

# SOUTH MISSION VIEJO LITTLE LEAGUE 2010 LOCAL RULES

The objective of the Standing Rules of the South Mission Viejo Little League is to provide supplementary rules and additional guidelines, where required, to augment the rules and regulations published by Little League Baseball, Incorporated. In addition, the Standing Rules will cover the South Mission Viejo Little League procedures for areas not covered in the Little League Baseball Regulations.

## **Contents**

General Rules and Policies .....	2
1. Team Selections .....	2
2. Team Management and Responsibilities .....	3
3. Practice Schedule .....	5
4. Scheduling.....	5
5. Tie breaking Procedures .....	5
6. Manager Selection Committee.....	6
7. Refund Policy.....	6
8. All Star Selection .....	6
9. Trophies and Medals.....	7
Playing Rules .....	9
1. T-Ball and Coach Pitch Division Playing Rules.....	9
2. A Division.....	9
3. AA Division.....	10
4. AAA Division .....	11
5. Major Division.....	11
6. Junior Division and above .....	11

# SOUTH MISSION VIEJO LITTLE LEAGUE 2010 LOCAL RULES

## General Rules and Policies

### 1. Team Selections

- 1.1 All divisions, except T-Ball and Coach Pitch Divisions, will use the “re-draft” method. The draft order in all divisions will be determined by random draw and proceed in a serpentine order.
- 1.2 A draft committee consisting of the President, Division Representative, and Player Agent will be formed for each division.
- 1.3 Little League Regulations specifically require the secrecy of the order of the draft. Players may never be told or allowed to find out what order they or any other players were selected in the draft process. Managers and all others present at the draft are responsible for the integrity of any records kept that could indicate draft position. Managers should not take out of the draft room any listing of the draft order.
- 1.4 Any trades between teams shall be done and approved by the Drafting Committee at the time of the draft and before leaving the draft room.

#### 1.5 Division Alignment.

T-Ball	5,6,7	Assigned by Player Agent
Coach Pitch	6,7,8	Assigned by Player Agent
A Division	7*,8,9	Tryout and Draft
AA Division	8*,9,10	Tryout and Draft
AAA Division	9*,10,11	Tryout and Draft
Major Division	10*,11,12	Tryout and Draft
Junior Division	13,14	Tryout and Draft
Senior Division	14*,15,16	Tryout and Draft if multiple teams— otherwise placed by District
Big League Division	16*,17,18	Placed by District

\* Age allowed if “drafted up”.

- 1.6 Parents must provide written authorization on the “Request to be drafted up” form for their children to be eligible to be “drafted-up”. This written authorization will not guarantee their placement in a higher division.
- 1.7 8 year-olds in AA and 9 year-olds in AAA will be limited based on registration numbers if they are playing up a division.
- 1.8 The Major Division will be limited to one ten-year-old player a team playing up a division.
- 1.9 Any parent request for a player to stay down a division does not guarantee that the player will stay down.

# SOUTH MISSION VIEJO LITTLE LEAGUE

## 2010 LOCAL RULES

### 1.10 Roster openings.

- 1.10.1 In cases where current team rosters are at the maximum allowed, and additional applications are received, a waiting list will be compiled and maintained by the Player Agent. As openings on rosters occur, the Player Agent will inform the President, who will assign the players to a team based on the order in which the applications were originally received. Players on the waiting list will have 24 hours to respond to the President's offer of placement. Failure to respond in the allotted time frame will result in the next player on the list being offered the roster spot. Roster additions, up to maximum, will be done in draft order.
- 1.10.2 If an opening occurs at the Major level and there are no players on the waiting list, the manager will work with the Player Agent and Division Representative to pull up a player from the AAA level. If a player refuses to be pulled up when asked, that player is ineligible to be pulled up for the remainder of the year.
- 1.10.3 No player will be added to the roster with less than 4 weeks of regular season play remaining.

