



## **SOUTH COUNTY LITTLE LEAGUE 2018 LOCAL PLAYING**

### **RULES**

Table of Contents

Preamble..... 3  
Player Participation ..... 3  
Team Assignments ..... 3  
Skill Evaluation (Seniors, Juniors, Intermediate, Majors, AAA, AA)..... 4  
League Composition and Teams ..... 4  
Draft: (Majors, AAA, AA) ..... 4  
Promotion of Players (Major, AAA, and AA):..... 6  
Release of Players ..... 7  
Pitching (Juniors, Intermediate, Majors, AAA and AA) ..... 8  
Batting Cages ..... 9  
AAA Division.....11  
AA Division.....13  
A Division -“Coach Pitch” .....15  
Tee Ball Division .....16  
Intermediate .....18  
Senior / Junior Division.....18  
Girls Softball - Coach Pitch.....20  
Post Season SCLL tournament (AA– Majors) .....21  
All stars .....22  
Fun Tournament.....22

## **SCLL Local Rules**

### ***Preamble***

All Little League play is governed by the Official Regulations and Playing Rules of Little League Baseball, commonly referred to as the "Green Book". South County Little League adopted the following local rules to be used in conjunction with, and as a supplement to the Green Book. In a matter where the Local Rules and Green Book conflict, the Green Book will apply. As special situations or unforeseen circumstances may arise, the Competition Committee or the Board of Directors can add to or amend the Local Rules if and when it is deemed to be in the best interest of the players, divisions, or the entire league.

### ***Player Participation***

#### **Division Alignment**

Age breakdown into divisions is a general guideline based on player's league age.

Division	Age guidelines
T-Ball	4-6 year olds
A	5*- 8 year olds
AA (player assessment required)	7*- 10 year olds
AAA (player assessment required)	9-11year olds
Majors	10-12 year olds
Intermediate	11-13 year olds
Juniors	13-14 year olds
Seniors	15 year olds

T-Ball (Exception: With concurrence of the parents, player and Player Agent, those 5 and 6-year olds who played Tee Ball last Spring may be moved up to A division)

All players league age 7 & 8 will be placed in A division if they did not attend the player assessment.

All players league age 8-12 will be evaluated. Stemming from the evaluation and previous playing experience, players will be placed via a draft. All players not drafted into AA will be placed on a team at the single A level.

Players 13-16 will be in the Juniors/Seniors draft pool

#### **Team Assignments**

Team assignments at the AA and higher leagues will be established via a player draft.

Seniors / Juniors Players League Age thirteen (13) through sixteen (16) shall participate in a tryout format as designed by the Junior/Senior Managers and is overseen by the Player Agent and their league Commissioner (if position is filled). Intermediate, Majors, AAA and AA Divisions: Each child league age seven (7) through league age thirteen (13) must participate in a skill evaluation.

Single A: Players that are league age seven (7) through league age nine (9) who have not attended a draft will automatically be assigned to a Minor League A roster, absent special circumstances and approval from the Board to play at a different level. The Player Agent and A Ball Commissioner (if position is filled) will make all such

assignments

Tee Ball: Children who are league age four (4) thru league age six (6) will be assigned to Tee Ball teams. The Player Agent and Tee Ball Commissioner (if position is filled) will make all such assignments

\*Parents may appeal to the Board to allow a child to be eligible to play at a different level.

### **Skill Evaluation (Seniors, Juniors, Intermediate, Majors, AAA, AA)**

The skills evaluation schedule will be published in advance of the assessment date(s). The schedule will be posted on the SCLL website. Skill evaluations will be organized by league age.

Prior to the skill evaluation, the Player Agent will provide each team manager and/or coach with a copy of an evaluation roster showing the name, league age of each candidate, and other pertinent information. Siblings shall be identified on the roster.

Managers and/or their designated representatives shall attend the skill evaluation and evaluate candidates' performance for their own reference.

During the skill evaluation, each child will be given individual drills allowing the managers to evaluate the child's ability in various aspects of baseball. The skill evaluations will be conducted in the presence of all managers/coaches (or their representatives) who shall observe the ability of each player. After the evaluation program has been completed, a draft will take place. The drafting procedures are contained in the Draft section below.

### **League Composition and Teams**

The number of teams in each league will be determined by the Board of Directors, based on the number of players registered and outcome of the skills assessments.

The number of players per team shall be determined by the Board of Directors and will be announced prior to the draft.

### **Draft: (Majors, AAA, AA)**

Pre-Draft: The Player Agent will review the following procedures with managers and coaches, clarifying all player information and eligibility. The aggregate number of league age ten (10) and below players on a Majors team shall be limited to three (3) per team. The Board of Directors shall establish the number and roster size of team levels within ten (10) calendar days of the final league registration date.

The number of players below league age nine (9) who may be drafted onto an AAA team will be specified by the Competition Committee or the Player Agent.

The number of players below league age ten (10) who may be drafted onto a Majors team will be specified by the Competition Committee or the Player Agent.

The Draft will start with the Intermediate and then Majors draft, then AAA draft and finally the AA draft from the eligible pool of players as specified by the Player Agent.

