

SAN MATEO NATIONAL LITTLE LEAGUE BASEBALL



2019 LOCAL RULES

Last Revision: July, 2018

Juniors 80, Majors, AAA, AA, A, T
Ball, Wiffle Ball DIVISIONS

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MISSION STATEMENT

The San Mateo National Little League is committed to providing the best baseball experience possible for our:

Players, by teaching the fundamentals of baseball, including skills, teamwork and sportsmanship

Families, by providing a safe, positive and fun baseball experience

Coaches, by supporting their efforts to provide the highest standard of positive coaching appropriate for each age group

Community, by being an active part of San Mateo through its outreach to all families, schools and organizations

The SMNLL is about creating winners, not necessarily reflected on the scoreboard, but from the baseball experience that creates a lifetime of memories.

SAFETY RULES

These safety rules apply to Wiffle Ball, T-Ball, A, AA, AAA and Majors competitive divisions. These rules are specific safety reminders that include applicable safety rules found in the Official Little League Rule Book as well as City of San Mateo regulations, ordinances, and / or laws.

PLAYERS

1. Medical Releases for all active players must be readily available at all games and practices.
2. Parents should be encouraged to provide “safety glasses” for children that wear prescription glasses.
3. Players shall not wear watches, rings, pins, or any jewelry.
4. If a player wears a Medical ID’s, it must be taped.
5. All batters, base runners, player base coaches must wear batting helmets while on the playing field. (Does not apply to Wiffle Ball)
6. All players must wear an athletic supporter during games and practices. (Does not apply to girls or Wiffle Ball)
7. Catchers must wear long model chest protectors with neck collar, throat guard, shin guards, and a catcher’s helmet with mask.
8. Catcher must wear a mask, throat protector and catchers helmet during pitcher warm-ups at practices and games.

FIELD

1. On Deck batters are not allowed at anytime.
2. The playing area should be inspected for holes, damage, glass, and foreign objects prior to practices and games.
3. No games or practices should be held when, in the manager, coach or league official’s opinions, weather or field conditions are not safe.
4. All unsafe conditions must be reported immediately to any League Official.

EQUIPMENT

1. Managers must regularly inspect their team’s equipment for damage and proper fit. Any broken equipment must be reported to the League Equipment Manager and replaced.
2. During games, bats and loose equipment must be kept off the field and stored in the dugout.
3. First Aid kits and ice packs must be available at all games and practices.
4. During sliding practice, bases should not be strapped down.

Safety Rules – continued

GAMETIME

1. Little League rules prohibit fake tags because they can cause injury.
2. Little League rules do not allow headfirst slides when a batter or runner is advancing to a base. Base runners or batters may slide head first when returning to a base.
3. Catchers are not allowed to talk to opposing batters during a pitch.
4. No bat boys or other non-playing youths are allowed in the dugout or field during games.

OTHER

1. No smoking or chewing tobacco on the field or in the dugout.
2. Alcoholic beverages are prohibited in the stands, parking lot, or on the field. Our field permits may be revoked by the City if this rule is not observed.

OPERATING RULES

SMNLL BOARD

1. The SMNLL Board is comprised of volunteers from the parents and community at large. We strive to be inclusive and approachable and to complete our duties with integrity to the best of our ability.
2. Eligibility and election: Parents or community members are nominated in September & October. Board Slate is put forward to the general membership for election in November. Each position is a 1-year term. All positions have the option of being shared (i.e. “co-secretary”) or split (i.e. Player Agent for Majors/AAA and another for AA/A/T)
3. Organization:
 - Executive – President, Vice-President, Secretary, Treasurer, Player Agent
 - Administration – Equipment Manager, Safety Coordinator, Player Development, Coach/Manager Development, Umpire Coordinator, Field Manager, Special Events
 - Management – Division Coordinators (Whiffle, T-Ball, A, AA, AAA, Majors, Juniors 80)
4. Meetings will be held monthly September – June (or as necessary)
5. Board Duty: all board members are expected to complete “board duty” during the season and post-season. Responsibilities include –
 - make sure games start on time and progress smoothly
 - monitor safety and behavior
 - serve as an ambassador for SMNLL (listen to questions & concerns, problem-solve, handle situations, dispute resolution, etc.)

