . . 8, 9, 10, & 11: This is regular baseball with a few exceptions. Stealing is allowed. Score is kept. The 5 run rule is in effect for all innings. Player pitch only. Playoffs for at least top 4 teams. A waiver of Regulation V (a) must have been obtained to allow any 12-year-old to play in this league, in accordance with Little League International regulations. 11-year-olds that are not drafted into Majors may pitch in this division, but if they are in AAA by parent request they may not pitch. This division is also drafted by managers and Board members. If there is an inability to draft this division the Player Agent will design teams alongside the League Vice President. 7-year-olds can play AAA at the discretion of the Board.

LL Majors. . . 10-, 11- & 12-year-olds: Full game rules in effect. Stealing. All innings are open. Player pitch only. Score is kept. Playoffs for at least top 4 teams. This division is drafted by Majors managers or their designee. 9-year-olds allowed at the discretion of the Board. All 12-year-olds must be drafted onto a Majors team unless approved by the Board.

Intermediate (50/70): For the 2026 season we do not intend to run this division.

Juniors. . . 13-, 14-, & 15-year-olds: This Division is drafted. This is a District run program and we play by their rules. 12-year-old allowed at the discretion of the Board. 15-year-olds allowed but cannot pitch and cannot play junior all stars.

Senior League. . . 14, 15 & 16 year olds: Upon approval of the local Board of Directors, ***if there is no Junior League division, then 13-year-olds will be allowed to play in this division.*** This Division is drafted. This is a District run program and we play by their rules.

Draft Requirements:

1. All Players age 8 thru 16 years must participate in the appropriate Division evaluations, ***unless they are a returning player from the Major League Division and will continue to play in the Major League Division during 2026.***
2. Any player who fails to attend at least 1 of the try-out evaluation sessions will forfeit league eligibility unless waiver is granted by a majority vote by the Board of Directors. If there are 3 or more evaluation dates provided, they must attend a minimum of 2 of the 3 dates unless approved by the Board.
 - a. Approved Managers and Coaches options players are NOT allowed to evaluate since they are already on a team.
3. Due to Health and Safety restrictions, evaluations may be altered to accommodate less players at a time and less required days. This decision will be made and voted on by the Board of Directors if/when restrictions are known for the 2026 season.

Draft Policy (AAA and above):

1. Draft Order: The team that wins the League championship in the prior year, drafts last. The remaining teams' draft in reverse order of last season's overall record from the Playoffs. Teams with the same record will determine draft order according to head-to-head results. The team with the most losses in head-to-head competition drafts first. If head-to-head results do not break a tie, a coin flip will determine the draft order. The Serpentine method will be used to draft.
2. Options: All options will be observed according to draft procedures outlined in the Little League International Rulebook and will only be observed for one manager and one coach. For Majors and above, each Manager will be allowed to use a Coaches option once in their stay within Majors, but may reactivate it if they leave Majors and then return in the future. For AAA, the team Manager will have a Coaches Option each season they are in the division since the teams are redrafted each season.
3. Adding new teams: When new teams are added to the existing division the new team/s will draft in order determined by coin flip (if more than 1 new team or first otherwise) until they have an equal number of players as the existing teams at which time the Draft Order rules would apply.
4. Starting a new division drafting: When a new division begins the draft order will be determined based on a lottery (blind team name pull from a hat). It will then follow regular draft rules.
5. Draft Participants: All Players NOT returning to a Major division, Junior division, or Senior division team are eligible for the draft unless the Board of Directors exercises their options to re-draft the entire division. If the League options to re-draft the entire division, all returning players, and players who have met the Draft requirements will then be eligible to be drafted. The returning players must be drafted during the draft. Only approved managers will be allowed to participate in the draft selections.

6. Returning player draft re-entry: If a returning Major, Junior, or Senior League Division player opts to, they can reenter the draft. The player must meet all draft requirements to reenter the draft. A player opting to be redrafted cannot be drafted by the team they are choosing to leave.
7. When a returning Majors player has a sibling entering the draft (12-year-olds only) they will automatically be assigned to the returners team. Other siblings must either be drafted to their sibling's team by the third round or not drafted to Majors. Any sibling aged 9-11 that the team manager chooses for their team must be announced before the draft begins.
8. If siblings are entering the draft for the first time they must be drafted together in the same round (3 and 4 or 6 and 7, etc.). The Manager choosing the siblings would then skip their next draft pick (or more based on the number of siblings drafted together). For example, if the sibling player is under 11 years old, they must either be drafted along with their sibling OR not drafted into the Majors division by any team, unless the parents have given permission for this to occur – the 9–10-year-old non-drafted sibling would then play in the AAA division.

