SAN DIMAS LITTLE LEAGUE

2026-27 GROUND RULES

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RULE HIERARCHY AND PRECEDENCE

These Ground Rules are intended to support fair play, player safety, consistency of enforcement, and respect within the San Dimas Little League (SDLL) community. In the event of a conflict between governing documents, authority applies in the following order:

1. The current Little League Official Regulations, Playing Rules, and Operating Policies;

2. The SDLL Constitution and By-Laws;

3. These SDLL Ground Rules.

A local Ground Rule will control only where Little League expressly permits a local option. For All-Star and Tournament play, Little League Tournament Rules and District 20 instructions supersede these Ground Rules.

Amendments. The Board of Directors may amend these Ground Rules during the season when it determines that doing so is in the best interests of the league. Amendments take effect when approved by the Board and communicated to managers.

LEAGUE GOVERNANCE

Board selection and elections, officer duties, the Executive Committee, succession, removal of Board members and officers, the no-related-members rule, and the conflict-of-interest and firewall provisions are governed by the SDLL Constitution and By-Laws. Where these Ground Rules and the Constitution and By-Laws differ, the Constitution and By-Laws control.

MANAGER PROTOCOL

Disciplinary Action for Ground Rules Violation

If any of these Ground Rules are violated, the offending Manager, Coach, or Volunteer may be brought before the Executive Committee and disciplinary action may be taken. Discipline can range from counseling, reprimand, and 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.

Manager Responsibilities to the League

1. **Child protection and eligibility.** All Managers, Coaches, and volunteers must comply with Little League's Child Protection Program. This includes an annual background check conducted through JDP (J.D. Palatine), annual Abuse Awareness training (LittleLeague.org/AbuseAwareness), and approved-volunteer status before any contact with players. A California Live Scan must be completed once during the volunteer's tenure with SDLL. One-on-one interaction between an adult and a player is prohibited.
2. **Knowledge of the rules.** All Managers must read and understand the current league Ground Rules. Failure to do so may disqualify them from becoming a manager.

3. **Supervision and practices.** All Managers are responsible for holding timely and well-supervised practices. Under no circumstances shall players be left unsupervised at any team function. A team Manager, a league-approved Coach, and/or a league-approved Team Parent must be present at all practices, games, and team functions.
4. **Meetings and clinics.** All Managers are responsible for ensuring that they or their Head Coach attend all Managers and Coaches meetings and/or clinics. Failure to attend could result in game suspension and/or removal from position.
5. **Injury reporting.** All player injuries, during practice or games, must be reported promptly to the Safety Officer and documented as outlined in the San Dimas Little League Safety Plan.
6. **Player assessments.** At the end of each season, all Managers or Head Coaches must complete a player assessment form for each player on their team. Ratings will be used in a variety of ways to ensure fairness in team construction and talent evaluation.
7. **First aid and emergency preparedness.** All Managers must have a fully stocked, league-approved First Aid kit in the dugout for all practices and games. Managers and Coaches must also familiarize themselves with the location of the nearest Automated External Defibrillator (AED) at their respective fields.

Manager Selection

1. Manager appointments are made by the League President after considering the Managers and Coaches Committee recommendations.
2. Managers nominate their Head Coach by applying to the League President for approval.

Field and Equipment Care

1. ALL Managers are responsible for ensuring their field is secure before leaving practice. Securing the field includes locking all bases and field maintenance equipment inside sheds, locking batting cages, and locking any gates opened for practice. All Managers are responsible for dragging the infield, raking the pitcher's mound, replacing mound covers (Major and Minor fields), and watering the infield after every practice. Managers using the Major Field are also responsible for making sure the restrooms are locked securely before they leave the park. The first violation results in a warning; subsequent violations warrant a one-game suspension or loss of a field practice day. Multiple violations are subject to game suspensions and/or removal as a volunteer.
2. The Home Team is responsible for setting up the field prior to every game, including dragging, watering, and striping. The Visiting Team is responsible for dragging and cleaning the field after the game and returning the bases and field maintenance equipment to the proper location. ALL Managers should check the field and facility locks when leaving on weeknights and after the last weekend game. For weekends with multiple games, the visiting team will assist the home team of the next scheduled game with preparing the field.
3. Managers and Coaches of both teams are responsible for cleaning up their dugouts and spectator areas after each game and practice. If a Manager or Coach is found not abiding by this rule, disciplinary action will ensue.

INJURY AND INCIDENT REPORTING PROTOCOL

INJURY AND INCIDENT REPORTING PROTOCOL. The safety of our players, volunteers, and spectators is our top priority. All Managers and Coaches must strictly adhere to the following procedures in the event of an injury or safety incident:

- **Definition of a Reportable Incident:** Any incident that causes any player, manager, coach, umpire, or volunteer to receive medical treatment and/or first aid must be reported. This includes even passive treatments such as the evaluation and rest of a player, applying ice, or any instance where a player is removed from a practice or game due to injury.

- **Immediate Action:** In the event of an injury, play must be stopped immediately. The Manager or Coach must assess the injury, provide basic first aid if qualified, and immediately notify the player's parent/guardian. In the event of a severe medical emergency, dial 911 immediately.
- **Reporting Timeline:** The Manager must report the incident to the SDLL Safety Officer within 24 hours of the occurrence.
- **Required Documentation:** The Manager is responsible for completing the official Little League Incident/Injury Tracking Report. This form must be filled out completely with the facts of the incident and submitted directly to the Safety Officer.
- **General Return to Play:** If a player requires a visit to a physician, urgent care, or emergency room due to a baseball-related injury (or an outside injury that affects their ability to play), the player must provide a written medical release from a licensed healthcare provider to the Manager and Safety Officer before they can resume participating in any SDLL games or practices. *(Note: For head injuries, refer to the strict Return to Play guidelines outlined in the Concussion Protocol).*
- **Near Misses:** Managers are strongly encouraged to report "near miss" incidents (e.g., a structural hazard on the field or a close call involving safety equipment) to the Safety Officer so the league can take preventative measures.