Attendance at drafts will be limited to the Player Agent, managers representing each team (or a named

assistant), the appropriate League Commissioner(if the positions are filled), the SCLL President, and SCLL Vice President.

The Player Agent may request help of another individual to assist in the draft with the concurrence of the SCLL President.

Information on players provided by the Player Agent during the draft shall be treated as confidential, and shall not be discussed or released by the participants to the general membership after the draft.

**Selection Order:** The selection/rotation order shall be determined by the random drawing of numbers by League managers on draft day. The number drawn by the League managers will signify their team number for the draft order as well as the scheduling of practices and regular season games.

**Example:**

- (1) Orioles draw number four (4)
- (2) Orioles select in the 4th position in odd rounds
- (3) Orioles are Team #4 on the game and practice schedule in their appropriate Division.

**Selection rotation:**

The selection rotation in the 1st round will be Team #1 through Team #8 (or the highest team number in each Division). The second round will begin with Team #8 (or the highest team number in each Division) and proceed through Team #1. The rotation continues in accordance with the foregoing first- to- last and last- to- first "serpentine" order until the team rosters have been completed in accordance with team sizes specified by the Board of Directors.

**Children of Managers:** A manager who has a child or children eligible for the draft and who wishes to draft that child or children for their team must state so in writing to the Player Agent no later than forty-eight (48) hours prior to the Skills Assessments. All claimed manager's child options will be announced prior to the draft by the Player Agent. Before the commencing of the draft, the Player Agent and League Commissioner (if there is one) will announce the appropriate draft round assigned to each child. This ranking process shall be a combination of recommendations from an Independent Evaluator, the League Commissioner (if there is one) and the Managers of the division.

**Siblings:** Any manager may exercise an option on siblings who are subject to the draft. When the first child is drafted, the manager must automatically take the sibling in the next round. Parents may request that siblings NOT play together.

**Completion of Draft:** The selection of players shall continue until the AAA and AA Minor League Divisions have completed their rosters.

**Written Roster:**

The Player Agent or other attending draft official shall process written rosters. The Roster will include the names of all players and the team name selected by the manager. This list shall be prepared immediately after the conclusion of each draft and validated by the team managers. The player agent will make sure that these players are removed from the eligible draft for the following divisions.

**Late registration (after the draft):**

Players age twelve (12) may be placed on a Majors team having fewer than twelve (12) players. Players who are league age twelve (12) may join the Juniors division with a waiver.

The appropriate level of play for each late registrant will be determined by the commissioners (if there are any) and the Player Agent. The players will be offered to teams at their appropriate level in the order of the original draft, if the original draft had an odd number of rounds. Otherwise, a random draw will determine the selection order so as not to assure that the same team gets the first pick in both the original draft, and the supplemental draft. Single A and T-Ball players will be assigned to a team by the commissioner (if there is one) and Player Agent.

#### Trading:

Managers may trade players for the current year until 48 hours after that divisions' draft. All trades shall be made through the Player Agent and be approved by the Board of Directors. Minor league players may not be traded for players on Major league teams. All trades must be player for player only. The Player Agent must monitor any attempts by managers and parents to manipulate the system and thus create an imbalance in the league.

#### **Promotion of Players (Major, AAA, and AA):**

All Major League and Minor (AAA) League team roster vacancies must be filled within ten (10) days, after the vacancy is sanctioned, in accordance with Regulation III of the OR&PR.

Any player who (1) registers on time, (2) participates in the skill evaluation, and (3) is not drafted by a Major League team will be considered a Free Agent. A Free Agent is a player who is eligible (i.e. appropriate league age of 9, 10, or 11 years old) to be brought up from the Minors AAA League to fill a vacancy in the Major League. Free Agents shall form the pool of players eligible for promotion.

Team roster vacancies may only be filled if the Free Agent will be available to participate in at least one-third of the team's remaining regular season games.

Players promoted to the Major League during the regular season become permanent members of that Major's team roster. A player who declines promotion shall no longer be eligible for promotion during the current season.

If the manager is compelled to draft a replacement player and does not do so within the ten (10) day period, the Player Agent will assign a Free Agent to the team, in accordance with Little League rules concerning maximum numbers of players for each age.

No player replacements will be allowed during the final fourteen (14) days of the regular season, including league tournament play, unless an affected team's roster falls below nine (9) players or unless approved otherwise by unanimous Board of Directors approval.

#### Borrowed players:

Player pool: Prior to the start of the season, each manager at Majors, AAA, AA, and A levels shall provide his/her League Commissioner and/or the Player Agent with the names and phone numbers of up to three players capable of competing at the next higher level.

A manager needing a player shall contact the player agent. Managers are not allowed to request players, the player agent will maintain the list and use the next name on the list, once used the name will be reassigned to the bottom of the list.

Any Majors or AAA player who is out of the lineup for more than three (3) consecutive weeks (or six (6) games) is

subject to being removed from his/her team by action of the Board of Directors. However, the Board of Directors reserves the right to allow such player to remain on the roster. Managers must make the Player Agent aware if any player misses more than two (2) consecutive games for any reason.

## **Release of Players**

Release of any player requires the approval of the SCLL Board of Directors.

During the playing season, if the release of a player is proposed, the manager shall inform the Player Agent with the conditions that necessitate a player's release.