Draft Procedure (AAA and above):

1. AAA will be completely redrafted each season. A roster may begin with one manager and one coach along with their players.
2. Drafting into the Major Division will be for ages 9 through 12 only. The Intermediate, Junior and Senior League will be of all players registered for that level.
3. Prior to draft, the number of 12-year-olds in the draft, plus the number of 12-year-olds returning to the major teams will be averaged. This sum (or quotient) will be the number of 12-year-olds required to be on each major league team. Returning players will not be forced to trade or switch teams for age related reasons.
4. The draft will be monitored to ensure that all 12-year-olds will be drafted prior to close of draft. In the event of Major division teams being reduced, the returning players from those teams must be drafted on to the remaining teams. This will also be monitored to ensure that they are all drafted prior to the end of draft.
5. When the numbers of the draft picks left are equal to the number of eligible 12-year-olds and/or returning Major League players who are in the draft due to reduction of team(s), those players will then become the only eligible players to be drafted.
6. All players aged 9,10, or 11 who are not drafted to the Majors will be eligible for the AAA draft.
7. For the Upper Divisions, Majors, and AAA draft a Manager can select up to one Coach to start the draft with, including that Coach's player/s (for a single year). Managers cannot, however, use this procedure to stack their team and if a manager already has returning coaches from the previous season they cannot select a new "4th coach". They would have received the benefit of selecting a coach in a previous season, unless the player leaves the team. This process will be monitored by both the Player Agent and the League President and up to their discretion for who is allowed and not allowed to select a coach (new) or manager (new).

Player Replacement Policy (AAA and above):

1. Before the Draft: If for any reason, a returning player wants to change teams or a manager wishes to release a player, the following process will be followed:
 - a. A written or electronic notice from the parents or manager must be submitted to the Player Agent.
 - b. In the case of a parent request, the Player Agent shall notify the Manager of the team that the player wishes to leave the team.
 - c. If this is the parent's request, the Manager of the team will decide if he wishes to release the player, trade the player, or retain the player on his team. With cause, this can be forced by a majority Board vote.

- d. If this is the manager's request, the request must be made between the conclusion of 1 season and *seven days prior* to the evaluation period of the second season.
 - e. The Player Agent will notify the League President and the Board of Directors of the parent's and manager's wishes.
 - f. If the manager decided to release the player or a parent request was made, and upon approval by the Board of Directors, that player shall be removed from the team roster and then go through the evaluation and draft process as previously noted.
 - g. Once a decision is made, the Player Agent, acting for the League President will notify the player of the decision.
2. Trades: If a returning player wishes to change teams, the following process will be followed:
 - a. Steps A through D above will be followed.
 - b. The manager decides to trade the player.
 - c. Only players participating in the draft process are eligible to be traded (no returners can be traded in drafted divisions).
 - d. All trades will be final at the conclusion of the draft.
 - e. The Player Agent will monitor any attempts by managers and parents to manipulate the draft system and thus create an imbalance in the league.
 - f. Once a decision is made, the Player Agent, acting for the League President will notify the player of the decision.
3. After the Draft: If for any reason a player refuses, or is unable to play for a major league team;
 - a. Notice must be given to the Player Agent by the manager **within 24 hours**.
 - b. The Player Agent shall notify the League President and the Board of Directors.
 - c. Upon approval of the Board of Directors, the Player Agent shall send a letter or electronic communication of release to the player and parents.
 - d. The letter of release of player from major league team will contain the policy of refusal, which is once a player refuses to play for a major league team, that player will be frozen to the Minor leagues for the remainder of that season, but shall remain All-Star eligible.
 - e. The Player Agent and Majors Manager have **seven** days from the time of notification to replace the player. The only players eligible are those playing on a current AAA team that attended evaluations. If the manager has not selected a replacement at the end of **seven** days, the Player Agent shall assign a player to the team.
 - f. **Failure of the manager to notify the Player Agent of a players' continued absence shall result in disciplinary action** by the Board of Directors. A continued absence is **seven continuous days** of missed practice or games, NOT seven practices and games. Excused absences include medical, church and/or school related absences.
 - g. Players who have missed games and/or practices due to an injury cannot return to play without medical release. Absence must still be reported and monitored by the Player Agent.
 - h. No players may be called-up in the final two weeks of the AAA or Majors schedule, whichever is earliest.