DECISION-MAKING

The SMNLL Board will strive to make decisions by consensus after through discussion. However, when consensus can not be reached, majority vote will rule.

All Board members are invited to participate in monthly meetings and participate in decisions made in those meetings.

Matters of discipline will be handled as outlined in Code of Conduct below.

CODE OF CONDUCT

Code of Conduct applies to Wiffle Ball, T-Ball, A, AA, AAA, Majors and Juniors 80 competitive divisions.

San Mateo National Little League's primary objective is to provide a safe environment for our players, to develop their skills, and allow them to enjoy the game of baseball. All volunteers must be responsible for their behavior and understand their responsibility when working with children and supporting our Little League organization.

San Mateo National Little League has a no tolerance policy for inappropriate behavior. It is the Team Manager's responsibility to manage the behavior of their players, coaches, and spectators.

PLAYERS

Players will conduct themselves in a respectful and responsible manner.

Players will honor the game by following the spirit and letter of the rules.

Players will leave the park cleaner than they found it.

MANAGERS AND COACHES

Managers & Coaches will conduct themselves in a respectful and responsible manner.

Managers & Coaches will honor the game by following the spirit and letter of the rules.

Managers & Coaches are responsible for the equipment, fields and children in their care during baseball practices and games.

1. Managers and Coaches must pass all Coaches Training courses required by the Board. Managers or Coaches that pass the required clinics and duties will be issued badges. These badges designate that they are qualified to manage or coach on the game field and must be worn during all games and practices by the manager and coaches. If a manager or coach fails to wear their badge on the field prior, during, or after a game, the umpire or Board Member on duty will ask the manager or coach to leave the field until they present a valid credential badge.
2. All Managers are required to have the following volunteers assigned prior to the start of the regular season game schedule: [except whiffle ball]
 - a. Assistant coaches -- recruit at least two assistant coaches and make sure they are properly badged
 - b. Field Prep – recruit a Minimum of two volunteers that are responsible for preparing the game field, regardless of being home or visitor. Home team is responsible for preparing the field for games at every level
 - c. Book Duty – recruit one person to regularly keep the team book. Home team for all AA, AAA & Majors teams must keep the “official” book and report score/pitch counts to division coordinator.
 - d. Team Admin – recruit a team administrator (“team parent”) for communication related to team and league events.

- e. All parents are expected to volunteer in some capacity. If not doing one of the assigned team jobs, then by volunteering at league events such as Opening Day, yearbook, socials, etc.
3. Managers are responsible for their team volunteers. If these volunteers fail to meet their obligations the Manager must fulfill these roles with other volunteers from his team or perform the duties themselves.
4. Managers are responsible for knowing and following all Little League guidelines and SMNLL local rules.
5. Managers are responsible for ensuring that players and spectators follow SMNLL code of conduct.

SPECTATORS

1. Spectators are required to participate in a constructive and respectful manner in accordance with Little League guidelines and San Mateo National Little League (SMNLL) directives.
2. It is every spectator's responsibility to:
 - Cheer positively for players and teams.
 - Conduct themselves in a manner that promotes respect and good sportsmanship.
 - Leave the coaching to the Managers and Coaches.
 - Leave the officiating to the umpires.
 - Leave the Dispute Resolution to the Board Members on duty.
 - Respect the Quiet Zones behind home plate backstop.

VIOLATIONS OF THE CODE OF CONDUCT – Player

SMNLL takes a Progressive Discipline approach to violations. In the case of any rules or behavior violation by a player, the Board Member on Duty will notify the President, Division Coordinator, & Player Agent promptly in writing with the facts of the case (who, when, where, what happened, etc.). The President, Division Coordinator & Player Agent may choose from the following options:

- Verbal warning – no further consequences apply
- Written warning – no further consequences apply
- Consideration of Suspension – submit case to Exec Board (see below)