CONDUCT ON THE FIELD

1. All Managers, Coaches, Board Members, and league volunteers are subject to review by the League's Executive Committee for misconduct, which can lead to game suspension and/or removal from position.
2. Under no circumstances shall a Manager, Coach, parent, family member, spectator, or Player approach the Umpire(s) outside the playing field. Only the Board Member on Duty may address the Umpire outside the playing field, and only regarding an interpretation or ruling made during the game. During games, only the designated Team Managers may approach the official game Umpire(s) to address a game issue, including an umpire's ruling of a play, an interpretation of a rule, and/or a protest of an official game. The Board Member on Duty may only inform the Official Game Umpire of a League Ground Rule or Little League Official Rule or Regulation, but may not interfere with or overrule the Official Umpire's determination and/or ruling.
3. If anyone besides the Board Member on Duty approaches an Umpire to complain or argue outside the playing field, it is an automatic two-game suspension and subject to removal as a league volunteer. Anyone other than the designated Team Manager who approaches the official Umpire(s) during a game to complain or argue is subject to game suspension(s) and/or removal as a volunteer.
4. **Grievances and appeals.** Managers or Coaches may submit a written grievance questioning an Umpire's behavior or conduct during a game within 24 hours of the occurrence to the Umpire-in-Chief. Appeals of an ejection are limited to questions of rule application, mistaken identity, or extraordinary circumstances. Judgment calls are not subject to appeal. An appeal must be submitted in writing within 24 hours to the Umpire-in-Chief and the League President. An eligible appeal will pause any suspension pending review of the event by the Presidents of San Dimas Little League and the Umpires Association. The President of San Dimas Little League will issue the final determination on the initial ruling.
5. **Behavioral ejections and suspensions.** Any Manager, Coach, Player, or volunteer ejected from a game, or suspended for a behavioral infraction such as unsportsmanlike conduct, abusive or threatening behavior, or arguing with an umpire, must immediately leave the field, dugout, spectator area, and game venue (e.g., Marchant Park, San Dimas Sportsplex) and may take no further part in that game. An ejection results in an automatic one-game suspension, served at the team's next scheduled game. During a behavioral suspension, the suspended person may not attend the game, be on league grounds or at any field, dugout, warm-up area, spectator area, or other league-permitted area connected to that game, or participate in any way, unless specifically approved in writing by the Executive Committee. The respective Division Representative will notify the opposing team's Manager.

6. **Rule-violation suspensions.** A suspension that results from a good-faith violation of a playing rule or Ground Rule, with no behavioral infraction and no ejection (for example, a first-offense pitching violation), is still served, but the suspended person may attend the game as a spectator (fan). During such a suspension, the suspended person is forbidden from having any contact with coaches, managers, players, umpires, scorekeepers, or any other individuals involved in the game, and may not perform any team or game role.
7. **Repeat offenses.** Repeat or escalating offenses may incur longer suspensions or removal as a volunteer, based on Executive Committee review.
8. **Board Member on Duty (BMOD).** The Board Member on Duty is the Board member or designee assigned by the Executive Committee (per a posted schedule) to oversee game-day operations at a field. The BMOD: (a) is the only person, other than a designated Team Manager during a game, who may address an umpire off the field, and only to convey a League Ground Rule or Little League rule; (b) may suspend, stop, or cancel a game for safety reasons, including heat, air quality, lightning, an unsafe field, or a threat to participant safety; (c) addresses parent and spectator conduct and may require a spectator to leave the facility for abusive, threatening, or disruptive behavior. The BMOD may NOT overrule an umpire's judgment or ruling, alter the outcome of a play, or impose discipline beyond removal from the facility. All further discipline is determined by the Executive Committee.

SPECTATOR AND PARENT CODE OF CONDUCT

Parents and spectators are expected to support all players positively and to model good sportsmanship. Parents and spectators may not argue calls, confront or approach umpires, coach from behind the backstop, enter dugouts, interact with any players or coaches (Farm Division and up), or use abusive or threatening language toward any participant, volunteer, or official.

Removal procedure. The Board Member on Duty, League President, or designee may require any spectator to leave the facility for abusive, threatening, or disruptive behavior. Failure to leave may result in suspension of the game, contact with law enforcement, and further league discipline.

Dogs are strictly prohibited on school grounds. This includes the tee ball, farm and rookie fields. Violations may result in suspension of team personnel. Please remember that these are school grounds. All attempts should be made to ensure proper clean up.