Rosters:

1. LL Majors: At no time shall a team have on its roster more than eight players of 12-year-olds, or more than seven players of either age 10 or seven players age 11. All teams MUST have 12 players on each team unless approved by the Board.
2. 50/ 70, Junior & Senior Leagues: The League will strive to have no more than eight players from one age group per team if possible, with registration numbers.

3. The Board reserves the right to adjust rosters to accommodate the number of draft eligible players regardless of age.

LOCAL RULES FOR ALL PROGRAMS AND DIVISIONS

1. Managers, coaches, players, parents, Board of Directors, and spectators shall abide by the League's Code of Conduct **and Health & Safety Guidelines**.
2. Umpires will be directed to begin play at the scheduled time. To speed up the game, the umpire will observe the "1 minute rule" between innings.
3. Only the manager and two adult coaches will be permitted in the dugout with the players. Managers and coaches must have been approved by the Board of Directors. All managers and coaches who are not functioning as base coaches will remain inside the dugout. There must always be at least one adult in the dugout. A player in uniform (AA, AAA Minors, LL Majors, Intermediate, Jr., /Sr. only) may be used as a base coach, provided he/she is wearing a batting helmet. Two adult base coaches are permitted at all levels provided one adult coach/manager is present in the dugout. No more than three adults can be in the dugout or on the field at any time except for AA whom can have 4 (1 adult in the dugout, 2 base coaches, and a "pitcher") and T-Ball (no limit).
4. **Only the manager**, or designee, **will be recognized by the umpire in the event of a dispute**. The manager, or designee, must obtain permission to discuss a possible violation of the rules. *Arguing an umpire's **judgment** may result in the manager being ejected from the game and serving a one game suspension.*
5. All divisions have a mandatory play rule. All players must play six consecutive defensive outs and bat one time before the starter can return to the game. Only the starter may re-enter the game in the Major, Intermediate, Junior or Senior League. Please see clarification of Continuous Batting Order (CBO) for AA/AAA in AA/AAA Minors section of ground rules. PENALTY: See section 6.00--The Batter of the Little League Rulebook.
6. Continuous batting order (CBO) – all divisions will use a continuous batting order.
7. The manager or designee must sign the game cards and pitching eligibility forms at the conclusion of each game (BASEBALL ONLY).
 - a. **NOTE:** Failure to sign the game cards and pitching eligibility forms will result in each pitcher appearing in the game to be charged with the maximum pitch count per game. The managers or team representatives' signature indicates that the lineup card is correct, and shows an accurate representation of the game. This lineup card will be used to determine if players have played the minimum time, if pitchers have pitched the correct amount and if catchers have not pitched after catching four or more innings.
8. There is no "on-deck" hitter from LL majors down. All players must stay inside the dugout until their turn to bat. Only Intermediate, Junior and Senior Leagues are permitted to have one hitter in the "on-deck" circle.