VIOLATIONS OF THE CODE OF CONDUCT – Manager/Coach

SMNLL takes a Progressive Discipline approach to violations. In the case of any rules or behavior violation by a coach or a manger, the Board Member on Duty will notify the President and Division Coordinator promptly in writing with the facts of the case (who, when, where, what happened, etc.). The President & Division Coordinator may choose from the following options:

- Verbal warning – no further consequences apply
- Written warning – no further consequences apply
- Consideration of Suspension – submit case to Exec Board (see below)
- Consideration of Ban – submit case to entire Board (see below)

VIOLATIONS OF THE CODE OF CONDUCT – Parent/Fan/Spectator

Board members have the authority to remove parents/fans/spectators from the premises if they are creating a situation that violates the code of conduct and/or creates an unsafe situation for players & families. Board members have a duty to ensure an environment of safety and sportsmanship. In the case of any rules or behavior violation by a parent, fan or spectator, the Board Member on Duty can take any of the following actions:

- Verbal warning – no further consequences apply
- Request removal from the premises – submit written report to Exec Board
- Call for a public safety officer
- Consideration of Ban – submit case to entire Board (see below)

CONSIDERATION OF SUSPENSION

If the situation warrants consideration of suspension, the President will submit the facts of the case in writing to the Executive Board. The Exec Board has no more than 48 hours (or before the next game) to discuss and render a decision. The decision for suspension will be made by the Executive Board plus Division Coordinator specific to the situation. The vote may take place either in person or electronically but must be clear to all those included in the vote. Members of the executive board with personal ties to the issue at hand are encouraged to recuse themselves from the vote. The President or Division Coordinator will promptly notify the person once the decision is made.

NOTE: The SMNLL Board takes the rules regarding player playing time VERY SERIOUSLY. Violations of the minimum playing time rules, whether intentional or unintentional, will result in a 1 game suspension of the manager.

CONSIDERATION OF REMOVAL/BAN

If the situation warrants consideration of removal or ban, the President will submit the facts of the case in writing to the entire SMNLL Board and call an Emergency Meeting. The Board has no more than 4 days (or before the next game) to discuss and render a decision. The decision for removal/ban will be made by the entire SMNLL Board. The vote must take place in person with no proxy votes. Members of the Board with personal ties to the issue at hand are expected to recuse themselves from the vote. The President will promptly notify the person once the decision is made.

EJECTION FROM GAMES

1. When a manager, coach, parent, spectator, or player is ejected from a game, they must leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled.
2. If a player is ejected from a game and a parent is not present, the Board Member on duty or another adult will be assigned to watch the player.
3. In the event a parent, or player is ejected or removed from a game by a Board Member or Umpire, the guidelines for "Violation of Code of Conduct" listed above will be followed.
4. In the case of an ejection or removal from a game of a Manager or Coach, the guidelines for "Violation of Code of Conduct" listed above will be followed. The recommended disciplinary action will include:
 - a. First offense incidents for Managers or Coaches
 - i. Will result in a minimum two game suspension (to include any practices in between games) and may not be in attendance at the game or practice.
 - b. Second ejection incidents for Managers or Coaches
 - i. Will receive a suspension for the remainder of the season, playoffs, and any post season tournaments.
 - c. The executive board can review and recommend additional punishment approved by a majority rule of the Board
5. If the Coach and/or Manager requests to be reinstated the following season, they must go in front of the entire Board, explain their actions, and explain how similar incidences will not happen again.
6. Refusal to honor the suspension rules and/or attend the board hearing and the Coach and/or Manager will be prohibited from managing or coaching for three additional seasons.

BOARD MEMBER ON DUTY

1. Board Members on Duty have the responsibility to notify the Manager of any misbehaved spectator, coach, or player that the Manager may not observe during the game.

GENERAL RULES

These general rules apply to AA, AAA and Majors competitive divisions.

PLAYERS

1. Players must compete in proper uniform and with Little League-approved equipment.
2. Players are expected to attend all practices and games. Players with chronic attendance issues place an undue burden on the team and contribute to competitive im-balance. Players are expected to communicate with their manager if they are going to miss a practice or game.
3. If a player misses three or more games in a row (“excused” or “unexcused”) the Manager must notify the Player Agent. Close monitoring of the attendance situation by the Player Agent and Manager is warranted to determine appropriate action.
4. Injured players may sit in the dugout during play provided they wear their uniform shirt.

