

SINGING HILLS LITTLE LEAGUE LEAGUE RULES 2011

Set forth below are the local rules that will apply to Singing Hills Little League (SHLL), plus selected standard Little League Rules are set forth for emphasis and importance. **Any Amendments to the current/active local rules require 80% board approval**

SECTION 1 SAFETY:

- 1.1 The safety of SHLL players is our primary concern. No other consideration will take precedence over any action taken as a safety precaution.
- 1.2 Informal practices not under the direct supervision of a Manager or appointed Coach are prohibited. No formal practice or game will take place unless a completed Medical Release form is available at the site for every player participating. No player shall be added to a team roster until all required league paperwork is completed and submitted to SHLL. No player will be allowed to play or work out with a team until all paperwork is cleared with the SHLL Board of Directors.
- 1.3 If, in the opinion of an Umpire, a player is seriously injured while the ball is in play, the Umpire may call "Time Out".
- 1.4 Managers and coaches who feel that a player may be a safety hazard to himself/herself to others will make an appropriate report to the player agent, who in turn will contact the Safety Officer and SHLL President to determine if the player should continue to play or be moved to play at a more appropriate level.
- 1.5 All equipment must be checked before each game by the Managers and Coaches for unsafe items. All unsafe equipment should be immediately removed from use and returned to the Equipment Manager for replacement.
- 1.6 Per Little League Rules, there will be **NO** On-Deck Batters, and the use of bat weights (doughnut) is not permitted.
- 1.7 For the safety of others, there will be **NO** live batting practice (with live pitching of baseballs from the mound) on the field before games. Players may hit in the cage or on the field use plastic wiffle balls or hit soft-toss into a net.
- 1.8 All members, including board members, managers, coaches, players, umpires, and parents shall adhere to the SHLL Safety Plan.

SECTION 2 MANAGERS, COACHES and UMPIRES

2.1 Managers and Coaches: Selection

"Managers must be adults who are sensitive to the mental and physical limitations of children of Little League age and who recognize that the game is a vehicle of training and enjoyment, not an end in itself." Team Managers and coaches shall be recommended by the league Coaches Coordinator for appointment by the President. Such appointments are presented to the League Board of Directors for approval, and all team managers and coaches shall be responsible for the selection of their teams and for their actions on the field. Regulation 1(b). Manager selection will be based on the following:

Submission of a volunteer application and sign up with his/her desire to manage.

The league may request:

1. Name and address of the applicant.
2. The division in which they wish to manage.
3. Name and relationship of family member in that division, if applicable.
4. Previous experience with Singing Hills Little League as a Manager, Coach, Scorekeeper, Umpire, Board Member, or involvement as a team mom/dad.
5. Involvement with other youth organizations or training.
6. A background check will be performed for all managers and official game day coaches.

2.2 Appointment:

Prospective Managers shall be given consideration for appointment by the SHLL President, based upon information given in their volunteer application in accordance with the following point system:

1. Years of service as a manager in SHLL (includes Winter Ball) - 2 pts. each
2. Years of service as a coach in SHLL (includes Winter Ball) - 1 pt. each
3. Years of service as a member of the Board - 1 pt. each
4. Years of service as an SHLL Umpire - 1 pt. each
5. Years of service as a team mom/dad - 1/2 pt. each
6. Years of service as a scorekeeper - 1/2 pt. each
7. Prospective Managers and Coaches who wish to manage a team with their own child on it will be given first priority.

Note: The point system will only be used as a guideline. The SHLL President has the responsibility for appointing Managers (with Board approval) and may use other information and criteria, as he/she deems appropriate. Each manager may have two coaches subject to their approval by the Board of Directors.

2.3 Responsibilities:

- A. Each manager will be required to attend the pre-season orientation meeting of his or her respective division and mandatory clinics.
- B. Managers must attend or send a coach as a team representative to each Managers meeting.
- C. Managers must be available to attend meetings of the Board of Directors when issues concerning them or members of their team are being discussed.
- E. Managers will have the responsibility of complete supervision for the team under their jurisdiction.
- F. All equipment issued to a team is the responsibility of the manager. No manager

will be considered for a position the following year if he/she has any equipment/uniforms that has not been returned.

G. Managers and coaches will have the responsibility to familiarize themselves with the Little League rulebook, and these SHLL Rules.

H. Failure to comply with the above rules can constitute suspension and or termination of manager responsibilities.

I. See additional responsibilities under Section 4 below (Field & Equipment Maintenance and Miscellaneous).

J. All managers from each division will be responsible for umpiring at least 2 games during the season. The manager can appoint another coach or parent to fulfill the teams' requirement for this. However, if the team representative does not show for their assigned duties, there will be possible repercussions.

SECTION 3 UMPIRING

3.1 Umpires: the Chief Umpire, with approval of the Board of Directors, shall appoint Umpires annually. ***Each team from every division will be responsible for umpiring at least two games.***

SECTION 4 FIELD & EQUIPMENT MAINTENANCE and MISCELLANEOUS

4.1 Field Maintenance:

Field Maintenance is the responsibility of the Managers, Coaches, and parents in their given divisions.

4.2 Field Set Up and Tear Down (including Trash Pick-Up)

Field set up and tear down is the responsibility of the HOME TEAM participating in the game. Each team is required to provide support for field preparation and maintenance work parties both prior to and during the season. The team manager is responsible for providing this support with help of coaches and/or parents. This applies to all divisions. At the conclusion of the last game of the day, representatives from the VISITING TEAM will return equipment to the equipment shed. This includes bases, line chalking equipment, field drag, and tools. **FAILURE TO COMPLY** may result in a 1-GAME SUSPENSION for the Manager of the team in non-compliance.