ALL DIVISIONS

1. **RULE BOOK.** Except as stated in the Constitution and By-Laws of this league and these Ground Rules, all play is governed by the rules of Little League Baseball for each Division.
2. **GROUND-RULE DOUBLES.** A fair ball that passes through a fence, over the outfield fence on a bounce, or into a structure or unsafe area is ruled a ground-rule double. Fielders should be instructed to raise their arms to assist the Umpire or Coaches in making the call. At Pioneer Park or Rookie West, any ball that rolls down the embankment in the outfield is a ground-rule double.
3. **TIE-BREAKERS.** A playoff game, not a tiebreaker, decides the end-of-year championship. In all other cases (first/second half, second place, etc.), the tiebreakers for teams with equal records are:
    a) Head-to-head win-loss record;
    b) Head-to-head runs-scored differential;
    c) Playoff game.
4. **RAINOUTS AND UNSAFE CONDITIONS.** For weeknight games, fields will be checked and the decision to play or postpone will be made by 4:00 PM the day of the scheduled game. For weekend games, fields will be checked by 7:00 AM. If conditions are deemed unplayable or unsafe, Managers will be notified by email or text, and an announcement will be posted on SDLL social media and the website (www.sandimaslittleleague.com). If there has been no official notice of cancellation by the Executive Committee or Fields Coordinator, all teams must report to the field for their games.
5. **HEAT, AIR QUALITY, AND LIGHTNING.** Games and practices may be suspended, postponed, or canceled for unsafe environmental conditions:

- **Heat:** When temperatures or the heat index reach unsafe levels, additional hydration breaks will be provided. If the temperature exceeds 95°F, mandatory water breaks must be taken at least every two innings. Play may be suspended or postponed at the discretion of the Umpire or Board Member on Duty.
- **Air quality:** When the local Air Quality Index (AQI) exceeds an unhealthy level (generally AQI above 150), games and practices may be suspended or postponed.
- **Lightning (30-30 rule):** At the first lightning or thunder when the flash-to-bang count is 30 seconds or less, play is suspended and all participants seek shelter. Play may not resume until 30 minutes after the last observed lightning or thunder.
- **Authority:** The Umpire or the Board Member on Duty may suspend or cancel a game for heat, air quality, lightning, or any other unsafe condition.
- **Note:** This policy applies unless otherwise stipulated by city or district rules.

6. **PITCHING VIOLATIONS.** A designated Team Manager who commits a pitching violation will receive a one-game suspension for the first offense and will not be permitted on the field as a Manager or Coach for the remainder of the season for the second offense (see division rules that apply). Any alleged pitching violation will be reviewed by the Player Agent, Umpire-in-Chief, and League President before discipline is final.
7. **PIONEER AND SPORTSPLEX FIELDS.** The home team is responsible for picking up and returning the score sheet and pitch count sheets. Both Managers must return to Marchant Park, or the designated location, for official game documents and to sign the pitch count affidavits.
8. **SCOREKEEPING AND PITCH COUNT.** Except for the Tee Ball and Rookie Divisions, 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 the Manager's responsibility to check out the official scorebook from the designated storage area before each game and return it immediately after the game ends. Scorebooks may not be removed from the storage area without permission from the President, Player Agent, or Umpire-in-Chief. The visiting team provides the official pitch count keeper, who obtains the pitch count tracking affidavits for each team. The pitching affidavits are returned to the storage area after the game with the 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 the same day to the League's storage area. During an official game, all scorekeeping and pitch count officials must remain in the designated areas unless approved by the League President.
    a) Scorekeepers must record the Manager and Head Coach for each team and ask the umpire for the official start time, recording it on the score sheet.
    b) Pitch counters must inform the umpire when a player reaches the limit for his/her age group. Only the official pitch count sheet is used for records. The pitch counter must provide the current pitch count to the designated Team Manager of either team upon request.
    c) Scorekeepers and pitch count volunteers may not coach or make comments toward any team while serving in this role. Volunteers who violate this rule may be ejected or suspended. These volunteers may cheer in good faith without giving guidance.
9. **DESIGNATED AREAS FOR GAME OFFICIALS.** Game officials must remain in the following designated areas:
    - South/East and South/West Sportsplex Fields: behind or immediately next to the backstops;
    - North Field at Marchant Park (Major Division): scorekeeper's box behind the Major Field backstop;
    - South Field at Marchant Park (Minor Division): corners of the backstop area at the scorekeepers' table;
    - North Field at Ekstrand School (Farm Division): behind the backstop in the scorekeeper's box;
    - West Field at Ekstrand School (Rookie Division): team dugouts (if applicable);
    - Pioneer Park Field: behind the backstop.
10. **BATTING PRACTICE.** Prior to games, hardball batting practice is not allowed 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. There will be no batting practice (pepper) hit into any fencing at any time. The penalty will be determined by the Board.