9. No player in the Little League Majors, AAA, or AA divisions shall have a bat in their hand until they are ready to go up to home plate to bat. Players may not stand in the dugout with a bat in their hand.
10. No batboy or batgirl is permitted at any level. Only uniformed players and rostered coaches/approved alternates are allowed in the dugouts.
11. The HOME team will be responsible for maintaining the **OFFICIAL** Scorebook of the game and for providing persons to keep pitch/inning count, manage the scoreboard, and make announcements, if applicable.
 - a. The Official Scorekeeper must be stationed in the press box behind the home plate area if the field has one available. If the field has no press box, then they must be stationed in the stands nearest the plate umpire.
 - b. The Official Scorekeeper is not permitted in the dugout or on the field. Pitch/inning counts shall be kept by this scorekeeper.
 - c. This scorekeeper shall advise the umpire of the score and pitch/inning count at the end of each inning, if applicable.
 - d. Electronic scorekeeping such as Game Changer/Team Manager will be permitted for Official Score.
 - e. The team manager is responsible for knowing the pitch/inning count for their respective pitchers.
12. *Any player* warming up the pitcher *must* be wearing a catcher's mask with a dangling throat guard. **Managers and coaches are permitted to warm up players. Player must wear catcher's mask with a dangling throat guard during any type of pregame warm ups when a player is used to catch for the Manager or coach who is using a bat.** PENALTY – The first incident will constitute a warning to the manager. A second incident will result in the manager's ejection from the game.
13. Umpires:
 - a. AA managers/coaches will be responsible to umpire their own games.
 - b. AAA, Majors, Juniors/Seniors managers and coaches will be scheduled to umpire games as needed by the League UIC.
 - c. NO GAMES **at any level of play shall be delayed or rescheduled** due to an absent or tardy umpire. **Managers, Coaches, Parents shall be enlisted as umpires so the players can play the game as scheduled but must be background checked prior to entering the field.**
 - d. No adult umpires will be paid by the league for their service if they are a Board Member. – We do pay junior umpires and other adult umpires on a sliding scale based on age and experience. A junior umpire is defined as a current high school or college student athlete with approval by the Board of Directors.
14. No players, coaches, and or managers that leave the field without the umpire's permission **may not** be allowed to reenter the game. This is umpire discretion.
15. The manager shall hold his/her team responsible for the condition of the dugout area at the end of each game. **No sunflower seeds/gum/food are permitted on the field** or in the dugout, unless needed for a medical condition.
16. The home team of the first game is responsible for the "opening" of the field:

- a. This includes unlocking of the field, bathrooms, dugouts, and other areas as needed.
 - b. Put out the trashcans and the bases.
 - c. Prepping the field – lining, putting bases out, etc. (SOFTBALL ONLY)

17. The home team of the last game of the night is responsible of locking up:
 - a. Locking up the bathrooms, dugouts, and other areas as needed.
 - b. This includes dumping the trashcans and relining them. (BASEBALL ONLY)
 - c. In addition, an adult from the home team must stay with those in the concession stand that are closing to ensure the safety of all. (BASEBALL ONLY)
 - d. This includes putting the bases and any other equipment away in the storage container (SOFTBALL ONLY).

18. “POOL PLAY” will be available in AAA, Majors, Intermediate, Junior, and Senior Leagues. The manager or coach of the team needing players must notify the Player Agent no later than 24 hours prior to game time. This is detailed under the Little League Official Regulations and Playing Rules in Regulation V (c). Pool players can only be used to bring a team to 9 total players.

19. The Player Agent must be notified if a player misses more than one week (7 days) of scheduled practices or games for any reason. A continued absence is seven continuous days of missed practice or games, NOT seven practices and games. Excused absence is medical and/or school related absence. Players who have missed games and/or practices due to an injury cannot return to play without medical release (per Regulation III (d) Note 2.)

20. A player must participate in 50% of regular season games or be replaced on the roster.

21. All injuries sustained during practice or a game must be reported to the Safety Officer on an accident form. ANY hit to the players head MUST be reported, even if the player continues to practice/play. **This must be done within 24 hours of injury and is the responsibility of the Team Manager.**

22. If a parent seeks medical treatment for the injury, they have 20 days to initiate a claim with the League Safety Officer for use of the Little League International insurance program. While the League will assist in this process, it is the responsibility of the parent to initiate the claim.

23. The mercy rules from Little League Official Regulations and Playing Rule 4.10 (e) shall be in effect during regular season games - add one additional inning for junior/senior games.
 - 8 runs at 5 or beyond innings
 - 10 runs at 4 innings
 - 15 runs at 3 innings

24. Regulation Game – A game is considered a regulation game if: 1) at least 4 innings have been completed (Junior/Senior League 5 innings), 2) If the game meets any of our local rules standards due to lighting and/or curfew, 3) all innings have been played even with a tie score (LL Majors/AAA 6 innings and Juniors/Seniors 7 innings), or 4) if a mercy rule applies. The following are local rules:
 - a. The umpire will announce the official game time after the plate meeting is completed and the Home team scorekeeper will document the time in the scorebook.
 - b. a game shall end if:
 - i. AAA game has played 4 innings and near 1.5 hours has elapsed
 - ii. Majors game has played 4 innings and near 1.75 hours has elapsed