4.3 Clean-Up:

At the conclusion of each game, the manager and coaches will inform players of both teams that the teams are responsible for thorough cleaning of the fields, dugout, stands, and public area (picking up trash). **Parents should also be informed they are to help with picking up trash after each game.**

At the conclusion of the last game of the day, the manager of the home team must remove the large trash bag from the trashcan near the dugouts and deposit them in the trash dumpster. Failure to remove the trash may result in forfeit of the game. **Locking of the bathrooms, equipment sheds, and lowering of the flag has to be performed prior to leaving the field.** The manager may be suspended from the next game if such failure continues.

Also, the last game being played of that day will be responsible for staying with the snack bar staff to ensure their safety leaving the field.

4.4 Equipment

Managers and Coaches are responsible for the care of their team's equipment. Worn out or damaged equipment should be returned to the Purchasing Agent/Equipment Manager for replacement. The League will make every effort to provide equipment and supplies when requested in writing to the Purchasing Agent by the Division Coordinator. Immediately after the team's last game of the season the equipment will be turned in to the Purchasing Agent/Equipment Manager.

Before trophies will be released to a manager at the end of the season, the equipment manager will have to receive the equipment originally checked out by the manager.

Uniforms

The team Managers of the Major teams will collect uniforms immediately following the team's last game of the season and turn in these uniforms to the Purchasing Agent/Equipment Manager. The team Manager must turn in all equipment and team uniforms (preferably at the same time).

4.5

MISCELLANEOUS:

No tobacco products will be allowed at all Singing Hills Little League Fields (Per Little League/Williamsport Rules).

Absolutely **NO ALCOHOL** is allowed (Zero Tolerance).

No food or gum is allowed for players on the fields at any time.

No dogs will be allowed at the Singing Hills Little League practice or playing fields

The HOME TEAM will occupy the first base dugout and will be responsible for providing the Official Scorekeeper. The VISTING TEAM is accountable for final trash pick-up after the game.

Player Behavior/Discipline: If a player is benched for disciplinary reasons, the Manager must 1) notify the Board of Directors in advance of the teams next scheduled game, and 2) give written notification to the Official Scorekeeper and the opposing team Manager prior to the start of the game. If a player is benched for disciplinary reasons during a game, the Manager must immediately notify the Umpire, opposing team Manager and Official Scorekeeper and notify the Board of Directors within 24 hours. The Official Scorekeeper will note this in the Scorebook and forward the information to the Player Agent.

Manager Behavior/Discipline: The actions of players, managers, coaches, umpires and league officials must be above reproach. Any player, manager, coach, umpire or league representative who is involved in a verbal or physical altercation, or an incident of unsportsmanlike-like conduct, at the game site or any other Little League activity, is subject to disciplinary action by the SHLL Board of Directors.

During a game, the umpire **MAY** give a warning for any unsportsmanlike-like

conduct. Any player or manager swearing or intentionally throwing equipment, or involved in a verbal altercation can be ejected at the umpire's discretion. This includes throwing bats, gloves, helmets, etc. (Consider this your first, last and only warning regarding this issue). The umpire taking the action will give the Board a written statement within 24 hours.

Note: Any member (including Managers, Coaches, players, and parents) ejected from a game for unsportsmanlike-like conduct shall be immediately suspended for (at minimum) their next scheduled game, per Little League Rule 4.07. Any appeal must be heard prior to their next scheduled game.

SECTION 5 PROTESTS, REVIEW BOARD, AND SUSPENSIONS

5.1 Protests:

All protests will be submitted in accordance with the official Little League Rules book.

5.2 Review Board:

(A) Any Manager, Coach, or Player removed from the playing field for like-like conduct during any scheduled game will, upon written request by the umpire in charge, be required to appear before the Review Board. The Manager or Coach will appear with a player in an advisory capacity.

(B) The Review Board will consist of the President or appointee, Player's Agent(s), and one to three members of the Board of Directors.

5.3 Suspensions:

Any Manager or Coach suspended for infraction of the bylaws of National Little League rules must present his case to the Board. He/She may be reinstated or removed of all responsibilities as Manager or Coach. He/She may request a special Board meeting to review the suspension.

SECTION 6 PLAYERS

6.1 Registrations Procedures:

(A) SHLL will conduct no fewer than 3 player registrations.

(B) The Board of Directors will determine registration dates.

(C) Birth certificates brought by applicants must be proof read and copied on a registration card by the registration officer. Only County or State birth certificates will be accepted. Three items of proof of residency will (as determined by Little League/Williamsport, PA) be required to be copied and also be recorded with the registration form. A Medical Release must be filled out and submitted with registration form. A Code of Conduct form for Parents form must be filled out and submitted with registration form.

(D) Registration information will be included with weekly announcements from schools, and be posted at conspicuous places in the City of El Cajon.

(E) A parent or legal guardian must sign registration cards/forms.

(F) The player agent is responsible for all players registering late.

6. 2 Uniforms:

(A) Major Division uniforms will consist of a cap, jersey vest, undershirt, belt, and

socks. All jersey vests will be returned after last game of the year.

(B) Minor Division (D-4, D-3, D-2, and Tee-Ball) uniforms will consist of at minimum caps, pants, jerseys/shirts, belt, and socks.

(C) Parents responsibility will be the purchasing of baseball pants, cup/supporter and cleats.