11. **PROTEST.** A protest concerns the alleged misapplication or violation of an Official Little League Rule or SDLL Ground Rule, the use of an ineligible pitcher, or the use of an ineligible player. Protests on decisions involving an umpire's judgment will not be considered.
    - The protesting Manager must notify the umpire on the field immediately, and before the next pitch is delivered (for an ineligible pitcher or player, before the umpires leave the field at the end of the game).
    - When a protest is lodged, the game is stopped and the official scorekeeper notes the inning, score, placement of offensive players, number of outs, and current pitch count on the batter. Both Team Managers and the Umpire review and sign the official scorebook for accuracy.
    - The protesting Manager submits a detailed written explanation, citing the applicable Official or Ground Rule, to the League President within 24 hours. The Umpire-in-Chief submits a report.
    - The protest is decided by the SDLL Protest Committee, comprised of the League President, Player Agent, Umpire-in-Chief, and one or more officers or directors who are not Managers or Umpires. If the protest is allowed, the game resumes from the exact point of the infraction. All protests follow Little League Official Rule **4.19**.
12. **CHEST PROTECTORS.** Pitching chest protectors are optional in all divisions. The League will provide each team in the Major, Minor, and Farm Divisions with a pitching chest protector as part of its League-issued equipment. Players may purchase and wear their own pitching chest protectors if they choose.
13. **CATCHER'S EQUIPMENT & THROAT GUARDS.** All catchers must wear full, league-approved catcher's gear during practice, pitcher warm-ups, and games. This strictly includes a catcher's helmet with a dangling throat guard. Only 1-piece, hockey style masked are approved.
14. **ATHLETIC CUPS.** Athletic supporters and cups are mandatory for all male players in the Rookie, Farm, Minor, Major, Intermediate, Junior, and Senior Divisions.
15. **BATS (USA BAT STANDARD).** All bats must meet the USA Baseball Bat standard (USABat) for the Major Division and below (Tee Ball, Rookie, Farm, Minor, Major). Bats in the Intermediate and Junior Divisions must meet the USABat or BBCOR standard, and Senior Division bats must meet the BBCOR standard, as required by Little League Rule 1.10. BPF 1.15 bats are prohibited, and any illegal or altered bat will be removed from play. A Manager who uses or permits an illegal bat will receive a one-game suspension for the first offense and a potential season suspension or removal for the second offense.
16. **EQUIPMENT CHECK RESPONSIBILITY:** Umpires are not required to check equipment prior to a game. The manager is solely responsible for ensuring players are following equipment guidelines. An umpire may report to BMOD any violations discovered during a game. It is the umpire's discretion to eject a manager of a team with an equipment violation.
17. **METAL CLEATS.** Metal cleats are prohibited in all divisions Major and below (Tee Ball, Rookie, Farm, Minor, and Major). Metal cleats are permitted only in the Intermediate and Junior/Senior Divisions, as allowed by Little League rules.
18. **NO ON-DECK BATTER.** In the Major Division and below, the on-deck position is strictly prohibited per Little League rules: no player may leave the dugout with a bat, take warm-up swings, or use an on-deck circle. Only the first batter of each half-inning may be outside the dugout; all others wait in the dugout until it is their turn. No player in the dugout should hold a bat until it is their turn to bat. An on-deck batter (with an on-deck circle) is permitted only in the Intermediate and Junior/Senior Divisions.
19. **JEWELRY/SLEEVES/SUNGLASSES**. Any jewelry worn by a player that poses harm to injury will be subject to removal. This rule applies regardless of the composition of such jewelry, hard cosmetic item, or hard decorative item. Hard items to control the hair, such as beads, are permitted. Pitchers may not wear anything deemed to be distracting, including non-solid, white, or gray sleeves. Players wearing sunglasses must wear them over their eyes, not anywhere else on their body or equipment.

20. **FOOD/GUM**. Players may not consume/use food items including gum while on the field of play.
21. **DRUG-, ALCOHOL-, AND TOBACCO-FREE FACILITY.** All SDLL fields and facilities are drug-, alcohol-, and tobacco-free. The use or possession of tobacco, alcohol, or illegal drugs is prohibited at any field, dugout, or facility, and during any league activity, by Managers, Coaches, volunteers, players, and spectators.
22. **DUGOUT SUPERVISION AND LIMITS.** A maximum of three rostered adults (one Manager and up to two league-approved Coaches) are permitted to manage/coach the team during a game, whether they are stationed in the dugout or designated on the field (e.g., as base coaches or approved on-field Rookie/Tee Ball coaches). At least one approved adult must be present in the dugout whenever any player is in the dugout.
23. **CATCHER AND PITCHER ELIGIBILITY.** Consistent with Little League Regulation VI: (a) any player who has played catcher in four or more innings in a game may not pitch on that calendar day; (b) a player who caught three innings or fewer, then moves to pitcher and delivers 21 or more pitches (31 or more for league ages 15-16) in the same day, may not return to the catcher position that day; and (c) any player who delivers 41 or more pitches in a day may not play the catcher position for the remainder of that day.
24. **SPORTSMANSHIP.** The Official Umpire has authority to disqualify any player, coach, manager, or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification does not take effect until no further action is possible on that play. Unsportsmanlike conduct also includes stealing and relaying signs to alert the batter of pitch selection or location; in the umpire's judgment, both the player and the manager may be ejected.
25. **CONCUSSION PROTOCOL.** To remain compliant with California Assembly Bill 2007, the league has instituted a concussion awareness protocol. At minimum, each registered player's parent or guardian must review, agree to, and acknowledge SDLL policies and procedures regarding suspected concussions. All Board Members, Managers, Coaches, and Team Parent volunteers must complete an online certified concussion-awareness course and provide proof of completion to SDLL. **Return to Play:** Any player removed from a game or practice for a suspected concussion may not return to play or practice without written medical clearance from a licensed healthcare provider.
26. **PLAYER MINIMUM.** A team may start and play a game with eight players. If a team is playing with eight players, the ninth spot in the batting order is skipped without penalty. A game may be delayed no more than 10 minutes to reach the minimum of eight players; if a team cannot field at least eight players after 10 minutes, the game is declared a forfeit (recorded as 6-0, per Little League).
27. **PLAYER POOL.** To aid teams that are short of players for regular-season games, a pool of players from existing regular-season teams may be created from players willing to participate in extra games:
    - The Player Agent creates and administers the Player Pool and assigns players to short-handed teams on a randomized, rotating basis. A team may maintain a maximum ten-player roster for a game when using the pool.
    - Managers and Coaches may not pick and choose players from the pool.
    - Pool players must play 9 consecutive outs, bat last in the batting order, bat at least once (unless a game ends early), and play the outfield only.
    - Pool players may not pitch, catch, or play any infield position.
    - The Manager must notify the Player Agent at least one hour before the game starts, or a player may not be provided.
    - The pool may include players from one division below, provided they are age-appropriate and have been assessed as capable by the league.
    - Any misuse of, or misconduct toward, the player pool process by a Manager or Head Coach may result in a one-game suspension.
28. **COURTESY RUNNER.** A courtesy runner is allowed for the current pitcher and catcher of record, but only when there are two outs. The courtesy runner must be the player in the batting order who made the last out.