## ***2. Team Management and Responsibilities***

- 2.1 Each team in our league is responsible for obtaining a sponsor. If no sponsor is obtained by April 1 of the current season, the team will collectively be responsible for a \$200 sponsorship fee. The manager, coaches and team parent shall coordinate sponsorship recruitment efforts. If a team does not pay their sponsorship fee, the team will not receive their pictures, yearbooks, and/or other sanctions as determined by the Board.
- 2.2 The Manager and at least one other parent must attend one of the District Rules clinics offered early in the season. Failure to meet this requirement will result in disciplinary action up to suspension of the manager.
- 2.3 Each team is responsible to volunteer to umpire games within the league. Each team should have multiple umpire volunteers.
  - 2.3.1 After an umpire's volunteer application is approved by the league President, the league Chief Umpire will determine the level for the volunteer.
    - 2.3.1.1 Level 1: Entry level.
    - 2.3.1.2 Level 2: Some experience including attending the District Rules Clinic or SMVLL field clinic.
    - 2.3.1.3 Level 3: More experience including attending the District Rules Clinic and Field Mechanics clinics.

# SOUTH MISSION VIEJO LITTLE LEAGUE

## 2010 LOCAL RULES

2.3.2 Each T-Ball and Coach Pitch team is responsible to earn at least 25 points. All other teams are responsible to earn at least 50 points. Points are earned based on the following table.

	Plate Umpire	Base Umpire
<b>A</b>	3 points (level 1,2,3 umpire)	3 points (level 1,2,3 umpire)
<b>AA</b>	5 points (level 2 or 3 umpire)	3 points (level 1,2,3 umpire)
<b>AAA</b>	6 points (level 3 umpire)	4 points (level 2 or 3 umpire)
<b>Major</b>	7 points (level 3 umpire)	4 points (level 2 or 3 umpire)
<b>Junior and above</b>	7 points (level 3 umpire) Only games where South Mission Viejo is the home team count toward the team point requirement.	

2.3.3 The league will provide web access to [www.Arbitersports.com](http://www.Arbitersports.com) to sign up to cover games for the entire season.

2.3.4 Each team must sign up to umpire enough games by March 15 to meet the point requirement for the season.

2.3.5 The manager of the team is responsible to make sure parents from the team commit. Failure to meet the team commitment subjects the manager to disciplinary action up to and including suspension until the commitment is scheduled.

2.3.6 Failure to show on a scheduled game without prior notification from the Chief Umpire will result in a penalty equal to the number of points that would have been earned for the assignment.

2.3.7 An umpire may not umpire a game where a family member is a player, manager, or coach. Also at the AAA level or above, an umpire may not umpire a game where a family member is a manager, coach, or player within the same division.

2.4 Each team must serve at least two four hour BBQ shifts with a person eighteen years or older. Failure to show for a shift will result in a \$50 fine.

2.5 If a manager, coach or player is ejected from a game, the ejected party and the umpire involved will submit a written report of the circumstances to the Board of Directors within 24 hours of the ejection. At a minimum, the manager, coach, or player ejected will be suspended for one complete game (Rule 4.07). If a manager or coach is ejected from a game, in addition to a one game suspension, the offending manager or coach must umpire one game, in a division other than their own, before they can return to the dugout as manager or coach.

2.6 The home team scorekeeper will be the official scorekeeper and will have the official score. The official scorekeeper will be responsible for keeping track of pitched balls each inning for both the home and visiting team.

# SOUTH MISSION VIEJO LITTLE LEAGUE

## 2010 LOCAL RULES

### ***3. Practice Schedule***

- 3.1 Pre-season practices for all levels must not exceed eight hours per week. Practices during the regular season are limited to a maximum of 5½ hours per week. A manager's failure to follow these requirements will result in a one game suspension for the first offense. Additional non conformances will result in additional disciplinary action by the Board of Directors.
- 3.2 A practice shall be defined as any meeting of a manager or a coach and two or more players from the same team (other than their own child) to practice baseball skills.
- 3.3 A warm-up shall be defined as a maximum of 2 hours immediately preceding scheduled game time. Anything more will be counted against weekly practice time.
- 3.4 For insurance reasons, all practices must be held at locations that have Permits approved by the City or School Districts or other locations authorized by the Division Representative. Practices held at an unauthorized location will result in disciplinary action by the Board of Directors.