6.3 Eligibility:

(A) Each player must play 3 innings with one at-bat in each game. In the event that a game ends before the 6th inning, due to circumstances beyond the Managers' control, the player must play 2 innings with one at-bat. In either case, **if a player has not completed the prescribed amount of innings, they must start the next game, finish their required innings from the previous game (2 or 3 depending on the circumstances) and play the required innings for the present game.** In the event that a manager fails to fulfill these obligations, he/she is subject to disciplinary action. Each time a player misses the prescribed innings in a given game it will count as an infraction against the Manager. After the first infraction the Manager will be given a written warning. The second time it occurs the Manager is subject to suspension and the game must be forfeited.

(B) The names of children who are benched, suspended, or absent must appear on the starting line-up that is given to the Umpire and scorekeepers prior to the game.

(C) Pitcher eligibility is the Manager's responsibility (see SHLL Local Rules).

6.4

Division Tryouts:

All Players wishing to play in the D-4 or Majors divisions shall tryout and actively participate in a minimum of 50% of the league's tryout sessions to be eligible to be drafted in either of those two divisions. This includes all players who previously participated in any of these divisions in prior seasons. THERE WILL BE NO PROPERTY PLAYERS IN MAJORS OR ANY OTHER DIVISION.

Any player that registers for the current season within the forty eight (48) hour period prior to the draft, but did not participate in the minimum number of required tryouts will be placed on a D-4 team by the League's Majors division Player Agent upon completion of the draft process and at anytime throughout the season. If the player has previously played in Majors or is registering as a twelve (12) year old, the Player Agent will assign that player to the Majors division team which is next to receive a player based on the rotation in the draft at the time the draft closed or since the last player was placed on a Majors division team subsequent to the close of the draft (per Little League guidelines, as long as there is room on the team's roster; if there is no spot available, the player shall be placed on a waiting list until a spot opens on a Major Division team). All efforts shall be made to keep the number of players on each team balanced and within Little League regulations. If there are no roster spots on any Majors division teams, the player will have to wait for a spot to open. Any player that failed to try-out as required or did not complete registration within forty eight (48) hours prior to the season's draft shall be placed on the next D-4 division team which has an open roster spot. That player will play on that team for a minimum of fourteen (14) days starting no earlier than the League's opening day of season play. Any of these players that are determined by the Majors division Player Agent to be able to play at the Majors division level will be included on the pool player list created by the Majors division Player Agent upon satisfying the 14 day minimum play requirement in the D-4 division. Any twelve-year-old players that are waiting to be placed on a Majors division team will be placed on a Majors division

team needing additional players prior to any players that are not twelve years old.

SECTION 7 THE DRAFT SYSTEM

Purpose: The purpose of this plan is to establish an equitable distribution of player talent throughout the teams in a division. Any manager, coach, player or member of the league attempting to manipulate the system will be subject to suspension or termination of participation in Singing Hills Little League.

All players wishing to play at the Majors or Minors (D-4) must attend 50% of the league's tryouts to be considered eligible for the season draft. Players wishing to play in Divisions 1 - 3 do not have to attend tryouts.

Attendance:

- (A) Majors Division- only appointed managers and one (1) returning coach may attend the draft.
- (B) Minors Division 4- only appointed managers and one (1) coach may attend the draft.
- (C) Lower Divisions (D-3, D-2, and D-1) - Only appointed managers and one (1) coach may attend the draft.

Majors Division

The snake method is used in Majors. The Majors draft shall occur prior to the Division 4 draft. Managers must keep in mind that they may not have more than eight players in a given age group. The team roster may be comprised of players of league age 9, 10, 11, and 12 unless modified by the local league according to options established by Little League. The local league may opt to allow only 10, 11 and 12, or 11 and 12 year olds, to try out for the majors division. Nine year olds with exceptional aptitude of playing will be considered and also have met the required tryout requirements.

Bonus Picks- (Major's Division)

Each manager requiring eight or more players prior to the draft to complete the roster will be allowed one bonus pick at the completion of round four. If more than one manager is allowed bonus picks under this section, the order of rotation will be identical to that being followed in the draft.

Majors Draft Seeding

During the tryout process 1st, 2nd, and 3rd tier draft prospects will be evaluated and seeded by the player agent and a player ranking committee comprised of at least 2 other active board members who are not coaching in the Majors division. Players will be seeded on a committee consensus basis. Managers/Coaches children will be drafted according to their assigned rankings as determined by the Player Agent and Committee, not to be placed beyond the 4th round of the draft for Managers, and the 5th round for Coaches. Additional children of Managers/Coaches will then be drafted in subsequent rounds beyond the 4th round.

Options

An option is an agreement between a manager and the Player Agent covering a special condition. All options must be in writing (except #1 below) and be submitted to the Player Agent 48 hours prior to the draft. The options are as follows:

1. Brothers/Sisters in the Draft

When there are two or more siblings in the draft, and a manager drafts the first child, that manager automatically has an option to draft the other sibling on the next turn. If the manager does not exercise the option, the second sibling is then available to be drafted by any team.

2. Brothers/Sisters of Players Currently on a Team

If desired, a manager shall submit an option in writing on a draftee if the player candidate's sibling is a member of that manager's team. If such an option is submitted, the manager **MUST** draft the sibling within the first three selections.

3. Sons/Daughters of Managers

If a manager has sons/daughters eligible for the draft and wishes to draft them, the manager must submit the option in writing. The manager is then required to exercise the option at or before the close of the specific draft round specified by the league age of the player as detailed below. Parent/Manager options take priority over any other option.

NOTE: These provisions also apply to managers having siblings in the draft.