- c. AAA game or Majors game has played at least 1 hour 45 minutes no new inning shall begin
- d. If there is no way for a team to win in the bottom half of an inning, after time has elapsed, the umpire will call a plate meeting with the two managers to discuss stopping the game

25. Batting with an illegal bat: If prior to the next batter entering the batter's box, it is determined that batter is using or did use an illegal bat, the batter who used the bat shall be called out. The illegal bat will be handed to the official scorekeeper in the score booth, and will not be given back to the player, or player's family or the manager or coach until the end of the game. The umpire will make a report of the use of the illegal bat on the back of the lineup card, and if the player attempts to use the bat a second time, the batter and manager will be ejected and will be brought before the discipline committee. Additionally, Little League International has added more sanctions in rule 6.06 (d) which will be followed.

- a. An illegal bat is one that is not a USA certified bat meeting the LLI regulations in baseball or using a baseball bat in a softball game. An improper bat/batting equipment is one that has been altered or added to in some way, such as but not limited to the use of a 9 strap or bumper. A batter should approach the batter's box with a legal bat that has not been altered and with only batting gloves (optional) for batting equipment. Any other equipment/alterations will be considered an improper bat and the batter/manager will be provided with a warning and required to remove the equipment or change bats on the first offense and ejected from the game on the second offense. Beginning in 2026 thumb guards are allowed as is pine tar and other sticky substances on the bat.

26. All players within 10 feet of a batter swinging a bat for any reason must wear a helmet. This is to prevent injuries caused by the bat hitting any unprotected player. Bat in hand – helmet on head

27. The "Pitch Count" regulation will be in effect for all pitchers. See Little League Official Regulations and Playing Rule, Regulation VI (c).

28. Pitching Penalty for violating the "Pitch Count" Regulation VI for all levels;

If the pitching or catching regulation is not followed, the following penalty shall also be imposed:

- First Offense – Manager receives written warning and said pitcher and/or catcher will not be able to pitch/catch in the next eligible/physical game played.
- Second Offense – Manager suspended from the next physical game and said pitcher and/or catcher will not be able to pitch/catch in the next eligible/physical game played.
- Third Offense – Manager suspended for the remainder of the season and said pitcher and/or catcher will not be able to pitch/catch the next eligible/physical game played.

Note: if any of the violations is determined to have been intentional, the Board of Directors may assess a more severe penalty. However, forfeiture of a game may not be invoked. If it is determined the manager knew about the pitching violation but still threw the pitcher this will be considered a protestable offense.

29. The following rules are also covered by the above penalty.

- a. 12-year-olds in AAA cannot pitch.

- b. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day (BASEBALL ONLY).
 - c. A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day (BASEBALL ONLY).
30. A courtesy runner can be used in AAA and above divisions for a pitcher or a catcher if there are 2 outs and the player has met their mandatory play for running the bases requirement. Since CBO is used the courtesy runner must be the player in the batting order who made the last out.
31. If a batted ball is caught under a banner on the outfield fence it will be ruled a double.

DIVISION GROUND RULES:

T-Ball:

1. Pitching:
 - a. No pitching is permitted in this league.
2. Base Running:
 - a. No stealing bases will be permitted.
 - b. Runners will advance one base at a time.
 - c. The last batter will run all the way home.
3. Defensive Alignment:
 - a. All players will play defense every inning.
 - b. Players should rotate positions throughout the game.
 - c. For safety reasons, there will be no catcher for T-Ball.
4. Batting Order:
 - a. All players will bat off a tee each inning.
 - b. Coaches may start with a different batter each inning.
 - c. If a player leaves the game for injury or illness, the batting order will skip that spot in the line-up.
5. Time Limits:
 - a. Games will be no longer than 1 hour.
 - b. Once an inning is started it must be finished.

AA/AAA Minors:

6. Pitching:
 - a. **AA Minors will be machine pitch for baseball and coach pitch for softball.** A maximum of five (5) pitches will be delivered to each batter. (Five *pitches* & the at-bat is finished, **not** five (5) **swings**). Each manager shall designate an adult to feed the pitching machine/coach pitch while their team is at bat. **This adult shall perform the duties of umpire** for that half inning. If a batted or thrown ball hits either the pitching machine/generator or operator/umpire it is a fair ball and shall be played as such. If the pitching machine is inoperable or unavailable, then AA baseball will use the “coach pitch” method for that game.