### ***4. Scheduling***

- 4.1 If a tie game or non-regulation game is called for reason of time limits, weather or curfew, the game will be completed as soon as possible. The Division Representative is responsible for selecting the date and time.
- 4.2 Re-scheduled games are allowed when one or both teams cannot place nine players on the field at the start of the game, due to church, family or school obligations. Absences due to attendance at another youth sports activity will not be excused. Rescheduled games must be played on the date and time selected by the Division Representative or one or both teams will be assessed a loss by forfeit. The rescheduled games will be played within the same half season in which they were originally scheduled.

### ***5. Tie breaking Procedures***

- 5.1 Standings and seeding for end of season tournament will be based on the won-loss percentage
- 5.2 If two or more teams are tied, the following steps will be taken until the tie is broken. (If one or more teams are eliminated in a step, the tie breaking procedures begin at the top of the list for the remaining teams.)
  - 5.2.1 Head-to-head (best won-loss percentage between the clubs)
  - 5.2.2 Highest Run differential in all games.
  - 5.2.3 Lowest Runs allowed in all games.
  - 5.2.4 Coin Flip. (The team winning the last meeting may choose to call or defer the call to the other team.)

# SOUTH MISSION VIEJO LITTLE LEAGUE

## 2010 LOCAL RULES

### **6. Manager Selection Committee**

- 6.1 A Manager Selection Committee shall be made up of the following for each Division:
- President. If President cannot attend, the Vice President will fill-in. If possible, Vice President should also be in attendance at all committee meetings.
  - Division Representative or other Board Member designated by the President.
  - 2 Board Members who do not have a child in that division.
- 6.2 Each committee will be responsible for investigating and interviewing each prospective manager. The committee will present its findings and recommendations to the President. The President will approve or reject each of the nominees. The President will present his/her recommendations to the Board for approval.
- 6.3 If the Board does not approve the recommended slate, the President will submit another slate until it is approved by the Board. When approved by the Board of Directors, that slate will be the managers for the season.
- 6.4 All managers are released at the end of the season.
- 6.5 There are no appeals to District 68 or any other governing body from those not selected as a Manager.
- 6.6 The two official coaches and any alternate coaches must be submitted to the Board of Directors for approval at least one week before the first game.

### **7. Refund Policy**

- 7.1 The following refund policy will be enforced on a case by case basis and as determined by the Player Agent, President, and the Treasurer. A formal, written request for a refund must be obtained from the parent of the player prior to the timeline detailed below.
- 7.2 A player who has not attended tryouts and has decided not to play will receive a 100% refund exclusive of the online registration fee.
- 7.3 A player who has attended tryouts, but has not been involved in the draft process will receive a 50% refund exclusive of the online registration fee.
- 7.4 A player who has attended tryouts and is a draft candidate will not be eligible for any refund.

### **8. All Star Selection**

- 8.1 The method for selecting the top seven players for the Senior League, Junior League, 11-12 year-old and 10-11 year-old Tournament Teams will be the same as the method suggested in the Little League Baseball Tournament Rules and Guidelines for the current year.