It shall be the responsibility of the Player Agent to: verify the request for release with the player and the parents of the affected player; give written notice to the player; and present the case to the Board of Directors.

If a player is expected to be unavailable to play, due to injury, illness, change of address, or other unforeseen circumstance, for a period exceeding one-half of the regular season (e.g. Eight (8) consecutive games of a fifteen (15) game regular season), then the release of the player shall commence.

For a medical release from play, a statement from a physician, indicating that the player will be incapacitated for more than one-half of the regular season (e.g. eleven (11) consecutive games of a twenty (20) game regular season), must be presented to the Player Agent prior to the release being sanctioned.

If a released player has, prior to his/her medical release, participated in one-half of the team's regular season games he/she is eligible, upon presentation of medical approval, for post season All Star play. When a player has missed his/her third (3<sup>rd</sup>) consecutive game, the Manager shall provide the Player Agent with a written reason for his/her absence before the next game. If the Manager has not been able to contact the player, he should state that in writing.

At the manager's discretion, players may be kept out of a full game for missing more than half of the scheduled practices, or for disciplinary reasons. The manager must notify the league commissioner and the parents of the child at least 24 hours prior to the game that the action will take place. Also, the opposing manager should be notified before the game starts.

## **Game (All)**

### **General**

The playing rules contained in this local rules document is intended to clarify, supplement, and extend the contents of the current Official Regulations and Playing Rules ("OR&PR", AKA the "Green Book") published by Little League Baseball, Inc., Williamsport, Pennsylvania as well as the SCLL Constitution and By-Laws.

Managers are encouraged to maximize playing time for all team members.

Attendance at practices and effort in games and practice must be considered by the manager to establish playing time.

There is no on deck circle at any level of Little League Baseball. Only the batter should have a bat. **There will be no swinging of the bats for warm-up for the on deck batter, whether in the dugout, beside the dugout or behind it.**

o *Intermediate, Juniors, and above leagues follow their specific rules for on deck batters.*

### **Pitching (Juniors, Intermediate, Majors, AAA and AA)**

If a pitcher reaches a threshold for days of rest requirement, the pitcher can finish the current batter without crossing the rest requirement threshold (see Green Book).

Example: Joe is pitching to a batter, with the count one ball and one strike; he reaches 20 pitches on the third pitch (a ball) to the batter. Joe can finish pitching to the current batter until the batter is put out, reaches base, or another play ends the inning and is still eligible to pitch the next day.

An illegal pitch, whether or not a pitch is actually delivered to a batter, counts as a pitch in determining the pitch count for that pitcher.

**For an intentional walk, a pitcher must throw four (4) pitches for “balls” and these pitches also count for towards pitches allowed per day.**

The home team will be the official keeper of the pitch count for both teams.

Pitchers must adhere to the Green Book Maximum pitch counts.

A pitcher will be allowed to finish pitching to the current batter (in the same inning) when the pitcher reaches the maximum pitch count.

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the game (Green Book rule).

The day pitched does not count as a day in the rest requirements, rather, will begin the day after.

Pitch counts must be recorded on the SCLL Official Web Site within 24 hours of the end of a game by the manager or their assignee. The Commissioner/Players Agent/Safety Officer shall make every effort to ensure the compliance of the Managers with the pitch count-recording requirement.

In addition to the Green Book’s pitch count limits, pitchers cannot exceed a certain number of pitches per inning. A pitcher may finish out a batter if the limit is reached while pitching to that batter and is ineligible to return for the remainder of the game. The maximum pitches per inning are based on age:

<b>Age</b>	<b>Pitches per Inning</b>
8 and below	25
9/10	35
11/12	40

## **Safety**

Avoid the tag: SCLL uses the Little League Rule 7.08 (a). The runner is out if he/she doesn't slide or attempt to get around a fielder who has the ball and is waiting to make the tag. This is a judgment call by the umpire, and the umpires' ruling is final. There should be no warnings issued for not avoiding the tag. This is a safety issue, and this rule must be enforced.

Show bunt and swing: If a batter squares to bunt and then swings at the pitch any time during the pitchers windup or delivery. The batter will be declared out. This rule does not apply to Juniors Division.

Thrown bat (flagrant): If a batter throws the bat in a flagrant (non accidental) manner, he/she will be ejected by the umpire. There will be no warnings.

Thrown bat (accidental): If a batter accidentally throws the bat during the swing, the plate umpire will judge if a warning or a benching is necessary for the batter. If after being warned the same player accidentally throws the bat again, in the judgment of the umpire, the player can be removed from the game (benched) for the rest of that game. The removal of the player does not result in an out being charged to the team, and the result of the swing will stand (strike, hit, or put-out). If the player reaches base safely, or is still at bat, a substitute player (last batter out) will enter the game to replace the removed player. The removed player may remain in the dugout, but may not participate in the remainder of the game. "Removal" allows for the player to play in the next scheduled game without the penalties associated with "ejection".

All managers must obtain a signed Medical Information and Treatment Release form for each player. This form contains vital information regarding the child's current general health, the child's doctor's name, address, and phone number, and any other special medical considerations (i.e....Allergies, etc.). Managers must have these forms with them for every practice and game.