29. **INFIELD FLY.** The Infield Fly Rule applies in all divisions except Tee Ball and Rookie, where it does not apply (see Division-Specific Rules).
30. **MINIMUM PLAY.** The minimum-play requirement for each division is listed in the Division-Specific Rules; where it applies it means six defensive outs played over two innings (plus one at-bat in the Junior, Intermediate, Major, Minor, and Farm Divisions). If a game is shortened by weather, darkness, or mercy before minimum play can be met, the Manager is not penalized, provided substitutions were made in good faith and consistent with Little League rules. In All-Star and Tournament play, District 20's mandatory-play rule governs and supersedes this local definition.
31. **NATIONAL ANTHEM**. Before each game, participation in the national anthem is an individual choice. Players and coaches who choose to participate must stand along the baseline in front of their own dugout during the playing of the anthem, and no player or coach may be on the playing field during this time. Players and coaches who choose not to participate may remain in or near their dugout.
32. **STREAMING AND MEDIA.** Public streaming or broadcasting of SDLL games on any public platform (for example, YouTube) is prohibited. The only streaming permitted is through GameChanger, set to a friends-and-family (private) audience only. Any app-based streaming platform must be set for private use. Any unauthorized public use of SDLL and Little League events will result in the following:
    - First violation: Warning;
    - Second violation: One-game suspension;
    - Third violation: Removal from the league as a volunteer.
33. **CAMERAS**. Cameras may not be placed anywhere within the field of play, including on the playing field side of any fence, wall, or backstop. Cameras must be located outside of the field of play. Cameras may not be placed directly behind home plate and must be a minimum of 6 feet away from the centerpoint behind home plate. Cameras may not be placed above, in front of or near the centerfield batters eye.

Note: Pictures and video clips of individual players taken by a family member during a game are approved for personal use. The intent of this approval is to give family members the right to share their own player without obtaining league approval.

DIVISION-SPECIFIC RULES

Junior / Senior Division and Intermediate

Innings played: 7, official after 5
Time Limit: No new inning after 2:30
Run Limit: None
Batting Rotation: Continuous
Minimum Play: 6 defensive outs (played over two innings)
Defensive Substitutions: Free
Mercy Rule: 15 runs after 4, 10 runs after 5
Infield Fly Rule: Yes
Drop 3rd Strike: Yes

1. **PITCH COUNT AFFIDAVIT.** Scorekeeping and pitch count duties follow the All-Divisions rule: the home team provides the official scorekeeper and the visiting team provides the official pitch counter. Managers must sign the appropriate affidavit after the game concludes. This affidavit must accompany the team from venue to venue and be presented prior to the start of the next game. Failure to have an affidavit, or having an incomplete or questionable affidavit, requires the violating team (for the next game) to limit each pitcher to a maximum of one inning, defined as when the pitcher takes the mound through the finish of that inning.
2. **15-YEAR-OLDS PLAYING JUNIORS.** Where required by District 20, 15-year-old players are allowed but may not pitch more than three innings in any District venue. 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. Little League pitch-count limits (95 pitches per day for league ages 13-16) and required rest still apply in addition to this cap.

3. **RAINOUTS.** For weekday games, the call to postpone due to weather must be made no later than 4:00 PM. In addition to the league notification described in the All-Divisions Rainouts rule, the home team is responsible for contacting the opposing Manager and Division Representative to relay this information. Saturday games are at the discretion of the home team as to when a game is called, given the possibility of pushing a game back to make the field playable.

Major Division

Innings played: 6, official after 4. No ties allowed; game continues into extra innings to break ties
Time Limit: No time limit
Ghost Runner: In extra innings, the player who made the last out in the previous offensive inning, will be placed at second base at the beginning of the inning with no outs.
Run Limit: None
Batting Rotation: Continuous
Minimum Play: 6 defensive outs (played over two innings), plus one at-bat
Defensive Substitutions: Free, but all subs must enter by the start of inning 3
Mercy Rule: 15 runs after 3, 10 runs after 4
Infield Fly Rule: Yes
Drop 3rd Strike: Yes

1. **PLAYER ELIGIBILITY.** 9-year-olds will not be allowed to play in the Major Division. 10-year-olds will not be allowed to play in the Major Division if there are eligible 11-year-olds available and playing in the Minor Division. Each Major team must roster a minimum of 11 players for the season and will draft players from the Minor Division, if needed, as outlined in the Little League Official Rules and Regulations.
2. **PLAYER REPLACEMENT.** If a Major Division team needs to permanently replace a player during the season and there are eligible 11-year-olds in the Minor Division, an attempt to move up all 11-year-olds must be made before any 10-year-old is placed on the Major team in need. It is the responsibility of the League Player Agent to facilitate this rule as outlined in the Little League Official Rules and Regulations.