Draft Round	Little League	Junior	Senior	Big
5	9-10	12	14	16
4	11	13	15	17
3	12	14	16	18

4. Sons/Daughters of Coaches

A new coach shall not be appointed nor approved until after the draft to avoid "red shirting" of players through selective coaching appointments. A returning coach, through the manager, may exercise an option in writing to the Player Agent provided he/she meets both of the following conditions:

- a) The coach has served as a manager/coach in the league (at any level) for the past season, AND
- b) The coach is returning to the same Major league team or coaching with the same manager from the previous year.

Coaches in the Major division must be appointed and approved prior to tryouts.

Division 4

The Division 4 draft will use the snake method. For the purpose of explanation, let's assume that there are four teams in the league. The managers draw numbers to determine who will select the first player. The manager who draws number one makes the following player selections: 1st choice, 8th, 9th, 16th, 17th, 24th, 25th, etc.; The manager who draws number two makes the 2nd choice, 7th, 10th, 18th, 23rd, etc.; The who draws number three, 3rd choice, 6th, 11th, 14th, 19th, 22nd, etc.; The manager who draws number four, 4th choice, 5th, 12th, 13th, 20th, 21st, etc., until selections are completed.

The draft will start with the first round with all teams selecting one player. If there is a brother/sister option with the first round selection, the next brother/sister will be placed after the coaches round. Round 2 will consist of the manager's player. Round 3 will consist of the coach's player. If there are multiple siblings for the manager and or coach they will be placed in the 4th round and subsequent rounds. If there are two (2) coach's selected by a manager, the second coach's player will be placed in round 5.

Brother/Sister options will consist of drafting the first player and placement of the second and or third in subsequent round or rounds.

All players that have met their tryout requirements will be drafted first. If there are any players that have not met the tryout requirements, these players will be placed in a pool. The Player Agent will then blind draw these players and place these players on the teams in the order of the draft rotation. The first player selected on the blind draw will be placed on the team that had the next pick in the draft and so on until all are placed.

There will be no options regarding a pass or no selection during the draft. There will be no hardship options allowed in the draft (ride sharing, coach's request, etc.). A trade may be made after the draft is complete to try and meet those requests, as approved by the Player Agent.

Division 3

The Division 3 draft will use the snake method. For the purpose of explanation, let's assume that there are four teams in the league. The managers draw numbers to determine who will select the first player. The manager who draws number one makes the following player selections: 1st choice, 8th, 9th, 16th, 17th, 24th, 25th, etc.; The manager who draws number two makes the 2nd choice, 7th, 10th, 18th, 23rd, etc.; The who draws number three, 3rd choice, 6th, 11th, 14th, 19th, 22nd, etc.; The manager who draws number four, 4th choice, 5th, 12th, 13th, 20th, 21st, etc., until selections are completed.

The draft will start with the first round with all teams selecting one player. If there is a sibling option with the first round selection, the next sibling will be placed after the coaches round. Round 2 will consist of the manager's player. Round 3 will consist of the coach's player. If there are multiple siblings for the manager and or coach they will be placed in the 4th round and subsequent rounds. If there are two (2) coach's selected by a manager, the second coach's player will be placed in round 5.

Sibling options will consist of drafting the first player and placement of the second and or third in subsequent round or rounds.

Tryouts are not required at this division. There will be no options regarding a pass or no

selection during the draft. There will be no hardship options allowed in the draft (ride sharing, coach's request, etc.). A trade may be made after the draft is complete to try and meet those requests, as approved by the Player Agent.

Divisions 1 & 2

The Division 1& 2 draft will use the snake method. For the purpose of explanation, let's assume that there are four teams in the league. The managers draw numbers to determine who will select the first player. The manager who draws number one makes the following player selections: 1st choice, 8th, 9th, 16th, 17th, 24th, 25th, etc.; The manager who draws number two makes the 2nd choice, 7th, 10th, 18th, 23rd, etc.; The who draws number three, 3rd choice, 6th, 11th, 14th, 19th, 22nd, etc.; The manager who draws number four, 4th choice, 5th, 12th, 13th, 20th, 21st, etc., until selections are completed.

The draft will start with the first round with all teams selecting one player. If there is a sibling option with the first round selection, the next sibling will be placed after the coaches round. Round 2 will consist of the manager's player. Round 3 will consist of the coach's player. If there are multiple siblings for the manager and or coach they will be placed in the 4th round and subsequent rounds after. If there are two (2) coach's selected by a manager, the second coach's player will be placed in round 5.

Sibling options will consist of drafting the first player and placement of the second and or third in subsequent round or rounds.

Tryouts are not required at this division. There will be no options regarding a pass or no selection during the draft. There will be hardship options allowed in the draft (ride sharing, coach's request, etc.). Best efforts will be used to meet the requests regarding hardships. However all requests may not be met.

ALL DIVISIONS:

Secrecy - *Players shall never be told the position in which they were drafted.*

Special Considerations That Apply

(A)

If the manager so chooses, the option on son or daughter may be waived.

(B)

In the event the parent becomes a manager in another league, that parent may not claim the son or daughter.

(C)

Players are eligible only in the league whose boundaries include the parent/managers home residence (as defined by Little League)

(D)

When a vacancy occurs during the playing season, the player selected to fill the vacancy becomes a permanent member of that team, governed by the same regulations as all members of the team selected in the draft.

(E)

Parents of Major league players who become managers or coaches after their children have been selected to a Major team may not automatically claim their sons or daughters, but may trade for them at the proper time, subject to requirements for trading in that section of this document.

Draft Board

Once the draft has started, a player whose draft/tryout number does not appear on the board is not eligible to be drafted.