Rule 1.17 of the Green Book states that all male players must wear athletic supporters and male catchers must wear a cup.

The following players must wear helmets: pitcher (Tee -Ball and A only), catcher, batter, base runners and any player who is a base coach.

## **Batting Cages**

SCLL Lower Potomac fields all have 1 batting cage each, except Tee-ball. The hour before game time the visiting team has rights to the first 30 minutes and the Home team has rights to the second 30 minutes.

No hitting balls of any sort (soft or hard) other than in the batting cage. The use of pop-up cages or hitting whiffle balls in the outfield is not authorized. Bat Safety must be emphasized for any activities that include a bat.

Cage reservations for the next day's game are reserved for the visitors from 6-7 and the home team from 7-8 each day; example: Majors division: team 1 and team 2 are playing on Tues night. Monday night team 1 has the batting cage for 1 hour from 6-7 and team 2 will have the cage reserved for 1 hour from 7-8.

During a game there will be no use of the batting cage by the teams on the field.

## ***Regular Season – Division Specific Rules***

### **Major Division**

#### ***Draft Participation***

All registered players who are league age nine (9) through league age twelve (12) who attended skill evaluations will be eligible to be drafted to the Majors by the managers and coaches approved for the Major league teams using the previously stated procedures. The Player Agent will conduct and oversee the selection process.

Children who were not previously on a Major League team roster that do not participate in the skill evaluation, without permission from the Board of Directors, will not be eligible to be drafted or promoted to a Major League team for the duration of the season.

According to Little League International regulations, all league age twelve (12) year olds must be drafted to the Majors, unless the player presents a Safety issue. A written request must be submitted by the parent or guardian requesting that the child play at a lower level.

Any player who declines to submit to the Major League draft must do so in writing to the Player Agent by that player's designated tryout date.

#### ***Pitching***

Pitch counts must be recorded on the SCLL Official Web Site within 24 hours of the end of a game by the manager or their assignee. Failure to report the pitch counts in time will render all pitchers from the previous game ineligible to pitch in the next scheduled game.

A pitcher who records 41 or more pitches in a game cannot play the position of catcher for the remainder of the game.

A catcher who has played in four or more innings cannot play the position of pitcher for the remainder of the game.

#### ***Game Rules***

No player will sit out an inning twice until all other players have sat once, exception, if the starting pitcher is still pitching; he or she will sit out the next inning after being removed from the pitching position.

Each team shall have a continuous batting lineup for all players present at each game. Players arriving after their originally scheduled placement in the batting order shall be placed at the bottom of the order.

Players must:

- o Attend at least 75 percent of written scheduled preseason practices,
- o Attend all written scheduled practices during each game week,

- o Exhibit good sportsmanship.

Manager's must seek and receive approval of the Player Agent or the league President prior to enforcing any player-participation related disciplinary actions (with the exception of in-game benching).

Bunting is allowed.

The batter becomes a runner when the third strike called by the umpire is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two outs. When a batter becomes a base runner on a third strike not caught by the catcher and starts for the dugout, or his position, and then realizes his situation and attempts to reach first base, he is not out unless he or first base is tagged before he reaches first base. If, however, he actually reaches the dugout, he may not then attempt to go to first base and will be out.

### ***Length of Game***

Time limit: During weekend play, no inning shall start after two hours (2:00) has elapsed from the start of the game. A new inning starts when the last out is made in the bottom of the previous inning. Each game will continue until six full innings are completed (5 1/2 innings if the home team is ahead) (except as provided below) unless it is necessary to curtail the game for weather or darkness.

Major games played during the week will not have an imposed time limit.

Maximum Run Differential: If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs will concede the victory to the opponent and the game is over. However, if both teams agree to scrimmage for the remaining time left on the field, they may do so. This rule does not take precedence over the time limit criteria stated above.

### **AAA Division**

#### ***Draft Participation***

All registered players not selected to the Major League and players who are league age eight (8) through eleven (11) who attended skill evaluations will be eligible to be drafted to AAA by the managers and coaches approved for the Minor League Teams using the above procedures. The Player Agent will conduct and oversee the selection process. All players league age eleven (11) must be assigned to AAA unless a written request is submitted by the parent or guardian requesting that the child play at a lower level or the player presents a safety issue. All league age eleven (11) players who have previous experience at the AA level must be selected in the AAA draft.

Children who were not previously on a Minor League (AAA) team roster who did not participate in the skill evaluation, without permission from the Board of Directors, will not be eligible to be drafted or promoted to a Minor League (AAA) team for the duration of the season.

All eligible league age eleven (11) year olds must be drafted to the Minor League (AAA), unless the player presents a safety issue. A written request must be submitted by the parent or guardian requesting that the child play at a lower level.

Any player who declines to submit to the Minor (AAA) League draft must do so in writing to the Player Agent

by that player's designated tryout date.

### ***Pitching***

Pitch counts must be recorded on the SCLL Official Web Site within 24 hours of the end of a game by the manager or their designated pitch counter. Failure to report the pitch counts in time will render all pitchers from the previous game ineligible to pitch in the next scheduled game.