# SOUTH MISSION VIEJO LITTLE LEAGUE

## 2010 LOCAL RULES

- 8.1.1 Each manager, official coach, player, league officer, division representative and adult umpire will vote for ten (10) eligible players, no more and no less.
- 8.1.2 No person may vote twice – for example: a person may not vote as a league officer and then vote again as a manager or coach.
- 8.2 The method for selecting the top seven players for the 9-10 year old tournament team will be the same as the method suggested in the Little League Tournament Rules and Guidelines for the current year.
- 8.2.1 Each manager, official coach, league officer, division representative, adult umpire and player (9-year-olds playing in AAA and all 10-year-olds) will vote for ten (10) eligible players, no more, no less.
- 8.2.2 No person may vote twice—for example: you may not vote as a league officer and then vote again as a manager or coach.
- 8.3 “Official coach” is defined as rostered coach(es) of record that have been approved by the Board of Directors.
- 8.4 Managers of the tournament teams will be recommended by a selection committee appointed by the President and submitted to the Board of Directors for approval. The President must announce the members of the selection committee by March 31.
- 8.5 For each tournament team, the manager will meet with the league president, player agent and division rep or another board member appointed by the league president and given the list of names (placed in alphabetical order) of the top ten vote-getters who will be a part of his/her team. The managers will then be given the list of names of the individuals that fall within the next 18 highest vote-getters in alphabetical order. The manager then has the option of selecting 5, 6, or 7 more additional players from this list to round out the roster. The managers for tournament teams are not announced until after the tournament team balloting is complete.
- 8.6 Each tournament team will be announced by a member of the Board of Director’s Executive Committee, and/or on the SMVLL website once the team has been confirmed, but not before June 15<sup>th</sup> according to Little League rules.
- 8.7 Once a player has been selected to a tournament team, but prior to announcement by the board of directors, their parent or legal guardian will be required to provide the BOD with a letter of commitment via fax, email or hand delivery. If the appropriate commitment cannot be made as outlined in the aforementioned letter, that player will be removed from the team. Failure to fulfill that commitment after selection may result in that player being ineligible to play on a tournament team the following season.

## ***9. Trophies and Medals***

- 9.1 Junior T-Ball and Coach Pitch: Participation trophies for all players.

# SOUTH MISSION VIEJO LITTLE LEAGUE

## 2010 LOCAL RULES

### 9.2 Single A:

9.2.1 Participation trophies for all players.

9.2.2 If an end of the year tournament is held, first place team members will receive trophies and second place team members will receive medals.

### 9.3 AA:

9.3.1 Members of the regular season first place winning team will receive trophies. The second place team members will receive medals.

9.3.2 Members of the team that wins the end of the year tournament will receive trophies. The second place team members will receive medals.

### 9.4 AAA and Majors:

9.4.1 Members of the Regular Season first and second half winning teams will receive trophies. The second place teams members will receive medals. If the same team wins both halves only one trophy or medal will be awarded.

9.4.2 Members of two teams that represent the league in TOC will receive trophies.

### 9.5 Juniors: No trophies are given.

# SOUTH MISSION VIEJO LITTLE LEAGUE

## 2010 LOCAL RULES

### **Playing Rules**

#### ***1. T-Ball and Coach Pitch Division Playing Rules***

- 1.1 No official score or league standings are kept. These are instructional divisions.
- 1.2 Games will observe a 1 ½ hour time limit with no play continuing beyond that point.
- 1.3 All players must play a defensive position every inning.
- 1.4 No base stealing will be allowed.
- 1.5 The infield fly rule will not be enforced.
- 1.6 The Coach Pitch Division will utilize coach-pitch for the first half of the season and machine-pitch for the second half of the season. Coaches are encouraged to pitch while taking one-knee, so as to be on level with the batter. The batter will be allowed 4 pitches to hit. After 4 pitches, the batter will be allowed one swing at the ball on a tee. During the second-half, the machine will be placed approximately 35 to 40 feet from home plate and the machine-pitched ball should have a noticeable arc. The batter will be given five quality pitches to hit. Runners cannot advance on wild pitches or passed balls. Once machine-pitch is utilized, play can be stopped by the defensive team once the pitcher has possession of the ball. Advancing runners must return to the previously occupied base. A batted ball striking any part of the machine is considered a dead ball. The batter is credited with a single and all runners advance one base.

#### ***2. A Division***

- 2.1 No official score or league standings are kept. This is an instructional division.
- 2.2 There will be a single elimination tournament at the end of the season. The seeding will be determined by the Single A Division Rep.
- 2.3 Games will have a 2 hour time limit. Play is to stop immediately when the 2 hour limit has been reached.
- 2.4 Games will be called by the Umpire-in-Chief when in his/her judgment light visibility, and/or playing conditions are not safe for continued play.
- 2.5 All players must play a defensive position at least every other inning. All players must assume an infield position for a minimum of two innings. Any player not completing his/her mandatory infield play due to a shortened game must start the next game at infield.
- 2.6 Defensive teams will field 10 players (if available), with four of these players in the outfield (at a minimum of 15 feet behind the base path).
- 2.7 If a player is unable to run due to injury during the play, the last recorded out can run for that player.