REPLACEMENTS:

When a player is lost to a team during the playing season for any of the following reason:

1. He/she moves to another city or state too distant to commute for practice and play
2. He/she is injured and will not be able to return to play within a reasonable period of time.
3. He/she has for personal reasons decided to terminate his/her association with the team.
4. Any other justifiable reason reviewed and approved by the Board of Directors.

The manager of the team losing a player(s) will **PROMPTLY** contact the Player Agent. The Player Agent will advise the President and the Board. If loss of the player is approved, the President will notify/send a letter of release to the player and the parents stating the player is released from the team and the league for a justifiable reason.

This action creates a legal opening for a replacement on the team roster.

The manager will review the available player list with the player agent and will select a replacement. The replacement becomes a permanent member of the team.

NOTE 1: Failure by the manager to advise the player agent of a player's continued absence should result in disciplinary action against the manager. (Little League Operations Manual)

NOTE 2: If immediately after the Draft a team loses a player, once the manager becomes aware of the need for a replacement player, the manager must within 72 hours notify and submit a list of desired players to the Player Agent. The Player Agent will (best effort, from the list) fill the vacancy immediately based on the order of notification. If a player has not tried out, he must have Board approval before he can become eligible to play in the Major division.

NOTE 3: The replacement of the player must be made within 14 days, however the *Player Agent will not force a player upon a manager within the 14 days; the manager will select the replacement.* If after 14 days the replacement has not been made, the Player Agent will provide the manager/team with a replacement player.

NOTE 4: Replacements from a Minor team onto a Major team during the last two weeks of the regular season schedule are prohibited.

NOTE 5: Once the draft has started, a player whose draft/tryout number does not appear on the board is not eligible.

TRADING:

Following the draft, managers may, if they desire. ALL TRADES SHALL BE MADE AND WITH THE APPROVAL OF THE PLAYER AGENT. The following restrictions apply:

1. Minor League players may not be traded for Major Division players.
2. All trades must be player for player only. (Example: Two players from team A could not be traded for one player from team B.)
3. Trades involving a player for draft choices are not permitted. (Example: A manager cannot trade his/her right to pick the third player overall for an existing player on another team. However, once the draft is complete, a trade may be consummated, providing it meets all other criteria for trading.)

The Player Agent(s) must monitor any attempts by managers and parents to

manipulate the system and thus create an imbalance in the league. ALL TRADES MUST BE FOR JUSTIFIABLE REASONS.

4. All trades must be completed at draft time. No other trades will be permitted once draft has concluded.

DURATION OF TITLE:

The Board of Directors may grant the right to continue as a player any child whose residence changes after becoming a member of the league as provided for in regulation (d). However, the best interest of the child should be taken into consideration by the Board in exercising this right.

1. Any player 8-12 years old who does not participate in try-outs will not be eligible for the Major or D4 division drafts (they will be placed on a team after the draft by the player agent).
2. No tryouts are required for Division 3 and below.
3. Division 3, 2, and Tee Ball will use the same draft method as Division 4.
4. In Divisions 2 and below, coach, carpool, and friend requests will be honored if possible provided they were requested at the time of registration.

SECTION 8 TEE BALL DIVISION RULES

The T-Ball Division is designed to teach baseball fundamentals. Winning is secondary to teaching baseball skills. Wins and losses will not be recorded. Standings and scoring will not be kept.

8.1 National Little League Rules:

National Little League Baseball Rules and all effective amendments thereto, will govern and control all of the Little League under jurisdiction of this organization.

8.2 Eligibility:

Players attaining the age of 4 years before May 1st and who will not attain the age of 7 years before May 1st will be eligible to participate in Tee Ball. Players league age 4 are eligible ONLY for Tee Ball (Little League Operations Manual III.c).

8.3 Draft:

Please review section 7 for draft instructions

8.4 Local Tee Ball Division Rules:

- A. Games will be played for 1 and 1/2 hours or 3 innings whichever comes first.
- B. All players on the defensive team will field a position. Standard infield will be used and extra players will be assigned to the outfield.
- C. Offensive teams will bat through the line-up once in their half of the inning. All players present and on the team roster will be in the batting order for the entire game.
- D. When the defense makes an out the runner(s) will return to the dugout.
- E. Adult coaches are permitted in the outfield when their team is playing defense. Adult coaches are permitted at first, third, and home plate when their team is at bat.
- F. Batters must hit off the Tee in this division. **No Exceptions**
- G. No standings will be kept for the Tee Ball Division and there will be no tournament or all-star competition.
- H. There will be no make-up games, due to rain, in the T-Ball division.
- I. The last batter in the line-up will run as far as he/she can, providing a fair ball was hit, until a base preceding any runner is tagged. Managers and coaches will discourage any "stampede"-

- type base running for home plate after the last batter has batted each half-inning.
- J. The maximum number of bases allowed by a hit ball to the outfield is two (2) bases.
- K. The maximum number of bases allowed by an overthrow is zero (0).
- L. There will be no bunting in this division.
- M. There will be no base stealing in this division.
- N. To enhance the learning experience of this division, advancement of runners will stop as soon as an infielder is in control of the ball in the infield and makes a step toward the pitcher to return the ball to the pitcher.
- O. Ball will be a soft-core type Baseball.
- P. No protests of Tee Ball games will be allowed.
- Q. The base coaches or coach from either team closest to the play will act as umpire for that play.
- R. As a safety measure, there maybe a player playing the catcher position wearing complete catchers equipment this division.
- S. There will be no Coach pitching in this division.
- T. There are no on-deck batter box and no swinging of bat until in batter box.
- U. Please review umpiring requirements and equipment return policies.

SECTION 9

DIVISION 2 RULES-

The Division 2 is designed to teach baseball fundamentals. Winning is secondary to teaching baseball skills. Wins and losses will not be kept. Standings and scoring will not be kept.