50% of the players on the team must pitch 100 pitches during the Regular season. **FAILURE TO ACHIEVE THIS WILL RESULT IN OFFENDING TEAM RECEIVING THE LAST SEED IN POST SEASON PLAY. CONTINUED VIOLATION IN POST SEASON WILL RESULT IN FORFEITURE OF POST SEASON PLAY.**

A pitcher who records 41 or more pitches in a game cannot play the position of catcher for the remainder of the game.

A catcher who has played in four or more innings cannot play the position of pitcher for the remainder of the game.

Any league age twelve (12) player cannot play the position of pitcher.

The home plate umpire will be responsible for calling illegal pitches for instructional purposes only.

### ***Game Rules***

No player will sit out an inning twice until all other players have sat once except if the starting pitcher is still pitching; he or she will sit out the next inning after being removed from the pitching position.

All players shall be included in the batting lineup and shall bat in a continuous batting order throughout the game. Players arriving after their originally scheduled placement in the batting order shall be placed at the bottom of the order.

Bunting is allowed.

Players must:

- o Attend at least 75 percent of written scheduled preseason practices,
- o Attend all written scheduled practices during each game week, and
- o Exhibit good sportsmanship.

Manager's must seek and receive approval of the Player Agent or the league President prior to enforcing any player-participation related disciplinary actions (with the exception of in-game benching).

### ***Length of Game***

Time limit: No inning shall start after two hours (2:00) has elapsed from the start of the game. A new inning starts when the last out is made in the bottom of the previous inning. Each game will continue until six (6) full innings are completed (5 1/2 innings if the home team is ahead) (except as provided below) unless it is necessary to curtail the game for weather or darkness.

Maximum Run Differential: If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs will concede the victory to the opponent and the game is over. However, if both teams agree to scrimmage for the remaining time left on the field, they may do so. This rule does not take precedence over the time limit criteria stated above.

Maximum Runs Per Inning: For a six (6) inning game, a team is limited to no more than five (5) runs in a single inning for the first five (5) innings of a game. If a homerun is hit (out of the park), all runs that score on the home run will count, assuming that all runners score legally, even if the amount is more than five (5) runs. After the fifth inning there is a ten (10) run limit for the number of runs that can be scored. For a shortened game, the last inning, as declared by the umpire, shall have a ten (10) run limitation.

## **AA Division**

### ***Draft Participation***

All registered players not selected to the Major League or Minor (AAA) and players who are league age seven (7) through ten (10) who attended skill evaluations will be eligible to be drafted to AA by the managers and coaches approved for the Minor League Teams using the above procedures. The Player Agent will conduct and oversee the selection process. All players league age ten (10) must be assigned to AA unless a written request is submitted by the parent or guardian requesting that the child play at a lower level or olds the player presents a safety issue. Children who were not on a Minor League (AA) team roster who did not participate in the skill evaluation, without permission from the Board of Directors, will not be eligible to be drafted or promoted to a Minor League (AA) team for the duration of the season.

All eligible league age ten (10) year olds must be drafted to the Minor League (AA), unless the player presents a safety issue. A written request must be submitted by the parent or guardian requesting that the child play at a lower level.

Any player who declines to submit to the Minor (AA) League draft must do so in writing to the Player Agent by that player's designated tryout date.

### ***Pitching***

Pitchers may only pitch a maximum of 9 outs per game.

50% of the players on the team must pitch 100 pitches per season. **FAILURE TO ACHIEVE THIS WILL RESULT IN OFFENDING TEAM RECEIVING THE LAST SEED IN POST SEASON PLAY. CONTINUED VIOLATION IN POST SEASON WILL RESULT IN FORFEITURE OF POST SEASON PLAY.**

Pitch counts must be recorded on the SCLL Official Web Site within 24 hours of the end of a game by the manager or their assignee. Failure to report the pitch counts in time will render all pitchers from the previous game ineligible to pitch in the next scheduled game.

A pitcher who records 41 or more pitches in a game cannot play the position of catcher.

A catcher who has played in four (4) or more innings cannot play the position of pitcher.

The home plate umpire will be responsible for calling illegal pitches for instructional purposes only.

### ***Game Rules***

No player will sit twice until all other players have sat once. All players shall be included in the batting lineup and shall bat in a continuous batting order throughout the game. Players arriving after their originally scheduled placement in the batting order shall be placed at the bottom of the order.

Each child must play at least one (1) inning of infield (C, P, 1B, 2B, 3B, SS) in each game.

With prior notice to the appropriate League Commissioner, this rule may be waived by the manager for a player's safety or in response to a parent's request.

Each child may play no more than three (3) innings per position per game.

Base Stealing:

**One (1) base per batter.** Example: When a runner steals and the catcher makes a throw, the runner is not allowed to advance. If a runner tries to advance to a second base during a single at-bat and is put out, the out stands, otherwise, the runner will be returned to the previous base earned.

No stealing of home plate: The third base runner cannot attempt to steal home on a passed ball or wild pitch. The runner on third must advance home during a hit pitch or during a live ball play that is not a passed ball or wild pitch.