# SOUTH MISSION VIEJO LITTLE LEAGUE

## 2010 LOCAL RULES

- 2.8 No base stealing will be allowed.
- 2.9 The infield fly rule will not be enforced.
- 2.10 The A Division will utilize kid pitch for the entire season.
- 2.11 The A Division will utilize a pitching distance of 40 feet and 60 foot bases.
- 2.12 A more liberal strike zone of 25” wide will be used by the umpire and no walks are allowed. Once a pitcher has thrown 4 balls to the batter, the offensive coach will inherit the count and pitch to the batter until they strike out or put the ball in play. The coach will pitch from the mound.
- 2.13 Runners cannot advance on wild pitches or passed balls.
- 2.14 Pitching eligibility in the A Division follows the Green Book.
- 2.15 In compliance with Little League rules, single A Division will keep pitching logs. The home team will be responsible for maintaining the log and returning it to the snack bar.
- 2.16 A team is permit to have up to four adults in the dugout (one manager and three coaches).

### ***3. AA Division***

- 3.1 There will be a single elimination tournament at the end of the season. The seeding for this tournament will be based on the overall standings for the season.
- 3.2 On Saturdays, no new inning can start after the 1:45 time limit has been reached.
- 3.3 Games will be called by the Umpire-in-Chief when in his/her judgment light visibility, and/or playing conditions are not safe for continued play.
- 3.4 All players must play a defensive position at least every other inning. All players must assume an infield position for a minimum of one inning. Any player not completing his/her mandatory infield play due to a shortened game must start the next game at infield.
- 3.5 If a player is unable to run due to injury during the play, the last recorded out can run for that player.
- 3.6 A maximum of five runs per inning may be scored except for the sixth inning when either team can score unlimited runs. In the event that the final inning cannot be completed and the game is called before the “open” inning is completed, the final score is determined by the Green Book rules 4.11 and 4.12 if applicable.
- 3.7 Base stealing will be allowed after mid-season. There will be no home plate stealing.
- 3.8 The infield fly rule will not be enforced.

# SOUTH MISSION VIEJO LITTLE LEAGUE

## 2010 LOCAL RULES

### **4. AAA Division**

- 4.1 The schedule will be split into two half seasons.
  - 4.1.1 The winners of each half will play each other to determine Division champion and automatic TOC berth. The winner of that game will be #2 seed in league tournament and the loser of that game will be #1 seed.
  - 4.1.2 If one team wins both halves, they will automatically be in TOC and seeded #1 in the league tournament. If the team that has already earned a TOC spot wins the local tournament, the team coming in 2<sup>nd</sup> will have the other TOC spot; otherwise, the team that wins the local tournament will go to TOC.
- 4.2 Games will have a 2-½ hour time limit. No new inning can start after the 2-½ hour time limit has been reached.
- 4.3 All players must play a defensive position at least every other inning.
- 4.4 If a player is unable to run due to injury during the play, the last recorded out can run for that player.
- 4.5 Maximum runs per inning shall be determined by the Green Book rule 2.00 (“Inning”) except for the last inning (6<sup>th</sup>) when either team can score unlimited runs. In the event that the final inning cannot be completed and the game is called before the “open” inning is completed, the final score is determined by the Green Book rules 4.11 and 4.12 if applicable.

### **5. Major Division**

- 5.1 The schedule will be split into two half seasons.
  - 5.1.1 The winners of each half will play each other to determine Division champion and automatic TOC berth. The winner of that game will be #2 seed in league tournament and the loser of that game will be #1 seed.
  - 5.1.2 If one team wins both halves, they will automatically be in TOC and seeded #1 in the league tournament. If the team that has already earned a TOC spot wins the local tournament, the team coming in 2<sup>nd</sup> will have the other TOC spot; otherwise, the team that wins the local tournament will go to TOC.
- 5.2 Evening games have a 10:00pm curfew due to City park regulations.
- 5.3 The Major Division will use a continuous batting order.

### **6. Junior Division and above**

- 6.1 The Junior and Senior Division local rules will be determined by District 68.