9.1 National Little League Baseball Rules and all effective amendments thereto, will govern and control all of the Little League under jurisdiction of this organization.

9.2 Eligibility:

Players attaining the league age of 8 years before May 1st of the current season will be eligible to participate in Div. 2. This division is intended to provide a playing opportunity for participants 7 years of age.

9.3 Draft: *Please review section 7 for draft instructions*

9.4 Local Division 2 Rules:

- A. Games will be played for 2 hours or 6 innings whichever comes first.
- B. All players on the defensive team will field a position. Standard infield will be used and all extra players will be assigned to the outfield. Free defensive substitutions will be allowed.
- C. A half inning will end when the offensive team bats once through the line-up.
- D. When the defensive team has made 3 outs in that inning the bases will be cleared.
- E. When a defensive out is made at a base the runner(s) will return to the dugout.
- F. Adult coaches are permitted in the outfield when their team is playing defense. Adult coaches are permitted at first, third, and home plate when their team it at bat.
- G. The offensive team will consist of all players present, and the batting lineup will consist of all players present (using the "bat around" system, where the whole line up will bat).
- H. The Manager or Coach from the offensive team will pitch ("Coach-Pitch"). Each batter will be allowed 3 strikes or 6 pitches, whichever comes first. If the batter does not put the ball in play the after the 6th pitch the batter is out. A foul ball on last pitch will extendthe at-bat. If the batter does not make contact after the 4th pitch thrown, a tee will be placed at home plate and the batter will continue to hit. The coach that is pitching to batter is encouraged to sit on a bucket or pitch from his knees to get the right trajectory of the pitch angle.
- I. No runs or statistics will be recorded for Division 2 and there will be no playoffs, tournament or all-star competition.
- J. There will be no make-up games, due to rain.

- K. There will be no walks, bunting, and base stealing.
- L. There is not an on-deck batter box and no swinging of bat until in batter box.
- M. To enhance the learning experience of this division, advancement of runners will stop as soon as an infielder is in control of the ball in the infield and makes a step toward the pitcher to return the ball to the pitcher. The maximum number of bases of advancement on a hit to the outfield will be 2 bases.
- N. There is no advancement of a runner on an overthrown ball by the defense.
- O. Ball will be a soft-core type baseball.
- P. There are no protests allowed.
- Q. The base coaches or coach from either team closest to the play will act as umpire for that play.
- R. Any player who throws the bat will be warned for the first offense; then called out for the second offense (ball is dead and all base runners must return to the base they previously occupied) and will not be allowed to bat again for the remainder of that game. However, after a second offense, the player will be allowed to play in the field. No exceptions; safety first.
- S. Please review umpiring and equipment return policies.

SECTION 10

Division 3- Minors B Rules

10.1 National Little League Rules:

National Little League Rules will govern all situations not amended by the Local Rules.

10.2 Eligibility:

Any player attaining the age of 7 years before May 1st, but not reaching the age of 10 before May 1st is eligible to participate in Division 3. League age 10-year-old players must get approval from the Player Agent and the League President to play in this division (the decision to allow the player eligibility in the division should be based on safety and skills/ability to play at the next level). **(10 year olds will NOT pitch in this division)**

10.3 Draft: *Please review section 7 for draft instructions*

10.4 Local Division 3 Rules:

A. Weekday games will be 6 innings unless the game is called due to darkness or weather conditions. *Weekend* games (except for the last game of the day) will be 6 innings or 2 hours whichever comes first. No new inning will start after 2 hours from the start of the game.

B. All half innings will end after 3 outs or the complete offensive line up has batted.

C. Division 3 is a Coach and Player-Pitch division. Coaches will pitch from the start of the season. The Manager, Coach, or parent will be required to pitch to completion of the inning ("Coach-Pitch"). During Coach-Pitch play, balls and strikes will not be called. Each batter will be allowed 3 swinging strikes or 6 pitches, whichever comes first. If the batter does not put the ball in play after the 6th pitch the batter is out. A foul ball on the last pitch will extend the at-bat. During "Coach- Pitch" play, it is encouraged to have a coach pitch from one knee to get the right pitch angle for the batter.

D. Player-Pitch: Players will pitch starting the second half of the season. Balls and strikes will be called by the offensive (team at bat) manager/coach. Normal balls and strikes will be in effect during the second half of the season. A pitcher may only pitch for **one defensive inning** (whether that is to one batter or for one out or three defensive outs in the same inning). After a pitcher has walked 3 batters during one inning, the coach will come in and finish pitching for the rest of the inning. Also, if a player hits 2 batters in the same inning, the coach will finish pitching the rest of the inning. **Division 3 – A pitcher can pitch a maximum of 1 defensive inning and may not exceed 30 pitches.**

E. First half of season will be “Coach-Pitch” and second half of season will be “Player-Pitch”, (second half of the season will start with the first game after spring break or as determined by the SHLL Board).

F. The offensive team will consist of all players present, and the batting lineup will consist of all players present (using the “bat around” system, where the whole line up will bat). No changes in the batting order may be made after the line-up is given to the scorekeeper. Exceptions will be made for injuries and other circumstances, which may necessitate a player to leave the game for its duration.

G. Balls hit in the air over the fence from home plate will be considered an uncontested home run. Balls that cross the fence by bouncing over will be a ground-rule double.