**NO WALK RULE.** During the pre-game meeting between the coaches and the umpire, an adult "soft-toss" pitcher should be chosen. It can be the umpire, coaches, a parent; it also can be the same person for both teams if all agree. If a batter receives 4 balls, instead of taking a base on balls, the soft-toss pitcher will stand to the side of the plate and pitch to the batter by soft-toss. The batter will be entitled to as many soft-toss as strikes remaining. For example, if the count reaches 4 balls and 2 strikes, the batter is entitled to one swing at a soft-toss pitch. Any swinging strikes or fouls accumulated during the soft-toss portion of the at bat will count as if the ball had been pitched regularly.

Pitchers must stand on the rubber or three (3) feet in front of the rubber. They cannot go behind the mound and be an additional fielder.

Catchers shall be in the standard catcher position, not standing up.

Bunting is allowed only on player pitches, not on coach pitch.

### ***Length of Game***

Time limit: No inning shall start after one hour 45 minutes (1:45) has elapsed from the start of the game. A new inning starts when the last out is made in the bottom of the previous inning.

Maximum Run Differential: If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs will concede the victory

to the opponent and the game is over. However, if both teams agree to scrimmage for the remaining time left on the field, they may do so.

**Maximum Runs Per Inning:** For a six (6) inning game, a team is limited to no more than four (4) runs in a single inning for the first five innings of a game. If a homerun is hit (out of the park), all runs that score on the home run will count, assuming that all runners score legally, even if the amount is more than four runs. After the fifth inning there is an eight (8) run limit for the number of runs that can be scored. For a shortened game, the last inning, as declared by the umpire, shall have an eight (8) run limitation.

## **A Division -“Coach Pitch”**

### ***Player Assignments:***

The Minors “A” (Coach Pitch) players’ pool will be comprised of the following registered children: Players who are League Age Five or Six (5 or 6) and who have one season of T-ball experience or that have successfully petitioned the Board of Directors.

Players who are league age seven (7) through league age nine (9) who were not selected by an AA, AAA or Majors team.

Players in the Minors “A” League players’ pool will be assigned to teams by the Player Agent and the Minors “A” League Commissioner.

### ***Pitching***

Coach pitch is the standard format for the A Division. The coach will stand and throw at the base of the pitching mound and throw an overhand pitch to the catcher. The Coach, from the team that is at bat, will stand and throw at the specific distance that will be determined and agreed upon, by all the A-Ball Managers at the beginning of the season, and will remain consistent throughout the season.

The coach pitcher is considered “in-play” when throwing - similar to an umpire. The coach should avoid a batted ball as best as possible.

The Umpire will call swinging and called strikes on the batter. A called strike should only be called when a batter does not swing at multiple hittable pitches. After three swings and/or called strikes, the batter will be out. Strikeouts will be recorded. There are no walks.

### ***Game Rules***

If a batted ball hits the coach, the ball is immediately declared dead and all runners advance one base.

Ten (10) defensive players will be positioned in the field with four (4) of the ten being positioned in the outfield.

Each child must play at least two (2) innings of infield (C, P, 1B, 2B, SS, 3B) in each game.

Each child shall play no more than two (2) innings in the same position, in each game.

Once the ball is delivered to the coach, the ball is in play.

There is no bunting and no stealing

The ball is dead when the pitcher has possession of the ball, is completely inside the pitching circle, and no runner is attempting to advance. Any runner that is not at least half way to the next base must return to the previous base. Also, any attempt by a fielder to throw the ball to the pitcher, if the ball passes through the pitching circle, shall be considered a dead ball. The umpire will call time when the ball is dead.

On an outfield hit, once the ball passes back into the infield, runners may attempt to gain the base they are heading to.

One additional base is allowed on overthrows.

Two (2) adult base coaches will be allowed during an offensive at-bat and two (2) defensive coaches will be allowed on the field for instructional purposes. Defensive coaches are treated as part of the field, like umpires and must try not to interfere.

### ***Safety***

In the interest of safety, the pitcher (player) shall always wear a protective helmet with face cage, and shall be positioned inside the pitching circle, and no closer to home plate than the pitching rubber when the pitch is delivered (the pitcher may stand closer to home plate while pitching the ball, however, the pitcher shall at all times remain inside the pitching circle once the pitch has been delivered).

### ***Length of game***

Time limit: No inning shall start after one hour 45 minutes (1:45) has elapsed from the start of the game. A new inning starts when the last out is made in the bottom of the previous inning. Each game will continue until six (6) full innings are completed (5 1/2 innings if the home team is ahead) (except as provided below) unless it is necessary to curtail the game for weather or darkness.

Maximum Run Differential: If after four (4) innings, three and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs will concede the victory to the opponent and the game is over. However, if both teams agree to scrimmage for the remaining time left on the field, they may do so.

Maximum Runs Per Inning: For a six (6) inning game, a team is limited to no more than three (3) runs in a single inning for the first five (5) innings of a game. If a homerun is hit out of the park, all runs that score on the home run will count, assuming that all runners score legally, even if the amount is more than three runs. After the fifth inning there is a six (6) run limit for the number of runs that can be scored. For a shortened game, the last inning, as declared by the umpire, shall have a six (6) run limitation.

### **Tee Ball Division**

#### ***Player Assignments:***

Players will be assigned to various Tee ball teams by SCLL. Every attempt will be made to accommodate any special requests noted by parents at registration. Players will be allocated to teams such that all teams have approximately the same number of players.