Minor Division

Innings played: 6, official after 4
Time Limit: No new inning after 2 hours
Run Limit: 5 per inning. Open in the 6th inning, or the last inning if called
Batting Rotation: Continuous
Minimum Play: 6 defensive outs (played over two innings), plus one at-bat
Defensive Substitutions: Free, but all subs must enter by the start of inning 3
Mercy Rule: 15 runs after 3, 10 runs after 4
Infield Fly Rule: Yes
Drop 3rd Strike: Yes **-** This will be trialed in the 2027 Fall season. The board will then make a determination before the Spring 2027 season on whether to keep the dropped third strike.
Note: An “open” inning is defined as three outs being recorded, or the hitting team batting through the line-up (i.e., not unlimited). The umpire must announce the last inning before the first pitch of that inning.

1. **PLAYER ELIGIBILITY.** There will be no 11-year-olds allowed in the Minor Division unless the Board approves an accommodation. If an accommodation is made, the 11-year-old may not pitch. League-age-12 players must be rostered in the Major Division and are not eligible for the Minor Division except by an approved Little League waiver.

Farm Division

Innings played: 6, official after 4
Time Limit: No new inning after 2 hours
Run Limit: 5 per inning. Open in the 6th inning, or the last inning if called
Batting Rotation: Continuous
Minimum Play: 6 defensive outs (played over two innings), plus one at-bat
Defensive Substitutions: Free, but all subs must enter by the start of inning 3
Mercy Rule: 15 runs after 3, 10 runs after 4
Infield Fly Rule: Yes
Drop 3rd Strike: No
Note: An “open” inning is defined as three outs being recorded, or the hitting team batting through the line-up (i.e., not unlimited). The umpire must announce the last inning before the first pitch of that inning.

1. **OVERTHROWS TO FIRST BASE ONLY.** The batter-runner may advance only to second base, at his/her own risk, with the ball in play. Any fielder may 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 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.
2. **BALL FOUR / COACH PITCH.** In the first half of the season, upon ball four, the offensive Coach inherits the strike count and finishes the at-bat until the ball is put in play or the batter strikes out. In the second half of the season, walks are granted per the rulebook. Each coach pitch counts as a strike whether or not the batter swings, unless the ball is put in play or fouled off with two strikes. The summary below applies:

Situation	First Half	Second Half
Ball four	Coach pitches (inherits strike count)	Batter walks
Coach-pitch called strikes	Each pitch is a strike unless put in play, or fouled with two strikes	Same

If a coach-pitched ball is put in play, the Coach must avoid interfering with the play and exit the field as soon as doing so will not interfere. There is no bunting off the coach pitch. The player-pitcher must keep at least one foot on the pitcher's mound while the offensive Coach delivers the pitch; once the pitch crosses the front of home plate, the player-pitcher is no longer required to touch the mound and becomes a fully functional defensive player. It is the pitching Coach's responsibility to make sure the player-pitcher is in position before delivering the pitch.

3. **BALL POSSESSION BY PITCHER.** For the first half of the season, play stops when the pitcher reaches the rubber while in possession of the ball; any runner in motion who is less than halfway to the next base must return to the previous base. It remains the umpire's judgment whether a runner was halfway to the next base when the pitcher reached the rubber with the ball. For the second half of the season, a runner in motion may advance at his/her own risk if he/she left the base prior to the pitcher possessing the ball on the rubber.
4. **STEALING.** Runners may advance on a wild pitch, passed ball, or by stealing, up to third base. Home plate is closed. Runners at third base may attempt to lead off at their own risk. Runners may advance on errant throws for pickoff plays at third base.
5. **PLAYER ELIGIBILITY.** There will be no 10-year-olds allowed in the Farm Division unless the Board approves an accommodation. If an accommodation is made, the 10-year-old may not pitch.
6. **OUT OF PLAY.** Once the ball crosses the imaginary fence line extending from the end of the spectator fence to the outfield fence (approximately 10 feet), it is considered out of play.
7. **WALKS.** A player who walks is only given first base and cannot steal bases beyond first until the next pitch or pick-off attempt.
8. **FOUL VS. FAIR BALLS & HOME PLATE.** Home plate is entirely in fair territory. If a short batted ball hits home plate, it is a live, fair ball as long as it settles in fair territory or is

touched in fair territory. If it hits the plate and rolls into foul territory before reaching first or third base (and is not touched while fair), it is a foul ball.

Rookie Division

Innings played: Up to 6
Time Limit: No new inning after 1 hour 30 minutes
Run Limit: 5 per inning
Batting Rotation: Continuous
Minimum Play: Every player must sit once before any player sits twice
Defensive Substitutions: Free
Mercy Rule: None
Infield Fly Rule: No
Drop 3rd Strike: No