H. There will be no make-up games, due to rain, in Division 3.

I. No protests of games will be allowed.

J. League age ten-year-olds are not be allowed to pitch in Division 3. The balk rule will not be in effect.

K. Any player who throws the bat will be warned for the first offense; called out for the second offense (ball is dead and all base runners must return to the base they previously occupied) and will not be allowed to bat again for the remainder of that game (ball is dead and all base runners must return to the base they previously occupied). However, after a second offense, the player will be allowed to play in the field. **No exceptions; safety first.**

L. Defense will consist of nine players. When a coach is pitching, the player assigned to the pitchers position will stand to the opposite side of the coach. A player may not sit on the bench for consecutive innings, unless they are hurt or have a medical condition preventing them from further participation.

M. There is no on-deck batter’s box and no swinging of a bat until in batter box.

N. There is no stealing

O. During coach pitching, a hard ball will be used, during player pitching, the team will use soft-core ball.

P. The maximum number of batters in an offensive inning is 9.

Q. There is a maximum number of bases on an over throw - 1 base.

R. There is not a maximum number of bases taken by an offensive hit.

S. Please review umpiring and equipment return policies.

10.5.1

Pitch Count & Rest Requirement Rules

Please see Section #14- Pitch Count Rules

SECTION 12

DIVISION 4 - MINOR "A" DIVISION RULES

12.1 National Little League Rules:

National Little League Rules will govern any circumstances not covered by Local Rules.

12.2 Eligibility:

Any player attaining the age of 8 before May 1st and not attaining the age of 12 before May 1st will be eligible to play in the Minor "A" Division. All players must tryouts to be eligible for Minor "A" (Division 4). For all players that do not attend tryouts for Division 4 please refer to Section 7 Division 4 policies.

12.3 Draft:

Please review section 7 for draft instructions

12.4 Local MINOR "A" Division Rules:

A. Minor "A" division games will be for 6 innings if the visiting team is ahead at the top of the 6th and 5-1/2 innings if the home team is ahead after the visitors have completed their turn at bat in the top of the 6th inning.

B. Runs per inning rule:

Maximum 5 runs per inning, except in "Declared" last inning.

Declared last inning: When the Home Plate Umpire and both acting managers agree that there is enough time to complete only one more inning, due to time allotment or available daylight. This should be done no earlier than 30 minutes before time allotment is up or 30 minutes prior to sunset. This declaration must be done in the top half of the inning and before any pitch has been thrown. Once "Last inning" has been declared, there will be no limits to how many runs can be scored, but each team will only be able to bat a maximum of 12 batters. If the "12th" batter limit is reached, the batting team will automatically be charged with 2 outs. The 12th batter will be treated as any other batter, i.e. balls and strikes count. For player safety, if the "12th" batter puts the ball in play, the fielding team needs only to advance the ball to a base ahead of any runner to record the out (a force out at any base ahead of any runner). All runs that are scored before the out is made will count, unless the out was recorded at first base (normal third out).

C. All games will be subject to the 2 hour time limit (No new inning will start after 2 hours, if started there is a 1/2-hour time limit to finish the inning. If inning is not completed in either time limit constraint the score will revert back to the last completed inning. If the score is tied after six innings the game will be played to conclusion or two (2) extra innings will be the maximum allowed. If it is still tied at the end of the eighth (8th) inning, each will be given one half (1/2) win and one half (1/2) loss. Games will be limited to two and ½ hours such that no new inning will be started once after the two-hour limit has been exceeded. If at that time the game is tied, each team will be given one half (1/2) win and one half (1/2) loss.

D. The ten-run Mercy Rule will be utilized. If a team is ahead of the other by ten (10) or more runs at the end of 3 ½ (4, 4 ½, 5) complete innings, the game will be ended and considered complete.

E. One Manager and no more than two (2) coaches will be allowed in the dugout at any time. No exceptions.

F. Any Pitcher hitting two batters in one inning or three in the same game must be removed.

G. Balls hit in the air over the fence from home plate will be considered an uncontested home run. Balls that cross the fence by bouncing over will be a ground rule double.

H. At the end of the Minor "A" Division season, the regular season champion will be the team with the best record. In the event there is a tie in the standings at the end of the season, results of the teams' head-to-head competition during the season will be considered. If the two teams split their regular season games, the number of runs scored in the teams' head-to-head competition will determine which team is the Minor "A" division champion.

I. At the end of the regular Minor "A" Division season, there will be a post-season, a single or double-elimination tournament. The player agent and the league President will make the determination of what kind of elimination tournament will be played. Seeding for this post-season tournament will be determined by the regular season standings. The tournament winner will represent SHLL in the District Tournament of Champions. The Board of Directors may replace the Tournament of Champions team in the event that the winning team cannot represent SHLL.

J. Make-up games due to rain, if required, make-up games will be played at the end of each half of the season. The Player Agent will be responsible for the scheduling of make-up games. Tournament games will be scheduled after any required make-up games. To start the tournament, the team with the best record will play against the team with the worst record; the team with the second-best record will play against the team with the second-worst record, and so on. If there are an odd number of teams in the division, the team with the best record will receive a first round bye in the tournament.

K. The batting lineup of the offensive team will consist of all uniformed players (the "bat around" system will be used). All defensive changes must be made with the official scorekeeper before each inning.

L. There are no intentional walks during the regular season.

M. There are no on-deck batter box and no swinging of bat until in batter box.

N. Please review umpiring and equipment return policies.

12.4

Pitch Count & Rest Requirement Rules

Please see Section #14- Pitch Count Rules

12.5
All-Star Competition- TBD

SECTION 13
MAJOR DIVISION RULES

13.1 National Little League Rules:

National Little League Rules will govern any circumstances not covered by Local Rules.