### ***Pitching***

A Tee is provided by SCLL. The batter shall hit the ball from a batting “T” placed on home plate, rather than hitting a pitched ball.

### ***Game Rules***

There are no outs or walks in Tee Ball. Everyone hits, and everyone reaches base.

There are no extra base hits.

All hitters stop at first base, and advance only one base per subsequent hitter.

A hit generally should travel at least outside the batters’ circle, but at the discretion of the coach helping the batter to say “foul ball” if the ball is technically fair, but not hit sufficiently far enough into the field of play.

For each inning, all players on the team will have one (1) at bat.

The last batter in the order, per inning is announced by the manager as “Last Batter.” The last batter hits and then runs all of the bases without stopping, clearing all bases of runners. The fielders’ play is to home plate.

All players play the field each inning. Normal infield positions are filled first, and additional players should be placed in the outfield. Teams may not put additional players at locations in the infield (for example, only one player at the pitchers’ position).

**Only umpires, managers, coaches and league photographers can be on the field.**

### ***Safety***

In the interest of safety, the pitcher (player not coach) shall always wear a protective helmet with face cage, and shall be positioned inside the pitching circle.

The catcher shall always wear the full set of provided protective gear, even in Tee Ball.

Bat safety in Tee Ball is especially critical. A player may only hold and swing a bat when they are at bat in the batter’s box. Managers must ensure adult control of all bats at all times. Practice swings in the on deck area, or anywhere else other than when a player is officially at bat, are **NEVER** allowed.

### ***Length of game***

A Tee ball game typically takes about three (3) full innings. The two managers may mutually agree on a specific number of innings to play during their allocated field time. Games will be on Saturday unless both managers agree to a weekday game.

## **Intermediate**

### ***Draft Participation***

All registered players age Eleven (11) through Thirteen (13) are eligible to apply for Intermediate League. The number of teams playing at these levels shall be determined by the Board of Directors after registration has been completed. Each year the approved managers shall hold the skill evaluation at the discretion of the Commissioner.

After the skill evaluation (if held), the managers, Commissioner, and Player Agent shall determine if any interested players should not be drafted because their playing skill level creates a safety hazard at this playing level. The Player Agent shall report such findings to the Board for an eligibility ruling.

### ***Player Assignments:***

Team rosters shall be provided to the Player Agent and Commissioner, respectively, at the conclusion of the draft.

### ***Lineups and substitution:***

Continuous batting order with all players present and free defensive substitutions at all times. Late arrivals will be placed at the bottom of the batting order with both teams scorekeepers notified.

### ***Player pool:***

Up to three (3) eligible players not on the roster of a team may be recruited.

### ***Pitching:***

Both teams should maintain their own pitch count record for both teams, however the Home team is the official count of record.

Balks warning are given, not to exceed one per pitcher.

### ***Run Limits:***

Five (5) run limit per inning, with the declared last inning allowing for unlimited runs. This rule may be overridden by hosting teams rules.

### ***Mercy rule:***

If one team is ahead by ten (10) or more runs after five (5) innings, the losing team shall concede.

### ***Time limits:***

Once five (5) innings have been completed, for games that have a game following, no new inning shall start later than 2 hours and 15 minutes. In no case shall a game exceed 2 hours and 45 minutes.

## **Senior / Junior Division**

### ***Player Assignments: Draft***

### ***Participation***

The number of teams playing at these levels shall be determined by the Board of Directors after registration has been completed. Registered children league age twelve (12) through sixteen (16) are eligible for the Senior/Junior draft.

Each year the approved managers shall hold the skills evaluation at the discretion of the Commissioner. After the skills evaluation, (if held), the Player Agent, Commissioner, President and/or Vice President or other representatives designated by the Player Agent, shall conduct a draft. The managers will draft the teams.

Due to the inability to forecast the number of players that will register to play at the Senior/Junior level, SCLL will attempt to place all eligible players on a team. However, if there are not enough managers or the number of players is insufficient to form a complete team, a draft (after the skill evaluation) shall be used to determine/fill the available teams, if any. (For example 41 players could result in three 13-player teams, and two players would be released or placed a waiting list if only

Three (3) managers are available. At the Seniors level, no team would be formed if only six (6) players register.)

After the skills evaluation (if held), the managers, Commissioner, and Player Agent shall determine if any interested players should not be drafted because their playing skill level creates a safety hazard at this playing level. The Player Agent shall report such findings to the Board for an eligibility ruling.

Team rosters shall be provided to the Player Agent and Commissioner, respectively, at the conclusion of the draft.

### ***Pitching***

General pitching guidelines are set forth below. We note that unlike lower levels of play, a player removed as a pitcher may return to pitch during the same game if (i) the player remained in the game at a different position, and (ii) the player has not exceed his/her pitch count. NOTE: A pitcher may only return once after being removed if they stayed on the field the entire time as a defensive player (did not sit out an inning).

The day pitched does not count as a day in the rest requirements.

Pitches delivered in a "suspended game" shall be charged against a pitcher's eligibility. When the suspended game is resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day (as if a new game was being commenced), provided said pitcher has observed the required days of rest.