PREGAME

1. Field Preparation – Home team must provide a minimum of one volunteer (recommend two) that are responsible for preparing the game field.
2. Playing Time Record – Managers must complete a lineup card with players listed in numerical order to the home plate umpire before each game. The umpire will record each non-participating defensive player for minimum playing time purposes.
3. For AA, AAA and Majors games, the home team must provide the official scorekeeper.

GAMETIME

1. Managers and Coaching Staff on Field - No one except eligible players in uniform, manager, and coaches wearing the proper certification badge shall occupy the bench or dugout. A team may choose additional coaching staff for any game as long as the coach(es) chosen have the proper certification required of them on file with the league. Majors and AAA may have a maximum of 3 coaches (including manager) on the field, AA may have a maximum of 4 coaches (including manager) on the field.
2. Restraining Line – Managers and coaches may not cross the restraining line without permission of the umpire. Failure to obtain permission from the umpire will constitute a trip to the mound and possible ejection from the game at the discretion of the umpire.
3. Plays at Home Plate – Any runner is out when, if in the judgment of the umpire, the runner fails to avoid contact with any player covering home plate during a play (either prior to, during, or after the ball arrives from the field). The runner shall not

be called out for any contact incurred during a feet first slide into the player covering home plate during a play at home plate. A runner is not automatically called out if he/she does not slide.

4. Teams are not allowed to chatter opposing batters during a pitch that may distract the batter or to pitchers when they wind-up or delivery. After second warning, the umpire may eject the Manager, coach, or player from the game.
5. Players, managers, and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during the game in which they are engaged.
6. Players and substitutes shall sit on their team's bench or in the dugout unless participating in the game or preparing to enter the game.
7. When batters or base runners are retired, they must return promptly to the bench or the dugout.
8. Scorekeepers should announce pitch counts after each full inning (and upon request) and when it's determined a pitcher has reached their maximum allowable pitch count.
9. A team must consist of at least 8 players to begin or continue playing a game. If a team starts with 8 players and any player becomes unable to play, that team must forfeit the game.
10. A Manager may question a call by an umpire by first asking and being granted a timeout by the umpire. If the Manager has a question concerning a Little League or Local Rule, he must state the specific rule in question and be prepared to show the rule in the Little League or SMNLL local rule books. For example, after the time out is granted, the Manager may say "page 33, section 5.11 states that a pitcher who throws 35 pitches in a game must have 2 days of rest and XXXX pitcher only had 1 day of rest." The Manager may not ask an umpire to apply judgment to a stated Little League or SMNLL local rule by saying "is something like that allowed under the rules?" or "I think the rule means....".

POST GAME

1. Equipment and Dugouts – Managers of teams playing the last game of the day are responsible for securing all league equipment and removal of trash from the dugouts.

PROTESTS

1. Pitch count violations are not "protestable" following the end of a game. It is the responsibility of all involved to make sure we care for the pitcher's arm.

TIE BREAKERS

1. Tie Breaker Protocol – If two teams are tied in the final standings, head-to-head competitions will be used as a tiebreaker. If the two teams remain tied, for purposes of league standings and trophies, the teams will remain tied. The remaining tie breaking procedures will be used to determine tournament seeding and drafting position for the following year.

- a) Head to head competition
- b) Won-Loss record against the top teams in their order of finish
- c) Won-Loss record against the remainder of the teams in their order of finish
- d) One game playoff between the two teams tied for one remaining playoff spot
- e) Coin tosses for seeding purposes only

In the event of a tie between any of the top four finishers (playoff contenders) from league play the tiebreaker protocol will follow the format depicted above through C. If such teams remain tied after the protocol waterfall is exhausted a coin toss will determine playoff seeding. The winner of the coin toss will have the option of home advantage and the seed or drafting position (majors only) in the subsequent year. The draft position selected will remain the drafting position for that team throughout the entire subsequent year's draft. Trophies will be awarded to the tied teams for the regular season in the position of finish (i.e. if there is a perfect tie for first place all players on both teams will be awarded first place trophies).

MAJORS RULES

These local rules apply to all Major games.

AGE REQUIREMENT

1. "Baseball" 9 year olds or younger are not eligible for the Majors.
2. All 12-Year Olds will play in the Majors with the exception of safety concerns.
3. Roster size is 12.

DRAFT

1. A three person panel will be assigned to evaluate option-eligible players and seed them appropriately into draft. Managers are allowed one (1) coach option
2. All 12-year-olds will be included on a majors team with a maximum of 8 (or other specified maximum determined by SMNLL board not to exceed 8).
3. Player Call-up will be at the discretion of the Executive Board and include the Majors Division Coordinator. Player Call-up will be considered if a Majors player is absent (or is expected to be absent) for 1/3 of the season, a player must be called up from AAA. If the player that misses the games returns to the team, the team will play with 13 players with approval from Little League. No player will be brought up from AAA after two-thirds of the season has been completed. See Appendix B.

RESCHEDULED GAMES

1. Suspended or Rained Out Games – Suspended or rained out games will be rescheduled to be played on the next available day. If there is more than one canceled or suspended game during the week, then the games will be played on successive days in the same order that they were originally scheduled.
2. Rescheduling Games prior to season – Once the schedule is released to the managers, which will be within 48 hours of the Major Draft, each manager has two weeks to alert the Majors Coordinator of possible conflicts. After the two weeks, the Major Coordinator will release the Final Schedule. This schedule is then final.

PREGAME

1. Pre Game Warm Up – The visiting team shall take the field 25 minutes prior to game and warm up for a period not to exceed 10 minutes. The home team may warm up 15 minutes prior to game not to exceed 10 minutes at which time the umpires will call the start of the game. The board member on duty will control the start time of games and resolve any warm-up disputes.

GAMETIME

1. Bat Throwing – If a player throws his bat while at bat or otherwise, he will be warned. A second occurrence will result in the player being benched for that game. If the umpire deems that the player threw the bat on purpose, the player may be ejected from the game immediately.
2. Minimum playing time - Each player in the Majors Division must play for nine consecutive defensive outs (3 innings), and have one at bat. The only exception to this rule is when the home team is ahead after 5 ½ innings or called games. Playing time can be reduced to 2 innings for actions detrimental to the team, but only after submitting in writing the reason for the reduction to the Division Coordinator and approved by the Player Agent and Division Coordinator. Managers must make an effort to allow players to receive one at-bat during a game. Players that do not receive an at-bat during a game (for any reason), must play the first 3 innings of the next scheduled game. A player, who does not receive his at bat or play his nine consecutive innings due to Manager Error, will start the next game and play the full game.
3. Time Limits – Only the weather and available daylight will limit weekday games. Weekend games will be limited to 2 hours and 15 min, although the last game shall be limited only by daylight as decided by an on duty Board Member. No new inning will start if the time limit is exceeded. A new inning starts at the moment the third out is made completing the preceding completed inning. The Official Scorekeeper must document the start time of each game.
4. No more than three (3) coaches are allowed in the dugout/on the field during the game.

ALL-STARS

1. The All-Star Managers will be selected by the Majors' managers shortly after the season ends. The Majors' managers, league President, Majors' coordinator and Player Agent will be present at the selection meeting.
2. Being selected to represent SMNLL as an All Star is an honor. Players are selected based on a variety of factors after the regular season is complete.
3. For the 12/11-year-old team only, players will help select the All-Star team. Towards the end of the regular season, the Majors Coordinator/Player Agent will compile a list of all 11's and 12's playing in the Majors. All players in the Majors Division will get the list and get to vote for six (6) players to represent SMNLL on the 12/11 Year All Star Team. Top 4 vote-getters will be the first selected to the team. The remainder of team will be selected afterwards.

AAA RULES

These local rules apply to all AAA games.

AGE REQUIREMENT

1. It is recommended that “Baseball” 8 year olds and younger are not eligible for AAA. In exceptional cases, where the panel deems them qualified, an 8 may play AAA. In this case, the parent must manage.

DRAFT

1. A 3-person panel will be assigned to evaluate option-eligible players & seed them appropriately into draft. Each team shall have a maximum of two (2) coach’s options.
2. Coach’s Option - is determined by the AAA Coordinator before tryouts. Coaches selected by the “Coach’s Option” must participate in most practices and games. Failure to participate, the situation will be reviewed by the Board of Directors.
3. In Season Major League Draft – When an AAA player is drafted into majors, the AAA team needing a player will follow the attached San Mateo National Little League Procedure for AAA Promotion. No player may be drafted after 70% of the AAA season has been completed.
4. Roster size is 12-14 players.

RESCHEDULED GAMES

1. Suspended or Rained Out Games – Suspended or rained out games will be rescheduled to be played on the next available day. If there is more than one canceled or suspended game during the week, then the games will be played on successive days in the same order that they were originally scheduled.

PREGAME

1. Home teams shall provide an Official Scorekeeper.
2. The Batting Order – will be the entire team roster. Managers shall establish and submit a batting order to the official scorer (to be provided by the home team) and to the opposing manager before each game. All batters will bat in order, with no changes allowed in that order.

GAMETIME

1. Minimum Playing Time – Each player must participate in each game for a minimum of nine defensive outs. There is free substitution, and players once removed from the game may re-enter. However, no defensive substitutions will be allowed in the middle of the inning except pitching changes or substitution due to injury. If a manager abuses this rule and limits player from playing under the allotted innings

required (with the exception of a 5 inning games or called games) the manager may be suspended for 1 game.

2. Time Limits – Only the weather and available daylight will limit weekday games. Weekend games will be limited to 1 hour 45 min, although the last game shall be limited only by daylight as decided by an on duty Board Member. No new inning will start if the time limit is exceeded. A new inning starts at the moment the third out is made completing the preceding completed inning. The Official Scorekeeper must document the start time of each game.
3. No more than three (3) coaches are allowed in the dugout/on the field during the game.
Twelve-year-olds are not permitted to pitch.
4. A player once removed as a pitcher, may not pitch again in the same game.
5. There is a 5 run limit except for the 6th inning, extra innings, or the last inning of the game due to time limit or darkness. Last inning must be declared by umpire if necessary.
6. Mercy Rule – If one team leads another team by 10 or more runs after the close of the 5th inning, the game is over. If the home team is leading by this margin prior to the start of the bottom of the 5th inning, the game is considered over without them batting. If time permits, the game can continue without score (pitch counts still must be recorded).
7. For the purpose of calculating innings caught (for catcher) reception of a single pitch during play will constitute an inning caught. A catcher who catches for more than 3 innings may not play the position of pitcher during that game.

ALL-STARS

1. The All-Star manager will be selected by the AAA Managers in a meeting shortly after the regular season ends. The league president, AAA coordinator, and player agent will be present at the meeting.
2. Being selected to represent SMNLL as an All Star is an honor. Players are selected based on a variety of factors after the regular season is complete.
3. If a baseball age 10 or 11-year-old player elects to opt-out of being drafted to Majors, player will not be eligible for District 52 all-star team. Player would be eligible for Super Bowl team only.

AA RULES

These local rules apply to all AA games.

DRAFT

1. "Baseball" age 7 through 9 year olds are eligible for AA.
2. It is recommended that 6 year olds and younger are not eligible for AA. In exceptional cases, where the panel deems them qualified, a 6 may play AA. In this case, the parent must manage.
3. Roster size is 12-14 players.

PREGAME

1. A 10' diameter Pitcher's Circle will be drawn around the pitcher's mound.

GAMETIME

1. Time Limits – No new inning will start after 1 hour and 35 minutes. A new inning starts at the moment the third out is made completing the preceding inning.
2. The Home Team will keep score and write down the start time.
3. No more than 4 coaches are allowed in the dugout/on the field during the game.
4. Coach pitching will occur in the first half of the season. Coach pitchers will be from the offensive team, cannot coach the batter, and will throw a maximum of 7 pitches to a batter unless the 7th pitch (and beyond) is fouled off or unhittable. Strikeouts apply. Coaches must pitch from the pitchers mound.
5. During Coach Pitch, the batter starts with a 0-0 count.
6. Kid pitching will begin during the 6th week of the season (Weeks 1 through 5 is all Coach Pitch) (subject to vote by AA managers at the beginning of the season).
7. When kid pitching begins, the batter will start with a 0-0 count.
8. Ten players will play on defense (4 outfielders). Teams must have a minimum of 8 players to play.
9. Every player must play a minimum of 4 innings on defense. No player shall play more than 2 innings at any one defensive position during a game.
10. Continuous batting order will apply.
11. No stealing, bunting, infield fly rule, or curve balls.
12. Outfielders must play at least 10 feet back off the edge of the infield.
13. Kid pitcher and coach pitcher must throw from the pitcher's rubber.
14. A batted ball that hits the coach pitcher is a live ball.

15. Play is stopped when the ball is returned to the kid pitcher who must have control of the ball with both feet inside the Pitcher's Circle.
16. A half-way line will be drawn between 1st and 2nd, 2nd and 3rd, and 3rd and Home Plate. Umpires will make an assessment at the time that the ball was delivered to the kid pitcher if runner crossed the half-way line. The defensive team is free to make plays on runners but once the ball reaches the kid pitcher who has both feet inside the Pitcher's Circle and control of the ball, the play is dead. In the event a kid pitcher fields a batted ball inside the Pitcher's Circle and shows intent to make a play on a runner, the ball will not be considered dead. Umpires assessment of intent applies.
17. One base may be taken on an overthrow to any base. Defense may attempt to throw runners out that are advancing due to overthrow. If the subsequent throw is overthrown, the play is dead and runners may not advance again.
18. There is a 3 out or 5-run rule per inning except in the last inning (unlimited runs allowed in the last inning). Last inning must be declared by umpire if necessary.
19. If the coach-pitcher hits a batter, the pitch is a dead ball and considered a ball.
20. If the player-pitcher hits a batter, it is the batter's choice to take a base or finish at bat in batters box.
21. During any Coach Pitch, the kid pitcher must stand anywhere behind the coach pitcher with one foot in the circle with a clear view of the batter.
22. Kid pitcher gets to throw 4 pitches to the batter unless the 4th pitch is fouled off.
23. Pitch count rules apply to all ages. Check your LL rules for age related pitch count rules.
24. A game is over if a team is ahead by 10 or more runs after the end of the fifth inning. If time permits, the game can continue without keeping score.
25. No protests will be honored past the end of a game.

Appendix A

Summary of Current SMNLL Major Division Draft Option Policy

Major Draft Option policy:

A three person panel will be chosen by the Division Coordinator and League President. The panel will evaluate option eligible players during the tryouts. The panel will then seed the players appropriately into the draft. The team Manager affected by the player option may exercise this option prior to the draft. If the Manager does not exercise the option, the player can be drafted by any team in any round.

Appendix B

Procedures for Player Promotion and Succession

Pre-Season Promotions:

Occasionally, subsequent to the major draft and prior to (or concurrent with) the AAA draft a player may decline to play in the league. When such a situation arises, it is the responsibility of the affected major manager to notify the player agent no later than 24 hours after learning of the potential withdrawal from the league and to provide the player agent with the names of five alternative player candidates listed in order of preference. It is then the player agent's responsibility to notify the AAA coordinator as soon as possible thereafter such that the AAA coordinator can inform the respective AAA managers regarding the potential loss of a player candidate. If the affected major manager fails to notify the player agent within 24 hours of learning of the potential for a withdrawal from the league, the affected major manager will be suspended from the league.

Mid-Season Promotions:

1. Immediately upon learning of a player vacancy, the Player Agent shall compile a list of AAA players eligible for promotion to the majors ("eligible list"). The Player Agent shall promptly provide the eligible list to the major manager with the player vacancy.
2. Within one week of the receipt of the eligible list, the major manager must provide the Player Agent with a written roster identifying five choices for promotion listed in order of preference. The deadline for the major manager's timely submission of the promotion roster to the Player Agent shall be in writing, specifying the time and date the roster is due.
3. As soon as possible, the Player Agent will arrange a face-to-face meeting with at least one parent of the first player selected by the major manager.
4. The selected player will have 72 hours from the meeting with the Player Agent to accept the promotion ("decision period"). Failure to timely accept promotion will result in the elected player's loss of future promotion during the current season. The Player Agent will notify the major manager of the player's decision. Once a selected player does not accept the promotion, the Player Agent will promptly repeat the promotion process with the next candidate selected by the major manager.
5. In the event that the first three candidates do not accept promotion, the major manager should begin preparation of another list of five candidates. The next list shall be provided to the Player Agent, no later than the end of the decision period for the fourth candidate.

Appendix B - continued

Procedures for Player Promotion and Succession

6. In the event a major manager fails to timely provide the Player Agent with a roster of candidates, the Player Agent shall use his own discretion to select an AAA player for promotion from the eligible list. All applicable AAA promotion rules will still apply. If the candidate selected by the Player Agent does not accept promotion, the Player Agent shall continue to use his discretion in the election of additional candidates until the major manager provides the Player Agent with a written roster of candidates (Rule 2). The Player Agent will not use any tardy roster submitted by a major manager until the current candidate does not accept the promotion.
7. There shall be no contact between the major manager and the AAA prospect for promotion or his/her parents. All contacts must be through the Player Agent. The AAA manager should be notified immediately after one of his players accepts a promotion. If a manager contacts a prospect, he or she loses the right to that player.
8. The lower division team from whom the player is promoted will not have another player promoted that season until all other teams have had a player promoted.
9. Once a player is promoted from AAA to Majors during the regular season, a player from AA will be eligible for promotion to AAA and similarly from A to AA. Promotions occurring in the AAA and lower divisions only will also follow this process. The above referenced rules governing promotions apply to all divisions.

Appendix C

PITCH COUNT LOG

DIVISION: _____ **GAME #:** _____

DATE: _____

TIME: _____

HOME TEAM: _____

VISITING TEAM: _____

INNING	PITCHER (NAME / NUMBER)	# OF PITCHES
1		
2		
3		
4		
5		
6		
7		

INNING	PITCHER (NAME / NUMBER)	# OF PITCHES
1		
2		
3		
4		
5		
6		
7		

GAME TOTAL

PITCHER	# OF PITCHES

GAME TOTAL

PITCHER	# OF PITCHES

Official Scorer: _____

Appendix D

2019 Pitching Rules

Baseball VI - PITCHERS

- (a) Any player on a regular season team may pitch (with an exception of a 12 year old in AAA).

(NOTE: There is no limit to the number of pitchers a team may use in a game.)

- (b) A pitcher once removed from the mound cannot return as a pitcher. (c) The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

League Age

- 11 -12 85 pitches per day
- 9-10 75 pitches per day
- 7-8 50 pitches per day

Exception: If a pitcher reaches the limit imposed in Regulation VI (c) for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base;
2. That batter is put out;
3. The third out is made to complete the half-inning.

Note 1: A pitcher who delivers 41 or more pitches in a game cannot play the position of catcher for the remainder of that day.

- (c) Pitchers league age 14 and under must adhere to the following rest requirements:
- a. If a player pitches 66 or more pitches in a day, four (4) calendar days of rest must be observed.
 - b. If a player pitches 51 - 65 pitches in a day, three (3) calendar days of rest must be observed.
 - c. If a player pitches 36 - 50 pitches in a day, two (2) calendar days of rest must be observed.
 - d. If a player pitches 21 - 35 pitches in a day, one (1) calendar days of rest must be observed.
 - e. If a player pitches 1-20 pitches in a day, no (0) calendar day of rest is required.
- (d) Each league must designate the official scorekeeper or another game official as the official pitch count recorder.
- (e) The pitch count recorder must provide the current pitch count for any

pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.

- (f) The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in Regulation VI (c). The umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation VI (c). However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
- (g) 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.
- (h) A player may not pitch in more than one game in a day.

Pitching Rules - continued

NOTE:

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. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
2. Pitches delivered in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitcher's eligibility.
3. In suspended games 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, 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 in 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 pitches 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.