- i. If the player does not hit off the pitching machine/coach, the player will hit off the tee.
 - ii. This rule may be phased out as the season progresses if coaches agree.
 - b. **AAA will be player pitch.** 12-year-olds are not eligible to pitch in this division. LL Pitch count rules shall be followed. Managers and League Officials shall maintain pitching records throughout the season. For softball the slingshot pitching style may be used, but players should be moving towards the windmill pitching style. Pitching styles cannot be changed during an at bat but may switch between batters.
 - c. **AAA Softball only the managers can decide to allow no walking/coach pitch from opening day through March 29th to develop pitching before moving to full player pitch.** Managers will make a recommendation to the Board who will vote to approve this and if done the only rule changes would be:
 - i. Coach would come into pitch once the player has thrown ball 4 in the count.
 - ii. **No stealing while a coach is pitching**
 - iii. **No bunting while a coach is pitching**
 - iv. **A coach must start with at least one foot on the pitching rubber and will only pitch the number of balls based on the number of strikes remaining, unless the third pitch is fouled the batter may remain (up to 2 foul balls).**
 - 1. **Coach takes over strike count and pitches remaining strikes as called by the umpire. Only 2 foul balls allowed after 2 strikes in count.**
 - d. There is no balk/illegal pitch rule for AAA and below.
- 7. Base stealing:
 - a. **AA Minors** – No stealing bases will be permitted. Runners go base to base, unless agreed upon by managers.
 - b. **AAA** -- Stealing of all bases is permitted after the ball crosses the plate.
- 8. Defensive Alignment:
 - a. **AA Minors** teams may use all players on defense. The 10th+ defensive player/s shall only be used as an outfielder/rover. How many allowed on defense in the infield vs the outfield. 12 on SB rosters last year was a bit brutal.
 - b. **AAA can only have 9 on defense but may play a regulation game with only 8 players.**
- 9. Batting Order:
 - a. The batting order shall consist of the entire roster (**CBO**). With Continuous Batting Order; the batting order will not change when players have been substituted on defense. **Please see rule 4.04 in the Little League Official Regulations and Playing Rules, and Operating Policies for clarification.**
 - b. If a player leaves the game for injury or illness, the batting order will skip that spot in the line-up without penalty.
 - c. If a team starts a game with only 8 eligible players, they will not be penalized for having less players. It will be a regulation game. It should be noted in Majors and above if a team regularly shows up with less than 12 players the league should be notified to determine the reason. If a AAA team regularly plays games with less than their roster size the league should be notified.
 - d. There shall be no intentional walks in AAA and below.
- 10. Run Limits:
 - a. AAA - After **five runs** have scored, the half-inning shall end for all innings.
 - b. AA divisions have no run limits since score is not kept. All players will bat each inning.
- 11. Tie Scores: All ties will be entered into Sports Connect as a tie.

12. Champions:

- a. There will be no champion awarded for AA and tball divisions. All AA divisions players will receive an award to recognize the accomplishment of playing a team sport. Tee ball will receive an award/certificate.
- b. The AAA Champion will be decided by seeded single or double elimination tournament of the top 4 teams (Depending on time and field availability at end of season) and will receive an award and represent the League in the City Championship and TOC, if applicable.
 - i. Seed will be determined by:
 1. Overall Record
 2. Head-to-head Record
 3. Total Runs Score during season
 4. Non-league record
- c. Note: This may be changed depending on the decision to have a City Championship Tournament with Turlock American Little League (TALL).

L.L. Majors:

1. Time Limits: No new inning may start after 10:00 p.m.
2. Tied Games: Will be entered into Sports Connect as a tie.
3. Intentional walk: Will follow LLI rules regarding intentional walks. Pitchers will be charged for 4 pitched balls on top of the count at the time of the declaration of walk.
4. Batting Order:
 - a. The batting order shall consist of the entire roster (**CBO**). With Continuous Batting Order; the batting order will not change when players have been substituted on defense. **Please see rule 4.04 in the Little League Official Regulations and Playing Rules, and Operating Policies for clarification.**
 - b. If a player leaves the game for injury or illness, the batting order will skip that spot in the line-up without penalty.
 - c. If a team starts a game with only 8 eligible players, they will start the first inning with one out as a penalty, but all additional innings will not be penalized.
5. Run limits: All innings are open, no 5 run rule.
6. Stealing:
 - a. Baseball – once the ball crosses the plate
 - b. Softball - once the ball leaves the pitcher's hand
7. Defensive Alignment:
 - a. **Can only have 9 on defense but may play a regulation game with only 8 players.**
8. Champion: The league champion will be decided by a seeded double elimination tournament between the four major league teams with the best records. The best record will play the fourth best record, the second-best record will play the third best record, the winning teams will meet to determine the Champion, and who will represent the National League in the City Championship and TOC.
 - a. Seed will be determined by:
 1. Overall Record
 2. Head-to-head Record
 3. Total Runs Score during season
 4. Non-league record
 - b. Note: This may be changed depending on the decision to have a City Championship Tournament with Turlock American Little League (TALL).

50/70 & Junior/Senior Leagues:

1. These divisions are all District 73 run programs that we participate in. D73 creates and approves the rules each season. It should be noted that for our League these divisions are all drafted.

All-Star Selection (all divisions)

1. At all times, All Star selection must be kept confidential.

Player Selection:

- 1- ~~Players~~ Players must participate in a minimum of 8 (6 for Juniors/0 for Seniors) regular season games. Note the LL rule that allows for a medical excuse in the case of a player who does not meet the play requirement. Players must be in good standing-(Guidelines found in the current Little League Baseball Rulebook in the Tournament Rules and Guidelines Section).
2. The teams that TNLL shall have are (as approved each year by the Board of Directors):
 - a. 10-Year-Old All-Stars: 8–10-year-olds
 - b. 11-Year-Old All Stars: 9, 10, 11-year-olds
 - c. 12-Year-Old All Stars: 10, 11, 12-year-olds
 - d. Junior All Stars: 12–14-year-olds
 - e. Senior All Stars: 13–16-year-olds
1. Managers of the division shall select by written or electronic ballot the remaining members of the team. When it is deemed appropriate by the League President and the Majors managers it may be allowed to have participation of Majors coaches and/or AAA managers. The method of the All-Star draft shall be as follows;
 - a. Managers shall nominate players from their regular season team for the appropriate age team.
 - b. The teams shall be selected in this order, Little League (Majors 10-12), 9-11 ("11U All Stars), and 8-10 (10U All Stars).
 - c. Once all players are nominated by the managers for the appropriate age team, all managers will be able to discuss any players that have not been nominated.
 - d. A paper or electronic ballot will then be used for voting. Players receiving the most votes will be placed on the team. The voting procedure will continue until all positions are filled.
2. Each team will be composed of a minimum of 12 players and a maximum of 14 players.
3. A majority vote of all managers will determine if more than 12 players will be placed on the team.
4. The managers shall also determine the order of replacement players.
5. At the discretion of the Board try-outs may be used to help select the all-star teams.

Manager and Coaches Selection:

1. The Managers of the All-Star teams will be nominated by themselves or other Majors managers and then selected by the President prior to the start of the all-star draft, when possible. If the individual selected is not a Majors manager they will be invited to the draft to have input, but not a vote in the team formation.
2. The All-Star manager will then select the coaches of the All-Star team.
3. All-Star Managers and coaches must be approved by the Board of Directors.
4. Managers and Coaches must participate in a minimum of 60% of the regular season games and be in good standing.
6. **Managers and Coaches will be selected from those names submitted to Little League International of the official Roster forms.**

Child Protection Program Policies:

1. Turlock National Little League prohibits retribution or retaliation of any kind for reporting unethical behavior, misconduct, or questionable behavior if the report of the possible violation of any law, rule, regulation, or the Code of Conduct was made in good faith.

2. No 1 on 1 interactions – Turlock National Little League prohibits one-on-one contact between adults and youth members on and off the field
 - i. In situations requiring a personal conference, the meeting is to be conducted with the knowledge and in view of other adults and/or youth.
 - ii. Private online communications (texting, phone calls, chat, IM, etc.) must include another adult or parent.
 - iii. Communication by way of social media (Facebook, Snapchat, etc.) must include another adult or parent.

3. The League requires any volunteer made aware of any suspected child abuse to report this to the appropriate authorities within 24 hours.

Approved by Board of Directors on January 17, 2026:

Regina Coletto

Regina Coletto, League President

Date: January 17, 2026