A pitcher will be allowed to finish pitching to the current batter (in the same inning) when the pitcher reaches the maximum pitch count. The home team will be the official keeper of the pitch count for both teams.

A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of the game. This is not a local rule; Little League mandates it.

### ***Game Rules***

Playing rules follow the green book and any local rules used by the leagues that we participate with. (Woodbridge, CSLL, WSL, DTQ, etc.).

### ***Length of game***

Time limit: Time limits will be at the discretion of the managers and the host field for each game. Each game will continue until seven (7) full innings are completed (6 1/2 innings if the home team is ahead) unless it is necessary to curtail the game for weather or darkness.

Maximum Run Differential: If after five (5) innings, four and one-half innings if the home team is ahead, one team has a lead of ten (10) runs or more, the manager of the team with the least runs will concede the victory to the opponent and the game is over. However, if both teams agree to scrimmage for the remaining time left on the field, they may do so.

Maximum Runs Per Inning: Depending on the other leagues local rules, there may be a maximum runs per inning limit. This will be agreed to at the plate conference between the Managers and the umpires.

### **Softball Division -“Coach Pitch”**

#### ***Player Assignments***

The Softball Division-Coach Pitch players’ pool will be comprised of the following registered children: Girls who are League Age Five-Eight (5-8) or players who are League Age Nine (9) who have no prior softball experience.

Players will be assigned to teams following the first 2 weeks of practice as agreed upon by the managers.

#### ***Pitching***

Coach pitch is the standard format for the Softball Division. The coach will stand and throw within 5 feet from the base of the pitching circle (approximately 20 feet from the batter).

The coach pitcher is considered in-play when throwing - similar to an umpire. The coach should avoid a batted ball as best as possible.

#### ***Offense***

The Umpire will call swinging and called strikes on the batter. A called strike should only be called when a batter does not swing at multiple hittable pitches. After three swings and/or called strikes, the batter will be offered a tee to use.

Strikeouts will be recorded. There are no walks.

There is no bunting and no stealing.

On an outfield hit, once the ball passes back into the infield, runners may attempt to gain the base they are heading to.

One additional base is allowed on overthrows.

The offensive half inning will end when three outs are made or when five runs have scored. A team can score

more than five runs only if they are the result of a home run hit over the fence. In the last inning of the game, 10 runs may be scored by either team.

### ***Defense***

Ten (10) defensive players will be positioned in the field with four (4) of the ten being positioned in the outfield.

Each player must play at least two (2) innings of infield (C, P, 1B, 2B, SS, 3B) in each game.

Each child shall play no more than two (2) innings in the same position, in each game.

So as not to slow the game down, if the catcher is not ready, the inning should start without a catcher, and then allow the catcher to join the play when equipped.

### ***Other Game Rules (that apply to offense and defense)***

If a batted ball hits the coach, the ball is immediately declared dead and all runners advance one base.

Once the ball is delivered to the Pitching Coach, the ball is in play. The ball is dead when the pitcher has possession of the ball, is completely inside the pitching circle, and no runner is attempting to advance. Any runner that is not at least half way to the next base must return to the previous base. Also, any attempt by a fielder to throw the ball to the pitcher, if the ball passes through the pitching circle, shall be considered a dead ball. The umpire will call time when the ball is dead.

The infield fly rule will not be enforced.

### ***Coaching***

Two (2) adult base coaches will be allowed during an offensive at-bat and two (2) defensive coaches will be allowed on the field for instructional purposes. Defensive coaches are treated as part of the field, like umpires and must try not to interfere.

### ***Safety***

All players must wear helmets with facemasks when batting or running the bases or playing in the pitching position on defense.

## **Post Season Baseball**

### ***Post Season SCLL tournament (AA– Majors)***

Each division will have a local SCLL tournament using the rankings from the regular season as seed placements in a traditional double elimination bracket.

### ***District 9 Fun Tournament***

All SCLL players league age nine through twelve (9-12), including those trying out for All-stars are encouraged to sign up for the Fun Tournament. Players who are not selected for All-Stars can participate in the District 9 Fun Tournament.

***District 9 All-Stars Tournament***

The player agent and the SCLL Board will approve players and coaches for the All Stars tournaments.

All eligibility requirements for participating in the All Stars tournaments and all rules governing play in the Green Book will be followed.

SCLL will field as many (or few) teams as practical to be for each age group. The All Stars Coordinator will determine all stars fees.

**9/10 All stars**

The Player Agent and/or the SCLL Board will approve players and coaches for the 9/10 tournament.

**10/11 All stars**

The Player Agent and/or the SCLL Board will approve players and coaches for the 10/11 tournament.

**11/12 All stars**

The Player Agent and/or the SCLL Board will approve players and coaches for the 11/12 tournament.

**Juniors / Seniors All stars**

The Player Agent and/or the SCLL Board will approve players and coaches for the Juniors/Seniors tournament.

***District 9 Fun Tournament***

**8/10 Fun Tournament**

The Player Agent and/or the SCLL Board will approve players and coaches for the 8/10 tournament.

**10/12 Fun Tournament**

The Player Agent and/or the SCLL Board will approve players and coaches for the 10/12 tournament.