1. **STEALING BASES.** There is no stealing of any base.
2. **OVERTHROWS TO FIRST BASE ONLY.** The batter-runner may advance only to second base, at his/her own risk. Any fielder may attempt to throw the batter-runner out going to second base, with no risk of advancing to third or home. ALL OTHER RUNNERS MAY ADVANCE TO ANY BASE AT THEIR OWN RISK. The intent is to encourage the defense to make a play on a runner who attempts to reach second base after an overthrow at first base.
3. **BATTER LIMIT.** The offensive team's turn at bat ends after (a) three outs, (b) five runners have crossed home plate, or (c) all players present have batted, whichever comes first.
4. **PITCHING MACHINE.** League-supplied Blue Flame Ultimate Pitching Machines are used during games unless both teams mutually agree otherwise. The machine is operated for each batter until the ball is put in play or the batter strikes out. The only adjustment allowed is the micro-adjustment dial. League machines must be set to Power Pedal 4, Micro Adjustment 3, and Release Arm Block 3. Managers and Coaches may not adjust the speed of the pitching machine for any reason.
5. **MINIMUM DISTANCE.** There is no minimum distance a batted ball must travel to count as a ball in play.
6. **COACH INTERFERENCE.** A Coach must remove himself/herself from any potential play in progress. If a Coach of the batting team assists a runner in any way, the runner is called out.
7. **BUNTING.** Bunting is not permitted.
8. **NUMBER OF PLAYERS.** The defensive team may place 10 players on the field at a time, provided one player is at the catcher position; the tenth player must play a fourth outfield position. The infield is limited to four infielders, a catcher, and a pitcher. All players must rotate positions every inning. If a catcher is used, the catcher must wear league-approved catcher's gear.
9. **HARDBALLS.** Hardballs are prohibited. A designated League-approved “Flexi-Ball” must be used.
10. **ON-FIELD COACHES & INTERFERENCE.** During defensive innings, up to two (2) Managers/Coaches are permitted on the field (positioned in the outfield) and may not interfere with the game in any way. During offensive innings, up to three (3) Coaches are allowed on the field (1st base, 2nd base, and home plate to assist the catcher). Coaches must maintain a minimum distance from active play to avoid interference. If an offensive coach physically assists a runner during a live play, that runner will be called out.
11. **PLAY AREA / SANDBOX / SPECTATOR AREA.** Any ball hit into the toy/sandbox area, into spectators on the east field, into spectators or down the hill in left field, or trapped near the building/fencing area on the west fields is a ground-rule double. Please encourage your team not to get hurt or rush when chasing a ball into these areas. The sandbox and grass area behind the Ekstrand day care, is off-limits during day care hours.

12. **BALL POSSESSION BY PITCHER & PITCHER'S CIRCLE.** The pitcher's circle must be drawn equally on both fields with an 8-foot radius. In the first half of the season, the ball is dead when returned to the pitcher within the pitching circle; any overthrow to the pitcher during this process is still a dead ball. In the second half of the season, the ball is dead when returned to and controlled by the pitcher within the circle; on any overthrow to the pitcher, play is still live. All runners are placed according to their relationship to the bases. If a runner has passed the halfway point between the bases before the ball is controlled in the pitching circle, he/she may continue to the next base.
13. **FOUL VS. FAIR BALLS & HOME PLATE.** Home plate is entirely in fair territory. If a short batted ball hits home plate, it is a live, fair ball as long as it settles in fair territory or is touched in fair territory. If it hits the plate and rolls into foul territory before reaching first or third base (and is not touched while fair), it is a foul ball.

Tee Ball Division

Innings played: Up to 6
Time Limit: No new inning after 1 hour
Run Limit: None. Teams bat their entire side per inning
Batting Rotation: Continuous
Minimum Play: No players should sit. The infield may use four players plus a pitcher; extra players are placed in the outfield beyond the grass edge
Defensive Substitutions: N/A
Mercy Rule: None
Infield Fly Rule: No
Drop 3rd Strike: N/A

1. **THE CATCHER** will not be utilized.
2. **STEALING BASES.** There is no stealing of any base during the season.
3. **OVERTHROWS (INSTRUCTIONAL).** Because no outs are enforced in Tee Ball, this guideline is instructional only: on an overthrow to first base, the batter-runner is encouraged to advance no further than second base. All players continue to occupy and run the bases as described under Runners.
4. **BUNTING.** Bunting is not permitted.
5. **BATTERS.** Players use the league-provided tee. All players swing until a fair ball is hit; the ball must travel beyond the white line to become fair. In the first half of the season, only the tee is used for batting and no pitching is allowed. In the second half of the season, the Coach may pitch up to three balls to the player; if the ball is not hit, the player uses the tee until the ball is put in play.
6. **COACH PITCH.** Coach pitch begins in the second half of the season and is encouraged whenever the coach and player are comfortable. If a player is not comfortable, the Coach may choose to use only the tee. Coaches are encouraged to practice pitching to players during practices at any time.
7. **BALL POSSESSION BY PITCHER.** The ball is dead when an attempt to return the ball to the coach/pitcher is made. All runners are placed according to their relationship to the bases. If a runner has passed the halfway point between the bases before the ball is controlled in the pitching circle, he/she may continue to the next base.
8. **HARDBALLS.** Hardballs are prohibited. A designated League-approved “Flexi-Ball” must be used.
9. **RUNNERS.** During the season, players who are forced, tagged, or put out continue to occupy and run the bases. No outs are enforced in the Tee Ball Division. Teams bat their entire side per inning.

END-OF-SEASON SDLL TOURNAMENT PLAY

A Championship Game is the final scheduled game, or any “if necessary” game, in which the winner is declared tournament champion. All tournament games except a Championship Game are played using regular-season rules.

The end-of-season tournament is played in a double-elimination format. Seeding is decided by overall regular-season records. If the end-of-season tournament is canceled and a championship game is scheduled to decide the winner, the participants are decided by overall season records; in the event of ties, seeding is determined by head-to-head record.

Farm Championship Games. A new inning will not begin after two hours (unless the score is tied), and there is no drop-dead time. A game ends and is official if the Umpire deems the light and/or weather conditions unsafe, provided the minimum four innings have been completed. If the game is tied or stopped before the minimum four innings, it is continued at a later time, resuming where it stopped.

