



# SEBASTOPOL LITTLE LEAGUE

LOCAL RULES

2026 SEASON

## Preamble:

The purpose of these Local Rules is to provide the methods and rules by which each division and tournaments are run. The Local Rules also provide Sebastopol Little League-specific rules regarding governance of the League.

Refer to the Little League Rulebook or Little League Operating Manual for any questions not specifically covered in this document. If you still have questions, contact the Sebastopol Little League Board.

## I. DIVISIONAL STRUCTURE

Sebastopol Little League (SLL) is divided into eight divisions based on age and ability as allowed by Little League Rules. Each division has its own set of Local Rules that govern play as outlined in a specific section below. Note that ages shown below are “league ages” (the child’s age as of August 31st). Players may only play in a higher or lower division under special circumstances and with Board approval. Sebastopol Little League will have a Draft Evaluation Committee to evaluate players who wish to, or are deemed appropriate to play in an undesignated division, whether higher or lower. The committee shall consist of the Player Agent, Registrar, Coaching Coordinator, and others as deemed necessary by the Board. The chair of the Draft Evaluation Committee will be the Player Agent. The Chair will handle all communications with parents, coaches and managers regarding the Draft Evaluation Committee’s decisions. The committee will decide matters by majority vote which will be considered binding. A parent will have an option to appeal to the committee, if desired, but the committee’s ultimate decision is binding. The committee may be convened as needed during the season to resolve issues as they arise.

The divisions are:

**Tee Ball:** This division is primarily for players of ages 4-6, unless safety concerns warrant alternate division placement. The number of players on a team and number of teams in the division is adjusted each year based on total registration. Each year new teams are formed (players do not automatically return to the same team as the previous year).

**Minor A:** This division is for players ages 6-8, unless safety concerns warrant alternate division placement. The number of players on a team and number of teams in the division is adjusted each year based on total registration. Each year new teams are formed.

**Minor AA:** This division is for players ages 7-10, unless safety concerns warrant alternate division placement. The number of players on a team and number of teams in the division is adjusted each year based on total registration. All players intending to play Minor AA must participate in one of the two player evaluations days or the player will be placed on a team based on their past experience in SLL. Each year new teams are formed.

**Minor AAA:** This division is for players ages 8-11, unless safety concerns warrant alternate division placement. The number of players on a team and number of teams in the division is adjusted each year based on total registration. All players intending to play Minor AAA must participate in one of the two player evaluations days or the player will be placed on a team based on their past experience in SLL. Each year new teams are formed. Twelve-year-olds may only play in AAA with written approval of the parent

of the player, the Board of Directors, and the District Administrator. The approval must be obtained prior to the Majors draft.

**Majors:** This division is for players ages 10-12, unless safety concerns warrant alternate division placement. The number of teams may be adjusted depending on the number of eligible players, but is usually maintained at four or five. All players intending to play Majors must participate in one of the two player evaluations days or the player will be placed on a team based on their past experience in SLL. Each year returning Majors players will be redrafted. All 12-year-olds must play in Majors unless, prior to the draft, they receive written approval from the parent of the player, the Board of Directors, and the District Administrator for an exception.

**Intermediate 50/70:** This division is for players ages 11-13, unless safety concerns warrant alternate division placement. The league may roster up to 20 players if fielding only one regular season team. The number of teams may be adjusted depending on the number of eligible players. All players intending to play Intermediate 50/70 must participate in a player evaluation day or they will be placed on a team based on their past experience in SLL.

**Junior:** This division is for players ages 12-14, unless safety concerns warrant alternate division placement. They play on a full-sized baseball field, with 90-foot bases and 60'6" pitches. The maximum number of players on a team is 14. Exception: The league may roster up to 20 players if fielding only one regular season team. The number of teams in the division is adjusted each year based on total registration. Each year, returning players play for the same team as the prior year. For a returning player to be guaranteed a roster spot, the player's registration form and full payment must be received no later than one week prior to the first day of tryouts. Returning players signing up later than one week prior to the first day of tryouts may need to try out or be placed on a waiting list, depending on the number of total players registered. When players on the waiting list are assigned to a team, they shall be chosen in the order they signed up. The league may allow 15-year-olds to participate in the Junior Division for the regular season only if the player's skill level is assessed appropriate for that division. The league Board may prohibit the 15-year-olds from pitching in the Junior Division.

**Senior:** This division is for players ages 14-16 and plays on a full-size baseball field. This division is designed to be available for players who also play high school baseball. As such, games in this division start after the high school season ends. The number of players on a team and number of teams in the division is adjusted each year based on total registration. The maximum number of players on a team is 14. Exception: The league may roster up to 20 players if fielding only one regular season team. Each year returning players play for the same team as the prior year, if they are still within the age limits and there is the same number of teams as the previous year).

Notwithstanding the above, in the event the league experiences a shortage of qualified volunteer managers and/or field availability, priority will be given to returning players that sign up no later than one week prior to the first day of tryouts/evaluations and within this group, teams will be filled in the order the player is registered until filled. Refunds will be issued to those players that failed to get selected due to the shortage of volunteer managers.

## II. GENERAL RULES

A. Volunteers: Sebastopol Little League is a volunteer organization and the success of the league is dependent on the participation by players' families. By registering to play, each player and their family agree to make reasonable efforts to assist their team, such as volunteering to be a manager or coach, assistant coach, umpire, team parent, and/or assist in field maintenance, snack bar, scoring, and the like.

Any adult that is on a field or in a dugout for any reason during practice, pre-game, or games must have an approved volunteer application on file before the first team practice.

Participants, administrators, and volunteers are permitted to participate in other baseball and softball programs while participating in Little League as long as the following policies are followed:

1. Any funds raised using the name or trademarks of Little League must only be used for Little League activity.
2. Any purchases for non-Little League programming or for individuals participating in a non-Little League program shall not use league funds.
3. Such participation may not represent the local Little League in any way, including the wearing of team Little League uniforms, use of equipment purchased by the league or use of local Little League program's name or official marks. Any expenses for a team(s) and/or individual(s) to participate in non-Little League programs is the responsibility of that team and/or individual(s).
4. Participation in non-Little League programming is not insured or covered under the AIG group insurance program for Little League, and the administrators organizing such activities should obtain separate insurance coverage for any non-Little League participation.

Any violation of this regulation by the local Little League may result in revocation of the league's charter and/or suspension of tournament privileges for the league or individuals associated with such team. An individual, or a group of such individuals, that participates in a non-Little League program, club, tournament, event, or game, are subject to the provisions of this Regulation, Regulation IV(a) Note 2, and the provisions of the Tournament Rules and Guidelines regarding "player participation in other programs;" pertaining to player eligibility requirements for Little League International Tournament play.

B. Decorum: Managers, coaches, umpires, parents, spectators, and players shall exhibit behavior that exemplifies fairness, tolerance, and good sportsmanship at all times. The Parent Code of Conduct will be emailed to all registered users in Sebastopol Little League's system every season. By having your child participate in Sebastopol Little League, you are agreeing to behave in accordance with the Parent Code of Conduct. Any parent or fan misconduct can be passed on to the Disciplinary Committee Chair.

No negative or derogatory chatter is allowed, including calling out names of opposing players. No chatter of any kind is allowed once the pitcher and catcher are in their set positions.

Managers and coaches must maintain control of their players at all times.

Any verbalized profanity by a coach or manager directed at or toward a youth umpire will result in the coach and/or manager being ejected from that game. If such action occurs again or at any future game, the manager and/or coach will be immediately suspended for a duration to be determined by the Disciplinary Committee.

Managers must also maintain control of their parents and spectators at all times. Any umpire may, though is not required, to issue a warning to a manager that the parents or spectators need to be controlled. If a warning is issued and the umpire, in the umpire's sole discretion, determines that the offending spectators are still not controlled, the umpire may order both teams into their dugouts and suspend play until such time as league officials deal with any unruly spectators. Failure of league officials to adequately handle an unruly spectator can result in the game remaining suspended until a later date (Rule 9.01g).

Notwithstanding the above, in limited and extraordinary circumstances, the game may be immediately suspended without warning, if the umpire determines that it is in the best interest of the players that the game should be suspended. One example could include a physical altercation of any nature.

C. Playing Time: The playing time for each division must be met unless there are disciplinary reasons. The Player Agent and the player's parents must be notified prior to the game of any disciplinary action involving playing time. Exception: if the behavior requiring discipline occurs during a game, practice or other league activity, the manager or umpire may discipline the player by releasing the player to their parents at that time. In such an event, the manager must notify the Player Agent within twenty-four (24) hours of the event causing the ejection from the game. When a player does not meet minimum playing time for reasons other than discipline or a shortened game, the manager shall receive a warning. If there is a second occurrence, the manager shall be suspended one game. Subsequent violations shall result in further suspensions and could result in dismissal by the Board.

D. Replacements: If a team loses a player due to injury or other justifiable reason (as approved by the Player Agent and Board), that player may be replaced with a player from a lower division. The replacement player must be age eligible for the higher division and the move must be approved by the Player Agent and Board. Games may be started and continued with eight (8) players and the ninth (9th) spot in the batting order will be skipped without penalty (Rule 4.04).

E. Scorebooks: Managers shall appoint a team scorekeeper and maintain a scorebook for each game using standard scoring procedures. Scorebooks may be checked periodically for compliance with minimum playing time and pitching rules. The GameChanger scorekeeping app may be used in place of traditional paper scorekeeping.

F. Playing Rules and Division Specific Skills: Coaches should be familiar with the official Little League Rule Book and Local Rules for their division, and be able to teach and review rules at a level appropriate for the age group being coached. At the beginning of the season, coaches should review the rules for their division with their players and parents.

At the beginning of each season, the Coaching Coordinator will provide division specific skill goals to each manager. All players are expected to have basic mastery of their division's skill goals before advancing to the next division level.

G. Player Pool: A player pool exists to provide players to each team to guarantee enough players for a game. The minimum number of players on a team is nine (9). A manager may request a pool player within their respective division or one division below, who are age appropriate and have been assessed capable, to bring their team roster to nine (9) so that the in-game injury of one player does not cause a forfeiture of the game. Managers needing players should contact the Player Agent with as much advance

notice as possible. Pool players must wear their regular team jerseys. Any pool player who arrives for a game must play at least the defined minimum time except when injured. The intent of pool players is not to replace those players who should be removed from the roster because of injury or other appropriate reasons. They are intended to fill in for a player who will be missing a single game. Before the first game of the season, each manager will provide a list of willing pool players to the Player Agent. Managers are to encourage their players to volunteer as a pool player as they benefit the league and offer the individual player an opportunity for good sportsmanship (playing for opposing teams). The Player Agent shall then select the pool players from the master list, managed alphabetically, on a rotating basis.

Pool players cannot pitch, and must bat last at the end of the lineup.

Except as otherwise provided here, use of pool players shall conform to Regulation Vc of the Little League Rule Book.

H. Food: No food or drink of any kind is allowed on the field (players or coaches). This includes gum and sunflower seeds. Water and sports drinks in plastic bottles are allowed in the dugout. No other drinks are allowed in the dugout. Sunflower seeds are allowed in the dugout but must be cleaned up after each game. No other food is allowed in the dugout. Teams that consistently do not clean up seeds in the dugout will lose this privilege.

I. Snack Shack and Complaint Box: For the AA through Junior divisions, each player's family must volunteer two (2) hours in the snack shack per season. A complaint box will be made available at the Polley Field and Clahan-Laguna Field snack shacks to submit written complaints to the league. The Concessions Manager will submit all written complaints to the Marketing and Public Relations Director on a weekly or more frequent basis. Complaints may also be submitted directly to the Marketing and Public Relations Director via electronic correspondence. The Marketing and Public Relations Director will, at his or her discretion, either address the complaint directly, or bring the issue to the Board for further attention, with the exception of manager, player, or coach-related complaints, which must be submitted first to the Disciplinary Committee Chair.

J. Managers/Coaches: Each team shall have one manager and a maximum of two coaches of record, with the exception of Tee Ball and Minor A, which will have one manager and not more than three coaches of record. Parents and players must play on the team on which they are drafted, or they will forfeit the season without a refund or request a change (subject to Board approval).

Managers for the following spring season will be recruited in September and October, and will be selected at the November Board meeting, if possible.

Preference will be given to managers with prior SLL coaching experience, though the league reserves the right to refuse any returning manager at its discretion.

Managers can request coaches, but the President and Board must approve the potential coaches of record. The names of the coaches of record must be provided by each manager to the Coaching Coordinator, Player Agent or President prior to the first regular season game. This list shall be maintained by the Coaching Coordinator, Player Agent and President. Only managers and coaches of record are eligible to manage/coach All-Stars. All managers and coaches of record will need to complete a background check by the first practice.

K. Interleague Games: In any given year in which the league enters into an interleague agreement with a neighboring league, all interleague games will be included in the division standings, whether or not each team in a given division plays the same interleague team.

L. Umpiring: All teams will provide at least one adult umpire for games as scheduled, except for the Intermediate 50/70, Junior and Senior Division. The league shall provide umpires for Intermediate 50/70, Junior and Senior Division games.

The Umpire in Chief shall maintain a master calendar for all Majors, AAA and AA Division games. Prior to Opening Day, the Umpire in Chief will circulate the master calendar to all managers, coaches, and directors, so that at least one adult umpire is scheduled to umpire each game of the season, prior to the start of the season. Changes to the master calendar may be made by email request to the Umpire in Chief only. An updated calendar will be emailed weekly to all the managers in these divisions as well as the Concessions Manager. Managers and coaches are encouraged to volunteer to umpire other division games.

All Majors and above interleague games must have an adult plate umpire.

All other umpire positions may be filled by the league's youth umpire program at the discretion of the Umpire in Chief. No more than two youth umpires may participate in any given game.

M. Multi-Run Rule: The 8/10/15-run rule (Rule 4.10e) is in effect for the Majors, Intermediate 50/70, Junior and Senior Division, unless superseded by an interleague rule. The 8/10/15-run rule (Rule 4.10e) is not observed at any Minors division level.

N. Pitch Count: Pitch counts as described in Regulation VI of the Rule Book will be used for all divisions with player pitch.

O. Courtesy Runner: A player whose name is on the team's batting order may not become a substitute runner for another member of the team. The league may permit a "courtesy runner" not permitted for the catcher and/or pitcher of record when there are two (2) outs. Exception: If the continuous batting order is used, the "courtesy runner" may be in the team's batting order and must be the player in the batting order who made the last out (Rule 7.14b).

P. Intentional Walk: In all divisions, the defense elects to "intentionally walk" the batter by announcing such a decision to the plate umpire. The request may be made prior to or during the at-bat.

NOTE 1: Such notification must be made by the defensive manager. The manager must request and be granted "time" by the umpire and then inform the umpire of the defense's intent to walk the batter.

NOTE 2: The ball is dead and no other runners may advance unless forced by the batter's award. The appropriate number of "balls" needed based on the count on the batter at the time of the manager's request to complete the "intentional walk" will be added to the pitch count. (Rule 6.08(a)(2)).

Q. On-Deck Batter: Only uniformed players, news photographers, managers, coaches, and umpires shall be permitted within the confines of the playing field just prior to and during games. Batboys and/or batgirls are not permitted at any level of play. Except for the batter, base-runners, and base coaches at first and third bases, all players shall be on their benches in their dugouts or in the bullpen when the team is at bat. When the team is on defense, all reserve players shall be on their benches or in the

bullpen. EXCEPTION: The on-deck position is permitted in Intermediate 50/70, Junior, and Senior Division games. Intermediate 50/70, Junior, and Senior Division: The on-deck batter shall be positioned in the on-deck circle closest to their dugout.

R. Game Setup:

The team on the right (or bottom) on the schedule is the home team and will:

- a: Occupy the first base dugout
- b: Prepare the infield (water, drag, chalk, install bases and provide a tee for Tee Ball and Minor A)
- c: Prepare the batter's box, catcher's box, and pitcher's mound
- d: Provide the official scorekeeper and game balls

The team on the left (or top) on the schedule is the visiting team and will:

- a: Occupy the third base dugout
- b: Repair the infield (water, drag, rake base areas, remove bases)
- c: Repair the batter's box, catcher's box, and pitcher's mound
- d: Ensure all equipment is put away and lock all gates to the field. At Polley Field, turn off the lights if leaving before the lights automatically shut off and put away the American flag properly.

Both teams will be responsible for:

- a: Clean up of dugouts and bleacher areas following the game

S. Infield: Fifteen minutes prior to game time, the visiting team shall take the field for five minutes of infield practice. Ten minutes prior to game time, the home team shall take the field for five minutes of infield practice. If games are behind schedule, there will be no infield practice.

T. Standings: In divisions with standings (AAA and above), tiebreakers are determined as follows:

- a: Head to head (against tied opponent)
- b: Runs given up (half or overall during period which teams are tied)
- c: Runs scored (half or overall during period which teams are tied)
- d: Coin flip

U. Fields: Managers and coaches shall lock shut Polley Field when finished with a game or practice. In accordance with our lease with the City of Sebastopol, the lights at Polley Field must be turned off by 10:00 pm. There is a timer that will shut the lights off at, or slightly before, 10:00 pm. Take precautions to complete post-game and practice field repairs and lock all access gates to the field prior to the lights shutting off. Each manager shall have a flashlight in the dugout for all night games. At Polley Field, fly balls that hit the willow tree in right field prior to crossing the fence shall be called a dead ball. The



umpire shall declare the hit a home run if, in the umpire's judgment, the ball would have cleared the fence on the fly. Otherwise, the play shall be declared a ground rule double.

V. Schedule Modifications: No schedule modifications are permitted except in the event of a rain-out. In such a case, the managers that have called a rain-out shall notify the appropriate league representative within twenty-four (24) hours so that the missed game may be rescheduled.

W. Complaints and Discipline of Managers, Coaches, and Players: The Marketing and Public Relations Director will field all complaints of managers, coaches and players.

a. Players. Reports of incidents involving players must be submitted to the Disciplinary Committee Chair. The Chair will decide if further action is required, including bringing the matter to the Disciplinary Committee. At their discretion, the Disciplinary Committee may call a special meeting of the Board, if warranted. If a player is ejected from more than one game, then the player or player's parent (whichever the case may be), must appear before the Disciplinary Committee to determine if further action should be taken including but not limited to a multi-game suspension or possibly ejection from the league. At the manager's discretion and with the Player Agent's approval, a player can be suspended for breaking the league's decorum rule.

b. Managers and Coaches. Reports of incidents involving managers and/or coaches must be submitted to the Disciplinary Committee Chair. If a manager or coach is ejected from the game, the manager or coach must appear before the Disciplinary Committee before being reinstated. At their discretion, the Disciplinary Committee may call a special meeting of the Board, if warranted. A manager or coach may not be ejected from the league without Board approval.

### III. SENIOR

Because Senior Division teams play primarily against other leagues, all local rules are in a separate District 35 document titled "CA District 35 Little League Interleague Rules - Senior". Those rules also govern play between two Sebastopol teams.

### IV. JUNIOR & INTERMEDIATE 50/70

Because Junior and Intermediate 50/70 Division teams play against teams from other leagues, all local rules between Sebastopol and other leagues are governed by separate District 35 documents titled "CA District 35 Little League Interleague Rules - Junior" and "CA District 35 Little League Interleague Rules - 50/70", respectively. All play between two Sebastopol teams is governed by the same rules.

Unless participating in the District interleague tournament, SLL Junior and Intermediate 50/70 teams will each play an in-house double-elimination tournament at the end of the regular season. It should be scheduled so it is completed no later than June 15th.

## V. MAJORS

1: The entire roster bats for the entire game using the initial batting order. Players arriving after line-ups are exchanged are added to the bottom of the batting order. If a player leaves early, there is no penalty. However, if the team drops below nine (9) players, the game shall be suspended per Rule 4.16. Local League Option: A game may not be continued with less than eight (8) players on each team.

All players must play a minimum of nine (9) defensive outs in six inning games, and a minimum of six (6) defensive outs in four and five inning games. All players must bat at least one (1) time. This is defined as: A player enters the batter's box with no count and completes that time at bat by being retired, retired as a batter-runner or runner, scores, or the inning or game ends. If a player does not meet the minimum requirements in a game, then at the next game, playing time for that player must conform to Regulation IVi of the Rule Book.

2: All players shall be substituted in by the third inning.

3: If a batter is hurt during an at-bat, the next batter in order takes his/her place, assumes the count, and the game continues. If a player is injured while running the bases, the last batter from the previous inning shall be substituted to run for the injured player.

4: At Polley Field, game one shall be scheduled to begin at 5:00 pm and game two at 7:25 pm. If there is a game scheduled to begin at 7:25 pm, then the following rules apply. No new inning for the first game at Polley Field shall start after 6:50 pm regardless of the game's actual start time. Play in game one shall stop no later than 7:15 pm. If at 7:15 pm the game is a regulation game, the umpire shall call or halt the game per 4.10 through 4.12.

5: For the 7:25 pm game (or any other game) at Polley Field, no new inning shall start after 9:15 pm regardless of the time the game started. Play in game two shall stop no later than 9:40 pm. If after 9:40 pm, the game is a regulation game, the umpire shall call or halt the game per 4.10 through 4.12. The lights will automatically shut off at 10:00 pm; the visiting team coach shall shut the lights off manually before they leave the field regardless of the time.

6: For any game that lasts longer than two hours and thirty minutes and has a game scheduled to follow, the umpire shall call or halt the game per 4.10 through 4.12. No new inning shall start two hours and fifteen minutes after the first pitch if there is a game following. If there is no game following, no new inning shall start two hours and thirty minutes after the first pitch.

7: A team may play two (2) doubleheaders in a calendar week. No team shall play three games in a day (Regulation VII(d) and Rule 4.13).

8: District Tournament of Champions (TOC) Representative

The TOC consists of one team from each league in District 35. It is a single elimination tournament. The Sebastopol Little League representative will be decided as follows:

The Majors Division Champion shall be decided based on season-long standings, measured in wins and losses (a W-L record). In the event of any ties (and W-L-T records), total wins will be the determining factor to decide the Majors Division Champion. In the event that two teams are tied at the end of the season, the head-to-head record will be the first tiebreaker. If the head-to-head record is also tied, the

next tiebreaker will be run differential (runs scored – runs allowed). In the event that run differential is also tied, runs scored will be the next deciding factor.

#### 9: Majors In-House Tournament

If there are five (5) or more SLL teams in the Majors Division, the end of season tournament consists of all SLL Majors teams except for the Majors Division Champion (the TOC team). (Exception: When SLL is not participating in the TOC, the Majors Division Champion is the top seed for the Majors In-House Tournament.)

If there are four (4) or fewer SLL teams in the Majors Division, the end of season tournament consists of all SLL Majors teams.

This is a single-elimination tournament, and seeding for this tournament is based on the full regular season final standings, with the higher standing team receiving the higher seed.

This tournament uses regular season rules including time limits except as follow: 1) any team that fails to have at least nine (9) players no later than fifteen minutes after the scheduled game time forfeits that game.

#### VI. MINORS (AAA, AA, and A)

1. A game may not be continued with less than eight (8) players on each team.
2. Each player must play at least half of the defensive innings in the field unless the game is shortened by rain or darkness.
3. A “five-run rule” is in effect in all Minors divisions except Tee Ball and Minor A (exceptions noted in Sections IX and X). A team’s turn at bat ends with either three outs or five runs, whichever occurs first. Exception: Unlimited runs may be scored in the last inning. The last inning is defined as either the sixth inning, or as noted in Sections VII and VIII.
4. If a batter is hurt during an at-bat, the next batter in order takes his/her place, assumes the count, and the game continues. If a player is injured while running the bases, the last batter from the previous inning shall be substituted to run for the injured player.
5. There are no protests allowed in any Minors divisions. The umpire’s decision on the field is final and stands in all situations.

#### VII. MINOR AAA

1. Free substitution exists for all defensive positions except pitcher.
2. Each player must play in the infield (C, 1B, 2B, SS, 3B, P) for a minimum of three consecutive defensive outs, regardless of the length of the game.

3. Games are a maximum of six innings regardless of score. However, no inning shall start after two hours if there is a following game. If there is no following game, no new inning shall start two hours and thirty minutes after the first pitch. The last inning, for the purpose of the five run rule, shall be defined as any new inning that begins one hour and forty-five minutes after the first pitch (a game following) or two hours and fifteen minutes after the first pitch (no game following).

4. At Polley Field, when two games are to be played on the same weeknight, game one shall be scheduled to begin at 5:00 pm and game two at 7:25 pm. At Polley Field, if there is a game scheduled to begin at 7:25 pm, then the following rules apply. No new inning for the first game at Polley Field shall start after 6:50 pm regardless of the game's actual start time. Play in game one shall stop no later than 7:15 pm. If at 7:15 pm the game is a regulation game, the umpire shall call or halt the game per 4.10 through 4.12.

5. For the 7:25 pm game (or any other game) at Polley Field, no new inning shall start after 9:15 pm regardless of the time the game started. Play in game two shall stop no later than 9:40 pm. If after 9:40 pm, the game is a regulation game, the umpire shall call or halt the game per 4.10 through 4.12. The lights will automatically shut off at 10:00 pm; the visiting team coach shall shut the lights off manually before they leave the field regardless of the time.

6. A team may play one (1) doubleheader in a calendar week (Regulation VII(d) and Rule 4.12d).

#### VIII. MINOR AA

1. Each player must play at least two innings in the infield for games that are five or six innings and at least one inning for games that are four innings. Players cannot play the same infield position for more than two innings in a game. It is strongly recommended that every player play every position (infield and outfield) at some time during the season provided their coach thinks they can safely do so.

2. Free substitution exists for all defensive positions except the pitcher. A 10th defensive player may be used, but only as an outfielder.

3. Scores and standings are not kept during the regular season. A single elimination tournament will be played after completion of the regular season. Nine defensive players will be used and scores kept during the tournament.

4. Pitching Rules (entire season):

a: The pitcher shall pitch to each batter until they are either out, on base, or four balls have been called. If ball four is called, an offensive coach shall take the mound and pitch, keeping the strike count, until the batter is either out or on base. There are no walks. The coach must pitch overhand from the pitching rubber. The player/pitcher stays on the field at the pitcher position for defense, and must stand no closer than 45 feet from the plate, to one side or the other of the coach/pitcher – never behind.

b: Players may pitch a maximum of two innings per game. All other pitching rules, including pitch count, are in accordance with Regulation VI – Pitchers, in the rule book.

c: Any batted ball coming in contact with the coach/pitcher is a dead ball. The coach must make a reasonable effort to get out of the way of the batted ball. The batter shall be awarded a hit and take first base. Base runners shall advance one base only if forced.

d: Any player is eligible to pitch and must be allowed to pitch at least one inning during the season provided their coach thinks they can safely do so. Batters are not awarded first base if hit by a pitch thrown by a coach.

5. Games are a maximum of six innings (regular season). However, no inning shall start one hour and forty-five minutes after the first pitch (regular season). If a regular season game ends in a tie, the tie stands. The last inning, for the purpose of the five run rule, shall be defined as any new inning that begins one hour and thirty minutes after the first pitch. During the post-season tournament, a game that has not reached regulation (Rule 4.10c) must continue until it becomes regulation unless it is suspended because of insufficient light. If a game is suspended, the game is resumed per Little League Rule 4.10d. Remember to follow the pitching rules when a game is resumed.

6. On a stolen base, wild pitch or passed ball, a base runner may only advance one base per at bat. While a coach is pitching there shall be no advancing on a stolen base, wild pitch or a passed ball. There is no advancing home on a stolen base, wild pitch or a passed ball.

7. A team may play one (1) doubleheader in a calendar week. (Regulation VII(d) and Rule 4.12d).

## IX. MINOR A

1. Prior to the first game of the season, the manager of each team shall establish a batting order that includes the entire roster. This batting order shall be followed the entire season with the following provision: the on-deck batter at the end of every game shall be the lead-off batter for the next game. Players arriving after the game begins are placed in their regular batting order position, not at the bottom of the line-up.

2. Each player must play at least one inning in the infield (C, 1B, 2B, SS, 3B, P), for games that are four innings or less. Each player must play at least two innings in the infield for games that are five or six innings. Players cannot play the same infield position for more than two innings in a game. It is strongly recommended that every player play every position (infield and outfield) at some time during the season

3. Free substitution exists for all defensive positions. When a team has more than nine players for a game, they must play ten on defense. The tenth player must play in the outfield.

4. Pitching and Batting Rules (entire season):

a: An offensive coach shall pitch to his/her own player. The coach must pitch overhand at least 35 feet from home plate. The coach/pitcher shall be the home plate umpire. Rule 8.05 is not in effect.

b: Each pitch by the coach will be called either a strike or "no pitch". There are no strikeouts. There are no walks. If the batter fails to get a hit after the third strike, a tee is placed on home plate and the batter swings until he/she puts the ball in play.

c: Fielders at the pitcher position must stand no closer than 45 feet from the plate and to one side or the other of the coach/pitcher.

d: Any batted ball coming in contact with the coach/pitcher is a dead ball. The coach must make a reasonable effort to get out of the way of the batted ball. The batter shall be awarded a hit and take first base. Base runners shall advance one base only if forced. Batters are not awarded first base if hit by a pitch with a coach pitch.

e: Any batted ball that travels less than fifteen feet from home plate is ruled a foul ball regardless of whether it is in fair territory. A 15-foot radius arc centered on home plate shall be chalked prior to the game.

f: A team's at bat in an inning ends when the entire line-up has batted once or three outs are called, whichever comes first.

g: If a team has less than nine players for a game, they shall play with what they have.

5. Games are a maximum of six innings. However, no inning shall start after one hour and 30 minutes. No standings are kept.

6. Base stealing and advancing on passed balls or wild pitches is not permitted.

7. When a ball is hit to the outfield and is returned to the infield, the base umpire shall call time and play shall be halted whether the infielder has control or not. Exception: the umpire shall not call time when the defensive player is attempting a play. When time is called, runners that are not beyond the halfway line between bases shall be returned to the base last touched. If that base is occupied, the runner shall advance to the next base.

8. A pitching machine can be used, but before the first game the Minor A managers must decide whether or not it will be used and that decision will stand for the entire season.

#### X. TEE BALL

1: Prior to the first game of the season, the manager of each team shall establish a batting order that includes the entire roster. This batting order shall be followed the entire season with the following provision: the on-deck batter at the end of every game shall be the lead-off batter for the next game. Players arriving after the game begins are placed at the bottom of the line-up.

2: If a team has less than nine players for a game, they shall play with what they have. All players shall play defense the entire game; no player shall sit out a defensive inning except for disciplinary reasons or injury.

3: Free substitution exists for all defensive positions. When a team has more than nine players for a game, the extra players must play in the outfield. Only one player may take an infield position at a time.

4: Each player must play a minimum of one inning at an infield position (1B, 2B, SS, 3B, P) in a game. No player shall play more than 3 innings in the infield in a game. Players cannot play the same position for more than two innings in a game. Every player shall be given the opportunity to play every position at some time during the season.

5: The offensive team supplies the plate umpire. The defensive team provides the base umpire. Both umpires may coach the players.

6: Games will be a maximum of 4 innings or 1-1/2 hours. However, no inning shall start after one hour and ten minutes. No standings are kept.

7: A team's at bat in an inning ends when the entire line-up has batted once. Outs are called, but they don't end an inning.

8: Runners must stay in contact with the base until the ball is hit. Players may advance a maximum of one base on any hit.

9: Following a hit, and the advancing of runners, the umpire shall call time to allow the next batter to approach the plate. When all defensive players are in position, the umpire shall call play and the batter may take his turn at bat.

10: There are no strikeouts. Each player bats until they hit a fair ball.

11: Any batted ball that travels less than fifteen feet from home plate is ruled a foul ball regardless of whether it is in fair territory.

12: Managers and coaches may stand near the batter to give advice, but must not interfere with play.

13: Managers and coaches must request "time" from the opposing team's umpire prior to demonstrating a technique or explaining a play to the players during the game.

## XI. REGULAR SEASON PLAYER SELECTION PROCESS

For all drafts, the Player Agent shall be present to conduct the draft, the Coaching Coordinator to coordinate and direct the managers, and the Secretary to take record of the draft. The league will use Little League Option B.

Senior: Players are league age 14-16. If there is only one team, the manager may recruit players directly. If there is to be more than one team, rosters are filled using draft method A from the Little League Operating Manual.

Junior: Players are league age 12-14. Rosters are filled using the draft method as described in Methods for Existing Leagues, Plan 'B' (2 part) from the Little League Operating Manual. Draft order shall be determined by blind drawing. Note that because there are no players returning to a particular team and

because coaches cannot be named until the draft is completed, Options 2 (Brothers/Sisters of Players Currently on a Team) and 4 (Son/Daughters of Coaches) do NOT apply.

Intermediate 50/70: Players are league age 11-13. Rosters are filled using the draft method as described in Methods for Existing Leagues, Plan 'B' (2 part) from the Little League Operating Manual. Draft order shall be determined by blind drawing. Note that because there are no players returning to a particular team and because coaches cannot be named until the draft is completed, Options 2 (Brothers/Sisters of Players Currently on a Team) and 4 (Son/Daughters of Coaches) do NOT apply. However, in the event there is a request by the parent, managers selecting a player with a sibling registered to play at the same level shall select both siblings unless one of the siblings is selected to play a division higher than the registered division.

Majors: Players are league age 10-12. Rosters are filled using the draft method as described in Methods for Existing Leagues, Plan 'B' (2 part) from the Little League Operating Manual. Draft order shall be determined by blind drawing. Note that because there are no players returning to a particular team and because coaches cannot be named until the draft is completed, Options 2 (Brothers/Sisters of Players Currently on a Team) and 4 (Son/Daughters of Coaches) do NOT apply. However, in the event there is a request by the parent, managers selecting a player with a sibling registered to play at the same level shall select both siblings unless one of the siblings is selected to play a division higher than the registered division.

Minor AAA: Players are league age 9-11. Twelve-year-olds may only play with a proper written approval for an exception. Rosters are filled using a serpentine draft described as Methods for Existing Leagues, Plan 'B', from the Little League Operating Manual. The order of the draft is selected by blind drawing. The number of 9-year-olds eligible to be drafted to this division shall be determined by the Player Agent prior to the draft beginning. Note that this is a one part draft because there are no returning players. Note that because there are no players returning to a particular team and because coaches cannot be named until the draft is completed, Options 2 (Brothers/Sisters of Players Currently on a Team) and 4 (Son/Daughters of Coaches) do NOT apply. However, in the event there is a request by the parent, managers selecting a player with a sibling registered to play at the same level shall select both siblings unless one of the siblings is selected to play a division higher than the registered division.

Minor AA: Players are league age 7-10. Division eligible players shall be evaluated by at least 5 current or former managers from AA Division or higher. Each player shall be rated on a scale of 1 to 10. The Player Agent or a Board-appointed person(s) shall compile the manager's ratings and assign an overall rating for each player. This overall rating shall be presented to each AA manager at the draft. The draft shall be a serpentine draft as described in Methods for Existing Leagues, Plan 'B', from the Little League Operating Manual. However, each team shall have the same number of players (plus or minus one) with ratings from 1 – 4, 5 – 7, and 8 – 10. Player requests and trades shall be honored as long as the teams maintain the same number of players from each rating group. The order of the draft is selected by blind drawing. The number of 7 and 8-year-olds eligible to be drafted to this division shall be determined by the Player Agent prior to the draft beginning. Note that this is a one part draft because there are no returning players. Note that because there are no players returning to a particular team and because coaches cannot be named until the draft is completed, Options 2 (Brothers/Sisters of Players Currently on a Team) and 4 (Son/Daughters of Coaches) do NOT apply.



Minor A: Players are league ages 6-8. Six-year-olds may play only if they played Tee Ball in SLL the prior year as a five-year-old. The Player Agent and two other individuals determined by the President form team rosters. Teams are selected based primarily on school, parent requests and player talent. The managers shall be assigned a team based on their child's placement. All available 6, 7 and 8-year-olds shall be placed on teams in this division.

Tee Ball: Players are league ages 4-6. Seven-year-olds can play in Tee Ball with Board permission. Teams are formed based primarily on school and parent requests. The managers shall be assigned a team based on their child's placement.

Trades are allowed in all divisions in accordance with the Little League Operating Manual, except that all trades must be completed at least two weeks prior to the first scheduled regular season game.

## XII. ALL-STARS TOURNAMENTS

There are usually nine different All-Stars tournaments that occur each year, plus one in-house All-Stars tournament. Some of these tournaments are sanctioned and run by Little League International. Others are local tournaments run by a local Little League. The Majors tournament is the one that ends in Williamsport, PA every year.

The process by which players are selected is defined below. Teams will be confirmed by the Board, but announcement will not occur until May 15<sup>th</sup>. No league official who is a parent of a player in an election pool shall be an election official in that election; the Player Agent shall appoint another Board member or other person approved by the Board to assist. Teams are selected from each division from Minor AAA through Senior Division. Teams must be selected in the following order: Majors, 11's, 9-10's, Intermediate 50/70, Junior, and Senior.

The manager or manager's designee for each All-Stars team will collect all required District documents, such as the medical release form, and turn them in to the Registrar within ten (10) days of the All-Stars selection announcement.

The tournaments that SLL may opt to participate in are:

### Sanctioned Little League Tournaments:

Senior: This tournament consists of players that are league ages 14-16. The players may have played in the Junior or Senior Division.

Junior: This tournament consists of players that are league ages 13-14. The players may have played in the Junior Division.

Intermediate 50/70: This tournament consists of players that are league ages 11-13. The players may have played in Intermediate 50/70.

Majors: This tournament consists of players that are league ages 10-12. Players must have played in Majors.

10-11's: This tournament consists of players that are league ages 9-11.

9-10's: This tournament consists of players that are league ages 8-10.

Non-sanctioned Local Tournaments:

Non-sanctioned local tournaments will be subject to Board approval.

General All-Stars Player Selection Method (GASPSM):

The General All-Stars Player Selection Method shall be used for all purposes, including but not limited to tournament specific All-Stars.

There shall be a minimum of 12 players selected for each sanctioned All-Stars team.

- A. Additional Players and Filling Vacancies. Subsequent to the All-Stars team selection, the manager of each All-Stars team shall have the right to select additional players after the first eleven have been selected. It is the intent of the league to allow each division the best opportunity to succeed in their respective divisions. Therefore, the players available to be added to the roster by the manager are as follows:

Senior: Players from Senior Division.

Junior: Players from Junior Division.

Intermediate 50/70: Players from Intermediate 50/70 Division.

Majors: Anyone from Majors.

10-11s: 9-11 year-olds from Majors.

9-10s: 8-10 year-olds, whether or not they played Majors. The 9-10s All-Stars Manager may select players from the AAA Division.

Exceptions can be made with Board approval.

- B. The first eleven (11) players are chosen by the following method:
1. No later than May 10<sup>th</sup>, the Player Agent shall distribute to each voting manager and coach a list of eligible players for each division.
  2. On or about May 15<sup>th</sup> but no later than the day before the May Board meeting, the Player Agent, Secretary, and all voting managers and coaches shall meet to conduct the All-Stars Voting Session, as follows:
    - a. The Player Agent will create a ballot with all eligible players, run the Voting Session and collect votes.
    - b. The Secretary will record the process.
    - c. Voting will be confidential and in-person.
    - d. Senior: If there is only one Senior Division team, that team is the All-Stars team.
    - e. The Player Agent will begin with the most senior division and then work down to the 9-10s team.
    - f. 9-10s Team: All 10-year-olds playing in Majors are automatically selected to play on the 9-10s team unless there are more than 11 eligible players.

- g. For each division, the Player Agent will distribute ballots with eligible players. Eligible players for each respective division will be determined in the same manner as paragraph A, above, "A. Additional Players and Filling Vacancies." Where possible, the Player Agent will provide each voting manager and coach with each of the eligible player's statistics for the current season through the date of the Voting Session.
  - h. Each voting manager and coach from that division shall put an "X" next to the name of the players they think should be on the All-Stars team. The votes for each player are then counted. The list of selected players shall be ordered by number of votes received and the first eleven shall be chosen to the team.
  - i. In the event of any ties, the player shall be selected by a re-vote before the Player Agent and the Secretary at the Voting Session.
  - j. The respective All-Stars Managers may then select 1 or more additional players from any eligible player.
  - k. Once the rosters are finalized (pending Board approval), selection of the Minor AAA All-Stars team shall commence. This team shall consist of players that finished the season in the Minor AAA, but were not selected to the 9-10 or 10-11 All-Stars teams.
  - l. In order to cast a ballot, all voting managers and coaches must remain at the Voting Session until the teams are tallied and finalized so that any voting discrepancies or issues may be addressed during that same Voting Session.
  - m. Once the 11 players on each team are selected, the All-Stars Managers will then select their 1-3 additional players, beginning with the Majors, then 9-11s and so on. Any vacancies on teams will also be filled.
3. No later than the May Board meeting, the Board shall confirm by majority vote the tentative rosters for the All-Stars teams so that the teams may be announced on May 15<sup>th</sup>.
  4. The All-Stars rosters shall remain confidential until May 15<sup>th</sup>. Prior to the May 15<sup>th</sup> announcement, All-Stars Managers are encouraged to create a private list of alternate players using the above guidelines to fill any vacancies as quickly as possible once the announcement is made.
  5. The All-Stars Managers shall take immediate steps, beginning on May 15<sup>th</sup>, to determine whether any players selected to play on the All-Stars teams will be unavailable, thereby creating a vacancy. Any vacancies shall be immediately reported to the Player Agent, together with the All-Stars Manager's selection to replace the vacancy.
  6. Practices shall start no later than the first weekend after the All-Stars announcement. The Player Agent and All-Stars Managers shall work together to fill vacancies and/or complete team rosters by the first practice.

#### All-Stars Manager Selection Method:

This process is used for every All-Stars team except the Senior Division. Modifications to this process are shown for those teams. Prior to April 1<sup>st</sup>, each manager and coach in each division shall make their intention known to the President whether they wish to manage an All-Stars team and if so, which All-Stars team. Prior to the April Board meeting, the names of those wishing to manage an All-Stars team and their respective divisions shall be prepared and distributed to all managers and coaches in the

divisions for which All-Stars are being selected, and to league officers for their review and comment. Comments shall be submitted to the President prior to the April Board meeting. The Board of Directors shall vote and select each division All-Stars Manager at the April Board meeting. Subject to the Board members' discretion, preference will be given to returning All-Stars Managers. The manager of the All-Stars teams shall be announced prior to player balloting beginning. Should the selected manager decline the position, the alternate shall be named as manager.

Senior Division: If there is only one Senior Division team, the manager from the regular season is the manager if they volunteer. If they do not choose to manage the team, the Board appoints a manager. If there are two or more teams, the manager is selected using the All-Stars Manager Selection Method.