13.2 Eligibility:

Any player reaching the age of 9 but not reaching the age of 13 before May 1st will be eligible to be considered in the Major League draft. All players must tryout at least two times.

13.3 Draft:

Please review section 7 for draft instructions

13.4 Local MAJOR Division Rules:

A. Major League games will be played for 6 innings if the visiting team is ahead at the top of the 6th and 5-1/2 if the home team is ahead after the visitors have completed their half of the 6th.

B. Tournament play will follow the format set forth in Section 12.4 G, with the word Majors replacing Minors.

C. Make-up games, due to rain, will be made up ASAP in the order of which the games originally appeared on the schedule. (Make up games will initially be played when possible as per the Player Agent). The Player Agent will be responsible for the scheduling of make-up games.

D. A team that is unable to field a team of 9 players will forfeit the game.

E. Each team will maintain eleven or twelve player roster. The Player Agent will devise the Manager of the team whose roster drops below that figure when he must make a replacement player selection. The Player Agent will select a list of replacement players from players that participated in tryouts after discussing the selection with the Major Manager. If no selection is made (request made to the Player Agent) within two weeks, the Player Agent is authorized to make the replacement player selection. If a replacement player selection is made, the player Agent will contact the player's parents for approval to promote the player (NOTE: the Major Manager is not to contact parents of any potential replacement players). If parental approval is not obtained, the Player Agent will make another selection from the list. All selections will be made with the Board of Directors' approval. Teams are prohibited from drafting up replacement players within the last two weeks of the season, unless their roster drops below eleven (11) players.

F. One Manager and no more than two (2) coaches will be allowed in the dugout at any time. No exceptions.

G. The ten-run Mercy Rule will be utilized. If a team is ahead of the other by ten (10) or more runs at the end of 3 ½ (4, 4 ½, 5) complete innings, the game will be ended and considered a completed game.

H. At the end of the Major Division season, the regular season champion will be the team with the best record. In the event there is a tie in the standings at the end of the season, head to head competition will be used to determine the winner.

I. At the end of the regular Major Division season, there will be a post-season, double-elimination tournament. Seeding for this post-season tournament will be determined by the regular season standings. The tournament winner will represent SHLL in the District Tournament of Champions. The Board of Directors may replace the Tournament of Champions team in the event that the winning team cannot represent SHLL.

J. Lighting Curfew- This rule will revert to the National Little League rules.

K. Substitution Rule- All substitute players are to play a minimum of nine (9) consecutive defensive outs and at least one offensive at bat.

L. There are no on-deck batter box and no swinging of bat until in batter box.

M. Please review umpiring and equipment return policies.

13.5

Pitch Count & Rest Requirement Rules

See Section #14- Pitch Count Rules

13.6

All-Star Competition – TBD

SECTION 14 PITCH COUNT RULES

14.0 Pitch Limits

Majors & Div. 4 Minors

League age 11-12 85 pitches per day

League age 9-10 75 pitches per day

League age 7-8 50 pitches per day

Division 3 30 pitches per day

**** The Manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted above, but the pitcher may remain in the game at another position.***

1. Exception: If a pitcher reaches his/her pitch limit while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out before being removed.

2. There is no limit to the number of pitchers a team may use in a game.

3. Division 3 – A pitcher can pitch a maximum of 1 defensive inning and may not exceed 30 pitches.

4. Majors & Div. 4 Minors- ***The maximum number of pitches thrown by one pitcher in one inning may not exceed 40 pitches.*** If the pitcher has reached his/her pitch limit while facing a batter, the pitcher may continue to pitch until that batter reaches base or is put out before being removed.

5. Majors & Div. 4 Minors- ***a pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.***

6. Once a pitcher has been removed from the mound they cannot return to the pitcher position.

7. A player may not pitch in more than one game in a day.

4.1 Rest Requirements:

If a player pitches 66 or more pitches in a day, ***four (4) calendar days of rest must be observed.***

If a player pitches 51-65 pitches in a day, ***three (3) calendar days of rest must be observed.***

If a player pitches 36-50 pitches in a day, ***two (2) calendar days of rest must be observed.***

If a player pitches 21-35 pitches in a day, ***one (1) calendar day of rest must be observed.***

If a player pitches 1-20 pitches in a day, ***no (0) calendar days of rest must be observed.***

14.2 Notes

Note: A player may not pitch in consecutive games. **Exception** – League age 16 and under – A player may pitch in consecutive games if 40 or less pitches were delivered in the previous game.

The home scorekeeper is the official pitch count recorder. The pitch count recorder must not only keep track of balls and strikes but foul balls batted with two strikes. The pitch count is computed by adding the number of balls and strikes and the number of foul balls hit with two strikes, and the number of batted balls.

The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

The official pitch count recorder should inform the umpire when a pitcher has delivered his/her maximum limit of pitches for the game. The umpire will inform the pitcher's manager that the pitcher must be removed as a pitcher. However, the failure of the pitch recorder to notify the umpire and/or the failure of the umpire to notify the manager does not relieve the manager of his/her responsibility to remove the pitcher when that pitcher is no longer eligible.

Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with playing rule 4.19

A player who has attained the league age of twelve (12) is not eligible to pitch in the Minor League Division.

NOTES:

1. The withdrawal of an ineligible pitcher after that pitcher is announced, or after a warm-up pitch is delivered, but before that player has pitched a ball to a batter, shall not be considered a violation.
2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
3. In suspended games resumed another day, the pitcher's record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.

Example 1: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch the resumption of the game because he/she has not observed the required days of rest.

Example 2: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitched in the resumption of the game because he/she has observed the required days of rest.

Example 3: A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to

pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous four days.

NOTE: The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility.