



# SAN DIMAS LITTLE LEAGUE

## 2019 GROUND RULES & LOCAL RULES

Adopted December 19, 2018

### MANAGER PROTOCOL GUIDELINES SUPERVISION

1. If any of these Guidelines and Procedures is violated, the offending Manager, Coach, or Volunteer may be brought before the Executive Board and disciplinary action may be taken, ranging from counseling, reprimand, game suspension(s), to permanent removal as a volunteer from the league.

*The League President has sole discretion to appoint and/or remove any League Manager and/or Coach*

### RESPONSIBILITIES TO THE LEAGUE

1. Managers will be responsible for the holding of timely and well-supervised practices. Under no circumstances shall players be left unsupervised at any team function. It is mandatory that a team manager, league-approved coach and/or a league-approved team parent be at all the practices, games, or team functions. 2. All Managers will be held accountable for having either themselves or their Head Coach attend all Managers' and Coaches' meetings and/or clinics. Failure to attend could result in suspension of games and/or removal from position. 3. All player injuries, either during practice or games, must be reported promptly to the Safety Officer and documented as outlined in our league safely plan. The League President has sole discretion to appoint and/or remove any League Manager and/or Coach

### CONDUCT ON THE FIELD

1. All Managers, Coaches, Board Members and league volunteers will be subject to review by the Leagues Executive Board for misconduct that can lead up to suspension and or removal.
2. Under no circumstance shall a Manager, Coach, parent, family member, spectators, or Player approach an Umpire(s) outside the playing field. Only the Board designee may address the Umpire outside the playing field for an interpretation or ruling that he or she made during the game. During games only the designated Team Managers are to approach the official game Umpire(s) to address a game issue, including an umpire's ruling of a play, and/or an interpretation of a rule, and/or a protest of an official game. A Board Member on duty may only inform the Official Game Umpire of a League Ground Rule and/or Little League Official Rule and/or Regulation, but may not interfere or overrule the Official Umpires determination and/or ruling.
3. If anyone besides the Board designee approaches an Umpire to complain or argue with him/ her outside the playing field it will be an automatic 2 game suspension and subject to removal as a league volunteer. Anyone other than the designated Team Manager that approaches the official Umpire(s) during a game to complain or argue will be subject to game suspension(s) and/or removal as a volunteer from the league.
4. Managers and/or Coaches can submit a written grievance questioning an Umpire's behavior and/or conduct during a game and/or an ejection within 24 hours to the Leagues Umpire-In-Chief. Although a complaint on behavior or conduct uses the same form as a protest, it has no effect on a call or a ruling within the Umpire's jurisdiction.
5. Managers must make sure that all League-approved volunteers that are on the field during games wear the league-approved identification badge in a conspicuous place.

6. EJECTION from a game for a Manager, Coach, or player will result in an automatic one (1) game suspension, to be observed at the next scheduled game. The ejected person must then stay away from the SDLL playing fields during his/her suspended game or be subject to removal as a volunteer.

## **MANAGER SELECTION**

1. Manager appointments are made by the League President after considering the Managers' and Coaches' Committee recommendations.
2. Managers nominate their Coaches by submitting their applications and the League President's approval

## **FIELD AND EQUIPMENT CARE**

1. ALL Managers are responsible for making sure that their field is secure on their given practice day before they leave. This includes: All equipment sheds and batting cages. Major Managers will be responsible for making sure the restrooms are locked securely before they leave the park. If it is found that the Manager did not abide by this rule, it will warrant a (1) one game suspension or loss of a field practice day. Multiple violations are subject to game suspensions and/or removal as a volunteer in the league. All Managers are responsible for dragging, raking pitcher's mound, and watering infield after every practice on the field. One warning will be given for first violation; subsequent violations will result in loss of field practice(s).
2. The Home Team shall be responsible for setting up the field prior to every game. The Visiting Team shall be responsible for tearing down the field after every game and putting the field equipment away in its proper shed and properly securing it. Except for the last scheduled game on weekends with multiple games, the visiting team will be responsible in assisting with preparing the field with the home team of the next scheduled game.
3. Managers and Coaches of both teams are responsible for cleaning up their dugouts and spectators' area after each game and practice. If it is found that the Manager or Coaches are not abiding by this rule, it could result in the loss of the team's next field practice.

## **ALL DIVISIONS**

1. RULE BOOK. Except as stated in the By-Laws of this league and these ground rules and local rules, all play is governed by the rules of Little League Baseball for each Division.
2. GAME TIME LIMIT. Per Rule VII (h), there shall be no time limit on Major division games in the event of the Lead Umpires suspending the game for any reason and the last fully completed inning is a tied score, a continuation of the game will be scheduled. For both Minor and Farm Divisions, there will be no new inning started after two (2) hours of official playing time. Any new inning started must be completed as an official inning of play unless the Official Umpire deems play to be unsafe for players due visibility or weather conditions, during this occurrence the game will revert back to the last fully completed inning of play. Regular season games will not exceed 6 innings of play and shall end in a tie.
3. GROUND-RULE DOUBLES. A fair ball that passes through a fence or over the outfield fence on a bounce will be ruled as a ground-rule double. The fielders need to be instructed to indicate this by raising their arms to assist the Umpire in making the call. At Pioneer Park, any ball that rolls down the embankment in right/right-center field shall be declared a ground-rule double.
4. TIEBREAKERS. A playoff game, and not a tiebreaker, will decide the end of the year championship. In all other cases (first/second half, second place, etc.), the tiebreakers for teams with equal records shall be 1) head-to-head win-loss record, 2) head-to-head runs scored differential, 3) playoff game.
5. RAINOUTS AND UNSAFE CONDITIONS. If a rainout is possible on a weeknight game, the fields will be checked by 4:00 PM the day of the scheduled game. On a Weekend, the fields will be checked by 7:00 AM the day of a scheduled game, If the field conditions are deemed unplayable or the pending weather will not allow for safe game play, there will

be an announcement made on our league's website ([www.sandimaslittleleague.com](http://www.sandimaslittleleague.com)). If there has been no official notice of cancelation by the League Board, all teams must still report to the field for their games. The decision to play or not due to rain will be made at the scheduled start time under the conditions in your rule book as noted above.

6. PITCHING VIOLATIONS. Managers who have a pitching violation will be reviewed and disciplined as follows: First offense - one game suspension; Second offense - removal as Manager and not permitted on the field as a Manager or Coach for the remainder of the season. This is for the Manager only.

7. PIONEER & SPORTSPLEX FIELDS. The home team will be responsible for picking up and returning the score sheet, pitching count sheets. Both Managers must return to Marchant Park or the designated location for official game documents to sign the pitch count affidavits.

8. SCOREKEEPING AND PITCH COUNT. Except for the T-Ball Division, the home team provides the official scorekeeper. If no scorekeeper is available, the Manager must designate a Coach to keep score or do it themselves. It is their responsibility to check out the official scorebook from the designated storage area before each game and return it immediately after the game has officially ended. Scorebooks are not to be removed from the storage area at any time without the permission from the President, Player Agent, or Umpire-In-Chief. The visiting team provides the official pitch count keeper. It is their responsibility to obtain the pitch count tracking affidavits for each team. The pitching affidavits will be returned to the storage area after the game with official scorebook. All forms must be filled out, completed, and signed at the completion of all official games by both team Managers before being returned on the same day to the League's Storage Area. DURING an official game, ALL Scorekeeping and/or Pitch Count officials must remain in the designated areas unless approved by the League President.

#### DESIGNATED AREAS FOR GAME OFFICIALS:

South/East & South West Sportsplex Fields: Behind or Immediate Next to Backstop areas

North Field/ Marchant Park (Major Division): Behind Major Field Backstop area

South Field/ Marchant Park (Minor Division): Corners of Backstop area

North Field/ Ekstrand School (Farm Division): Behind Backstop area

West Field/ Ekstrand School (Rookie Division): Team Dugouts area

Pioneer Park Field; Behind Backstop area

9. FEMALE PLAYERS. There will be a female adult present or the female player's parent/legal guardian at all practices and games for teams with female players.

10. BATTING PRACTICE. Hardball batting practice is not allowed before games are played anywhere outside the designated batting cages. Hardball soft toss or off a batting tee is allowed only if hit into an approved net. Hardball batting practice is defined as any type of ball thrown to the batter in the batter's box area or any hard ball thrown to any batter anywhere in the field or immediately outside the fences. Fencing (Pepper), there will be no batting practice at any time hit into any of the City parks fencing. Penalty will be reviewed by the Board.

11. PROTEST. When a protest occurs the game will be stopped at that point and the official scorekeeper will make note in the official scorekeeping book of what the protesting Manager is protesting. The note will show what inning the protest occurred along with the current game score, the placement of offensive players prior to the protest, number of outs, and current pitch count on the batter. Both Team Managers and the Umpire are required to review and sign the Official Scorebook for accuracy of notes. The Manager that protested will submit a detailed written explanation of the protest to include any applicable Official or Ground Rule pertaining to the Protest to the Umpire-In-Chief for review. All protest must follow the guidelines of the Little League Official Rules and Regulations Manuel Rule **4.19(c)(1)**.

12. CHAMPIONSHIP TIME LIMITS. There will be no time limits in place for Championship games at the end of the season; however the Mercy Rule is still in effect as outlined in the Little League Official Rules and Regulations Manuel

**Rule 4.10(e)**, and/or if the Official Game Umpire deems the light and/or weather conditions are unsafe for further play.

13. CHEST PROTECTORS: Pitching chest protectors for ALL divisions are optional to wear. The League will provide each team in the Major, Minor, and Farm Divisions with a pitching chest protector as part of their League issued equipment. Players will be allowed to purchase and wear their own pitching chest protectors if they so choose.

14. ATHLETIC CUPS: Athletic Supporters and Cups are Mandatory for all male players in the Farm, Minor, Major and Junior Divisions as outlined in the Little League Official Rules & Regulations Manual **Rule 1.17**.

15. MERCY RULE: Little League Rule 4.10(e) will apply at the completion of the 4th inning, except for Senior Division Play, which starts at the 5th inning, any team winning by 10 or more runs after the designated completed inning wins the game and the game is declared over.

16. ONE FOOT IN THE BATTERS BOX: Little League Rule 6.02 (c) will apply to our local SDLL games and enforced as the Official Umpire for any given game see fit for the Junior, Major, and Minor Divisions. If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning, the umpire shall call a strike for additional violations. Any number of strikes can be called on each batter.

17. INTENTIONAL WALKS: Little League Rule 6.08(a)(2) allows for intentional walks without requiring the pitcher to actually throw four balls. Prior to a pitch being thrown to a batter, the defensive manager has to make notification to the Umpire and the official pitch counter with note an additional 4 pitches on the current pitchers count.

18. SPORTSMANSHIP: Little League Rule 9.01(d) will apply to our local SDLL games and enforced by the Official Umpire and has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play. This also includes stealing and relaying of signs to alert the batter of pitch selection and/or location is unsportsmanlike behavior. If, in the judgment of the umpire, this behavior is occurring, both the player and the manager may be ejected from the game.

19. CONCUSSION PROTOCOL: In order to remain compliant with California Assembly Bill 2007, the league has instituted a concussion awareness protocol which at minimum will consist of each registered player's parent or guardian reviewing, agreeing, and acknowledging the SDLL policies and procedures regarding suspected concussions as it pertains to players. All Board Members, Managers, Coaches, and Team Parent volunteers will complete an online certified course regarding concussion awareness and provide proof of completion to SDLL. SDLL will provide concussion information to league participants and affiliates when possible.

20. Managers and Head Coaches must coach 51% of their games to be eligible for the All-star voting. The score keeper will add both the Managers and Head Coaches names to the official score book and the opposing manager will initial by both names.

## **JUNIOR/SENIOR DIVISION**

1. Play is governed by the Little League Green Book.

2. Teams will bat the entire line up and have free defensive substitution at all District venues. As outlined in the Little League Official Rules and Regulations manual, losing a player for any reason, except ejection, will not result in a team losing an out in the batting order.

3. Game Time: Game times will be two hours and thirty minutes (2:30) with no new inning after that time. No drop dead time. Once an inning is started, it must be completed. The Crew Chief Umpire may overrule this in case of darkness, in which the score will revert back to the previous completed inning.

4. Mercy Rule: Mercy Rule Applies if 10 runs difference after the completion of the fifth inning of play as outlined in the Little League Official Rules and Regulations manual **Rule 4.10(e)**

5. Pitch Count: The home team is responsible for keeping the scorebook and pitch count record at their venue. Both teams

are recommended to keep track and verify after each inning. Managers must sign the appropriate affidavit after each game has concluded. This affidavit must accompany the team from venue to venue and must be presented prior to the start of the next game. Penalty for not having an affidavit, an incomplete affidavit, or a questionable affidavit is that the violating team must use one pitcher per inning maximum. An inning is defined as when a pitcher takes the mound whether to start or finish the inning, regardless of the number of pitches thrown.

6. Fifteen Year Olds Playing Juniors: 15 years old players are allowed but may not pitch more than three innings in any District venue, or over the established Green Book regulations. This is an age inning maximum, meaning no combination of 15 year old pitchers may exceed three innings. An inning is defined as when a pitcher takes the mound, whether to start or finish the inning.

7. Manager Ejections: The penalty for a manager ejection is a one game suspension the next game for that manager. The manager is not allowed at the venue for his next scheduled game. It is the responsibility of the manager and/or Division Rep to notify the next opponent if it is an Interleague contest.

8. Rainouts: For weekday games, the call to postpone a game due to weather must be made, no later than 5pm. The home team is responsible for contacting the opposing manager and Division Rep and relaying this information. Saturday games will be at the discretion of the home team as to when a game is called, due to the possibility of pushing a game back to make a field playable.

## **MAJOR DIVISION**

1. The Official Little League Regulations and Playing Rules for your Division are used except as specified in the By-Laws and these Local Rules.

2. Player Eligibility for Division Play: Nine (9) year olds will not be allowed to play in the Major Division. Ten (10) Year olds will not be allowed to play in the Major Division if there are eligible Eleven (11) year olds available and playing in the Minor Divisions. Each Major Team must roster a minimum of 12 (Players) per team for the season and will draft players for the Minor Division if needed as outlined in the Little League Official Rules and Regulations Manual.

3. Mercy Rule: Mercy Rule Applies if 10 runs difference after the completion of the fourth inning of play or 15 runs difference after the completion of the third inning of play as outlined in the Little League Official Rules and Regulations manual **Rule 4.10(e)**

4. BATTING ORDER: All players present at the game are to be in the continual batting order.

5. PLAYER REPLACEMENT: If a Major Division team needs to permanently replace a player during the playing season and there are eligible Eleven (11) Year Olds in the Minor division, an attempt to move up all Eleven (11) Year Olds must be made prior to any Ten (10) Year Olds are eligible to fill the Major team in need. It will be the responsibility of the League Player Agent to facilitate this rule as outlined in the Little League Official Rules and Regulations manual.

6. PLAYER POOL. To aid leagues that are having a difficult time getting enough players for their regular season teams the following option is available:

A pool of players from existing regular season teams, in their prospective division, can be created with players that are willing to participate in extra games during the regular season game.

## **GUIDELINES**

- The league's Player Agent will create and administer the pool. The league's Player Agent will use the pool to assign players to teams that are short of players on a rotating basis. A team will be allowed to maintain a maximum (10) ten player roster for a game using the player pool.
- Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
- Players used from the pool will NOT be allowed to pitch or play catcher, except during the player's own regular season scheduled game.

- The team using the player pool may only sit a player of their own team one (1) inning. This means a different player on the team must sit out every inning.
- Pool players that are called to play and show up at the game site must play at least nine defensive outs. They must also bat last and play only in the outfield.
- The Manager must notify the Player Agent 30 minutes before game start or no guarantee that a player will be appointed. If a Manager is unable to field a team of nine regular season players from their team, this method can be used instead of re-scheduling the game. The league can stay on schedule instead of trying to reschedule the game if necessary due to standings.

## MINOR DIVISION

1. The Official Regulations and Little League Playing Rules for your Division are used except as specified in the By-Laws and these Local Rules.
2. BATTING ORDER. All players present at the game are to be in the batting order.
3. MANDATORY PLAY. For games that last five (5) or more innings, every player is required to play a minimum of three (3) innings of defense.
  - a. PENALTY: Same as the rulebook (i.e., the player will start the next game and fulfill the requirement for both the previous game and that particular game before being removed).
4. SUBSTITUTIONS. All substitutes must be in the game by the start of the 3rd inning. Free substitution is allowed (i.e., the nine (9) defensive outs do not need to be consecutive as long as the MANDATORY PLAY REQUIREMENT is met).
5. Mercy Rule Applies if 10 runs difference after the completion of the fourth inning or 15 runs difference after the completion of 3 innings per Rule 4.10(e)
6. 5-RUN LIMIT PER INNING (Rule 5.07) there will be unlimited runs in the 6th inning or the last inning declared by the umpire. An umpire may not call last inning prior to an hour and 50 minutes of official game play. Any inning declared last inning by umpire must be made at the beginning of that inning and/or if the Official Game Umpire deems the light and/or weather conditions are unsafe for further play, if this occurs, the official game score will revert to the score of the last fully competed inning of play.
7. PLAYER POOL. To aid Teams that are having a difficult time getting enough players for their regular season scheduled games, the following options are available:

A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season game:

### GUIDELINES

- The league's Player Agent will create and administer the pool. The league's Player Agent will use the pool to assign players to teams that are short of players on a rotating basis. A team will be allowed to maintain a maximum (10) ten player roster for a game using the player pool.
- Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
- Players used from the pool will NOT be allowed to pitch or play catcher, except during the player's own regular season scheduled game.
- The team using the player pool may only sit a player of their own team one (1) inning. This means a different player on the team must sit out every inning.
- Pool players that are called to play and show up at the game site must play at least nine defensive outs. They must also bat last and play only in the outfield.
- The Manager must notify the Player Agent 30 minutes before game start or no guarantee that a player will be appointed.

If a Manager is unable to field a team of nine regular season players from their team, this method can be used instead of re-scheduling the game. The league can stay on schedule instead of trying to reschedule the game if necessary due to standings.

## **FARM DIVISION**

1. The Official Little League Regulations and Playing Rules for your Division are used except as specified in the By-Laws and these Local Rules.

2. **THROW BACK.** There is no stealing of any base on any throwback to the pitcher whether or not the pitcher drops or misses the ball. A throwback can be from the catcher, infield or Outfield as long as the pitcher is on the mound.

3. **OVERTHROWS TO FIRST BASE ONLY.** The maximum the batter runner can advance is to second base at his/her own risk with the ball being in play. Any fielder can make an attempt to throw the batter/runner out going to second base with no risk of the batter/runner advancing to third or home. **ALL OTHER RUNNERS MAY ADVANCE TO ANY BASE AT THEIR OWN RISK.** The intent of this rule is to encourage the defense to make a play on a batter runner who attempts to reach second base after an overthrow to first base.

4. **Half Way Rule:** It is the umpire's judgment on whether a runner advancing to the base was more than half way to the next base before the ball was returned to the pitcher. If the umpire determines the player was not more than half way, the umpire will send the runner back to the legally last base touched. A white line will be marked on the grass or infield dirt areas halfway between 1st and 2nd base, 2nd and 3rd base, and 3rd and Home plate. This line will serve as a halfway point between the bases for the Umpire's point of reference for their judgement call. If the runner advancing is not past the halfway mark before the ball is thrown back to the pitcher then the player must return to his/her legally last touched base.

5. **BALL FOUR.** Walks will be granted per the rulebook, except if the bases are loaded. After ball four is declared, the Umpire will call time out and ask for an offensive Team Coach to pitch. The Coach will inherit the pitch count and may deliver up to three (3) pitches to the batter from the **PITCHING CIRCLE** unless the batter fouls off a ball. In the case of a foul ball, the batter will continue the at bat until such time as the ball is put in play, a missed swing, or no swing at the ball occurs, at that time the batter is out. If the ball is hit, the Coach shall leave the field immediately and not interfere with the play or coach his batter or runners until off the infield. There is no bunting off of the Coach pitch. The designated pitcher will remain with a minimum of one foot on the pitcher's mound while the offensive coach is delivering the pitch, once the pitch crosses the front of home plate; the pitcher is no longer required to be tending the pitching mound and becomes a fully functional defensive.

a. **PENALTY:** If the ball is put in play while the pitcher. If the ball is put into play by the batter and the pitcher does not have at least one foot touching the pitching mound, and touches the ball in play, the pitch will be delivered again by the coach resuming the same count and number of coach pitches allowed. A team coach must remain in the dugout at all times and may not leave the dugout un-supervised to deliver a pitch as outlined in the Little League Official Rules and Regulations manual

6. **INFIELD FLY RULE.** The infield fly rule will always be in effect during competitive play.

7. **STEALING HOME:** In the first half of the season base runners may advance on a wild pitch, passed ball or by stealing up to third base. From third base, runners may advance to home only by a batter who puts the ball in play or if the catcher/pitcher puts the ball in play by attempting to throw a runner out. While Home plate is deemed locked for the first half of the season, any play made on a runner advancing to home that is not outlined above will be immediately sent back to his/her last legally touched base without being put out at home plate.

8. **BATTING ORDER.** All players present at the game are to be in the batting order.

9. **MANDATORY PLAY.** For games that last five (5) or more innings, every player is required to play three (3) innings of defense.

a. **PENALTY:** as outlined in the Little League Official Rules and Regulations manual, the player will start the next game and fulfill the requirement for both the previous game and that particular game before being removed

10. **SUBSTITUTIONS.** All substitutes must be in the game by the start of the 3rd inning. Free substitution is allowed (i.e., the nine (9) defensive outs do not need to be consecutive as long as the **MANDATORY PLAY REQUIREMENT** is met).

11. 10 Run Mercy Rule Applies after the completion of the fourth inning per Rule 4.10(e)

12. **5-RUN LIMIT PER INNING (Rule 5.07)** there will be unlimited runs in the 6th inning or the last inning declared by the umpire. An umpire may not call last inning prior to an hour and 50 minutes of official game play. Any inning declared last inning by umpire must be made at the beginning of that inning and/or if the Official Game Umpire deems the light and/or weather conditions are unsafe for further play, if this occurs, the official game score will revert to the score of the last fully competed inning of play.

13. **10 Year Olds-** There will be no Ten (10) year olds allowed in the Farm Division. Any accommodations are subject to Board approval. If an accommodation is made by the League Board, the ten (10) Year Old may not pitch.

14. **Spectators-** No spectators are allowed on the short fence from home plate to 1st and from 3rd to home plate.

15. **Designated Area-** The concrete slab behind the backstop is designated for the official game Pitch

Counter, the official game Score Keeper and Official On-duty Board Member(s). It will be the responsibility of each team Manager to have all others removed. Violations of this rule will be subject to discipline as outlined in Rule 1 of the "Conduct on the Field" section of this rule book.

16. The winner of this division will be determined by Total Wins and not winning percentage.

17. Ten (10) Year Olds may not pitch in the Farm division.

18. **PLAYER POOL. PLAYER POOL.** To aid Teams that are having a difficult time getting enough players for their regular season scheduled games, the following options are available:

A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season game:

#### GUIDELINES

- The league's Player Agent will create and run the pool. The league's Player Agent will use the pool to assign players to teams that are short of players on a rotating basis.
- Managers and/or coaches will not have the right to randomly pick and choose players from the pool.
- Players used from the pool will not be allowed to pitch or play catcher, except during the player's own regular season scheduled game.
- The team using the player pool may only sit a player of their own one (1) inning. This means a different player on the team must sit out every inning
- Pool players that are called and show up at the game site must play at least nine defensive outs. They must also bat last and play only in the outfield.
- The Manager must notify the Player Agent 30 minutes before game start or no there is no guarantee that a player will be appointed.

If a Manager is unable to field a team of nine regular season players from their team, this method can be used instead of re-scheduling the game. The league can stay on schedule instead of trying to reschedule the game if necessary due to standings.

## **ROOKIE DIVISION**

1. The Official Little League Regulations and Playing Rules for your Division are used except as specified in the By-Laws and these Local Rules.
2. TIME LIMIT. Games must end at 1 hour 30 minutes.
3. SCOREKEEPING will be kept in this division as a matter of introduction and training since this is a non-competitive division of play.
  - a. A minimum of 3 innings must be played for a complete game b. The inning will end when one of the following happens first. The team bats the entire lineup, 5 runs have been scored within the same inning or 3 outs are completed
3. STEALING BASES. There is no stealing of any base.
4. OVERTHROWS TO FIRST BASE ONLY. The maximum the batter-runner can advance is to SECOND base at his/her own risk. Any fielder can make an attempt to throw the batter-runner out going to second base with no risk of the batter-runner advancing to third or home. ALL OTHER RUNNERS MAY ADVANCE TO ANY BASE AT THEIR OWN RISK. The intent of this rule is to encourage the defense to make a play on a runner who attempts to reach second base after an overthrow at first base.
5. INFIELD FLY RULE. There is no infield fly rule.
6. BATTING ORDER. All players present at the game are to be in the batting order.
7. BATTER LIMIT. The offensive team's turn at bat shall end after three (3) outs or after all players present have batted, whichever comes first.
8. PITCHING MACHINE. The pitching Machine shall be used by one member of the offensive coaching staff. A maximum of five (5) pitches will be allowed for each batter from the pitching machine. A pitch is considered a fouled ball a strike or a passed ball that is not swung at. If a batter fails to hit a fair ball within the 5 pitches, he/she is out. A batter will also be out if the player swings and misses at strike three. There is no minimum distance a batted ball must travel. The Coach must exit the field in a direction that will not interfere with the play in progress.
9. BUNTING is not permitted.
10. THE BALL is dead when an attempt to return the ball to any PLAYER within the pitching circle (this does not include the Coach Pitcher). All runners will be placed according to their relationship to the bases. If the runner has passed the halfway point between the bases prior to the ball entering the pitching circle, he/she may continue to the next base.
11. The DEFENSIVE TEAM may only place ten (10) defensive players on the field at a time. The tenth player plays a fourth outfield position. All players must rotate positions every two innings.
12. HARDBALLS are prohibited. A designated League-approved "Flexi-Ball" must be used.
13. MANDATORY PLAY. For games that last five (5) or more innings, every player is required to play three (3) innings of defense (only 10 defensive players may play at a time). PENALTY: Same as the rulebook (i.e., the player will start the next game and fulfill the requirement for both the previous game and that particular game before being removed).
14. ON-FIELD 2 COACHES are permitted in the outfield during play and may not interfere with the ball at any time.
15. PLAY AREA/SANDBOX. Any ball hit into the toy area/sandbox area will be considered a home run. Please encourage your team NOT to get hurt or hurry when chasing a ball that goes into that area.

## **TEE BALL DIVISION**

1. The Official Little League Regulations and Playing Rules for your Division are used except as specified in the By-Laws and these Local Rules.
2. TIME LIMIT: Games must end at 1HR (may end sooner by Manager agreement)
3. T-BALL Division is an opportunity for younger children of our area the chance to learn the fundamentals of baseball while having a good time. We want each child to have the chance to play and develop skills without the pressure of winning. It is available to all children ages 4 and 5.
4. SCOREKEEPING is not permitted. This Division is considered instructional and not competitive.
  - a. Managers will not permit any scorekeeping to be done by their staff or parents and will not allow the announcement of any type to the parents in regards to winning and losing. PENALTY: Managers will be reviewed and disciplined as follows: 1) First offense - one game suspension; 2) Second offense - removal as a Manager and not allowed to return to the field for the remainder of the season.
5. THE CATCHER will not be utilized.
6. STEALING BASES. There is no stealing of any base during the season.
7. OVERTHROWS TO FIRST BASE ONLY. The maximum the batter runner can advance is to second base at his own risk. Any fielder can make an attempt to throw out the batter runner going to second base with no risk of the batter runner advancing to third or home. ALL OTHER RUNNERS MAY ADVANCE TO ANY BASE AT THEIR OWN RISK. The intent of this rule is to encourage the defense to make a play on a batter runner who attempts to reach second base after an overthrow at first base.
8. INFIELD FLY RULE. There is no infield fly rule.
9. BATTING ORDER. All players present at the game are to be in the batting order.
10. BATTER LIMIT. The offensive team's turn at bat shall end after all players present have batted.
11. BUNTING is not permitted.
12. ALL BATTERS will use the league provided tee. This is a Little-League directive and cannot be waived by the local league. All players will swing until a fair ball is hit. The ball must travel beyond the white line.
13. THE BALL is dead when returned to and in control of any player within the pitching circle (this does not include the offensive coach at home plate). All runners will be placed according to their relationship to the bases. If the runner has passed the halfway point between the bases prior to the ball being controlled in the pitching circle, he/she may continue to the next base.
14. A TEAM is encouraged to place all players on the field and is allowed five (5) infielders. These players may be positioned at any location outside a 15ft. radius of the pitcher. Outfielders must be positioned anywhere behind the cut of the grass.
15. HARDBALLS are prohibited. A designated League-approved "Flexi-Ball" must be used.
16. MANDATORY PLAY. For games that last five (5) or more innings, every player is required to play three (3) innings of defense. PENALTY: Same as the rulebook (i.e., the player will start the next game and fulfill the requirement for both the previous game and that particular game before being removed).
17. ON-FIELD COACHES. Two (2) offensive Coaches will be permitted to coach from the first and third base coaching boxes. The defensive team is permitted two (2) Coaches on the field who must remain in the outfield at all times. One (1) Coach must be in the dugout at all times. At the season's half-way point, an additional coach on offence will be allowed on the field to coach-pitch to the batter.

## PLAYER DRAFT SELECTION

1. **DRAFT ORDER.** Major Division and below draft from the top down (i.e., Majors draft first, Minors draft remaining players, then Farm drafts the remaining players). Each division's draft order will be determined by a random drawing conducted by each Division Managers and the President prior to the draft. The League reserves the right to place players in the correct Division based on skill level. The goal is to have players be challenged and compete at the appropriate level based on age and skill.

2. **OPTIONS.** Manager Options must be submitted before the 1st tryout. All options must be approved by the League Player Agent. If approved, the Options will be honored and may not be waived after the draft begins.

3. The **MANAGER'S OPTION** must be taken the round indicated based on the player's age. The Manager must take their child as the Manager's option. There will be no exceptions to this requirement. If the Manager has two or more players in the same division, the manager must take the older player first in the draft. The second child will then be taken in the 6th round and any other siblings in consecutive rounds.

DIVISION 7 8 9 10 11 12 13 14 15 16

SENIOR 4 3 JUNIOR 4 3 MAJORS 5 4 3

MINOR 4 3 3

FARM 5 4 3

4. The **COACH'S OPTION** (Head Coach), if exercised, will be taken in the 2nd round and must be declared prior to the first scheduled tryout date. If the Head Coach has two or more players in the same division, the Head Coach must take the older player first in the draft.

The second child will then be taken in the 6th round and then after the 6th round and any other siblings in consecutive rounds.

5. **SIBLINGS.** If a manager takes a player before the 6th round and that player has a sibling, the sibling will be taken in the 6th round or the first round open after the 6th round. After the 6th round, the siblings will be taken in consecutive rounds. 6. **JUNIOR, MAJOR, MINOR and FARM DRAFT ORDER.** Teams draw for draft order in their respective Division and the order is reversed each round (i.e., flip-flops; 1-2-3-4-5-6-7-8, 8-7-6-5-4- 3-2-1, 1-2...).

6. **ROOKIE** Division will have a draft in order to fill the teams. The draft will consist of the Managers taking two kids at a time. Teams draw for draft order in the division and the order is reversed each round (i.e., flip-flops; 1-2-3-4-5-6-7-8-9-10, 10-9-8-7-6-5-4- 3-2-1, 1-2...).

7. **TEE BALL DRAFT.** Teams are determined by randomly dividing up the players by age and to balance the teams by the Player Agent.

8. **HAT PICKS.** Hat picks may be those players who did not try out, but are still approved to play. At the beginning of the first round to include hat picks (usually the last round), the hat picks and all remaining candidates will be placed in the hat together. Each manager draws his next player.

9. **TRADES.** No trades are permitted until after all teams in a Division have finished drafting players. Trades may be requested from the time the draft ends until 4 days after the draft. All trades must be for justifiable reasons. All trades are requested in writing through the Division Representative and the Player Agent and approved by the President.

10. **SECRECY.** Players and parents shall never be told the position in which the players were drafted. Players traded before being notified by the team that drafted them should never be told that they were drafted to another team and traded.

11. **ALL PLAYERS MUST TRYOUT.** A player must tryout in order to be eligible for All-star consideration. If a player cannot make it and wants to be eligible for All-stars it must be approved by the Executive Board. Players who are injured must attend tryouts and provide a doctor's excuse, and if approved by the Executive Board, may be permitted to play.

**ALL-STARS: The League shall comply with the official Little League Rules and Regulations manual**

1. Major, 11U, 10U, 9U, and 8U All-star Team Managers will be decided by the team who finishes the regular season in first place. If multiple All-star teams are available in a division, the second place regular season manager will be awarded the second team. If a first or second place Manager declines to manage an All-star team, the All-star manager will be selected by the executive board. Note: Any manager finishing in the top two regular season spots who has had disciplinary action during the regular season shall have executive board approval prior to being awarded an All-star team with the League President having the ultimate decision. The 7U All-star Team Manager will be selected by the executive board.

All-star Teams will be assigned to the following Divisions:

Majors – Major Division	11U- Major Division	10U- Minor Division
9U- Minor Division	8U- Farm Division	7U- Rookie Division

2. All-star managers will be allowed to select one player for their team. All other all-star players will be selected by coach and player ballot vote. Majors, 11U, and 10U All-star Teams, the regular season players will ballot vote for the first (4) four players. The remaining Players will be voted by Regular Season Team Managers and Head Coaches. All-star Teams for 9U, 8U, and 7U will be selected by Regular Season Team Managers and Head Coaches voting. Each will have the voting power of one and must be present at the date and time deemed for the All-star player/Team selection. Only those designated as the official regular season Manager and Head Coach will be eligible and no substitutions will be allowed unless approved by the League President. Note: Managers and Head Coaches must have been present and coaching in 51% of the regular season games to be eligible to vote for All-stars. The numbered of players rostered for each All-star Team will be determined by the selected Team Manager. Selected All-star players shall only be allowed to play for their All-star age group and will not be allowed to play for an upper age group unless given strict approval by the League President.

Exceptions to this rule are if an upper age group All-star Team does not have the necessary number of players to complete a team roster for tournament eligibility and play a younger aged player may play on the upper division team.

**End of Season SDLL Tournament Play:**

All Tournament games except for a deemed Championship game will be played using regular season rules.

Divisional Tournament seeding will be decided by “Hat Pick”

Championship games in Farm will have a “No New Inning” after 2 hours and no drop dead. A game will end and be official if the Umpire deems the light and/or weather conditions are unsafe for the continuation of game play. If the game is tied, the game will be continued at a later time and continue where the game was stopped.

Championship games in Minor and Major will have no time limit. A game will end and be official if the Umpire deems the light and/or weather conditions are unsafe for the continuation of game play. If the game is tied, the game will be continued at a later time and continue where the game was stopped.

Championship games are considered the first and second game where the teams from the winning and losing bracket play.

President:     Mario Camacho     / \_\_\_\_\_ Date \_\_\_\_\_

Secretary:     Lisa Penberthy     / \_\_\_\_\_ Date \_\_\_\_\_