Minor and Major Championship Games. These games have no time limit and a minimum of six innings. A game ends and is official if the Umpire deems the light and/or weather conditions unsafe, provided six innings have been completed. If the game is tied or stopped before six innings are completed, it is continued at a later time, resuming where it stopped.

Rookie Championship Games. A new inning will not begin after 1 hour 30 minutes. A game ends and is official if the Umpire deems the light and/or weather conditions unsafe. The Tee Ball Division does not hold championship games.

The Mercy Rule remains in effect as outlined in the Little League Official Rules and Regulations, Rule **4.10(e)**.

PLAYER DRAFT SELECTION

1. **DRAFT ORDER.** Major Division and below draft from the top down (i.e., Majors draft first, Minors draft the remaining players, then Farm drafts the remaining players). Each division's draft order is determined by a random drawing conducted by that division's Managers and the President prior to the draft.
2. **PLAYER SKILL LEVEL.** The League reserves the right to place players in the correct division based on skill level. The goal is for players to be challenged and to compete at the appropriate level based on age and skill.
3. **OPTIONS.** The Option and supplemental-pick rules in this section apply to the round-draft divisions (Junior, Major, Minor, and Farm). The Rookie and Tee Ball Divisions follow their own request-based procedures described below. Each team has one Manager's Option and one Head Coach's Option. Both options must be declared to the League and approved by the Player Agent before the first tryout, and may not be waived after the draft begins. Options may not be selected after the first tryout. A player taken as a Manager's or Coach's Option is excluded from the draft and placed directly on that team. For any option a team does not use, because the Manager or Head Coach does not have an eligible child in that division or a head coach was not chosen before the first tryout, the team receives one supplemental pick at the end of the draft. Supplemental picks are made at the end of the draft in the established draft order.
4. **MANAGER'S OPTION.** The Manager's Option is the Manager's own child, who is excluded from the draft and placed on the Manager's team. If the Manager has two or more children in the same division, the oldest is the Manager's Option (excluded from the draft); any additional sibling is kept on the team under the Siblings rule. If the Manager does not have a child in the division, the team receives one supplemental pick at the end of the draft.
5. **COACH'S OPTION.** The Head Coach's Option is the Head Coach's own child, who is excluded from the draft and placed on the team. The Head Coach must be declared before the first scheduled tryout. If the Head Coach has two or more children in the same division, the oldest is the Coach's Option (excluded from the draft); any additional sibling is kept on the team under the Siblings rule. If the Head Coach does not have a child in the division, the team receives one supplemental pick at the end of the draft.

6. **BALANCED TEAMS.** The Player Agent will make every effort to ensure the number of players per team is balanced. If a team has a supplemental pick because of reasons listed in item 3 above, the Player Agent has the ability to skip teams in the draft order in the last round of non-hat pick players to ensure this balance. If a player is added after the draft, that player shall be placed on the next team in the draft order to maintain balance. If a player is added after the draft and all teams are already balanced, the President or Player Agent will choose which team is the best fit for the player.
7. **SIBLINGS.** If a team has a player, including a Manager's or Coach's Option child, who has a sibling who is also a draft candidate in the division, that sibling is taken by the team in the 6th round, or the first open round after the 6th. After the 6th round, additional siblings are taken in consecutive rounds.
8. **PROTECTED-PLAYER ROUND CONFLICTS.** If more than one sibling kept under the Siblings rule is assigned to the same round, the Player Agent assigns the players to the next available consecutive rounds in a manner that preserves draft fairness.
9. **JUNIOR, MAJOR, MINOR, AND FARM DRAFT ORDER.** In Spring, teams draw for draft order in their respective division and the order reverses each round (i.e., flip-flops: 1-2-3-4-5-6-7-8, then 8-7-6-5-4-3-2-1, then 1-2…).
10. **ROOKIE DRAFT.** In Spring, Managers may request up to six players (including the Manager's and Coaches' children, if selected). To ensure competitive balance and fair development, all other players are randomly assigned by the Player Agent and/or League President, who will explicitly ensure an equal division of incoming Tee Ball players across all Rookie teams.
11. **Fall Team Assembly:** In Fall, for Junior, Major, Minor, Farm, and Rookie, Managers may request up to six players from the Player Agent; all other players are randomly assigned by the Player Agent and/or League President. This excludes divisions with one team.
12. **TEE BALL DRAFT.** Teams are formed by randomly dividing players by age and/or request by team manager to balance the teams and must be approved by the Player Agent and/or League President.
13. **HAT PICKS.** Players who did not try out but are approved to play are drafted by hat pick in all Farm and above drafts. After all other (non-hat-pick) players have been drafted, the hat-pick players are drafted in the normal draft order.
14. **TRADES.** No trades are permitted until all teams in a division have finished drafting. Trades may be requested from the end of the draft until four days after the draft. All trades must be for justifiable reasons, requested in writing through the Division Representative and Player Agent, and approved by the President.
15. **SECRECY.** Players and parents are never told the position in which a player was drafted. A player traded before being notified by the team that drafted them is never told that they were drafted to another team and traded.

ALL-STAR TOURNAMENT

Governing rules. All-Star teams, Managers, and players are subject to Little League Tournament Rules, District 20 requirements, and SDLL conduct expectations. In the event of any conflict, Little League Tournament Rules and District 20 instructions supersede these Ground Rules.

Player Eligibility and Tryout Requirement

1. A player must try out to be eligible for All-Star consideration.
2. If a player cannot attend the tryout and wishes to be eligible, the player's parent must contact the league Board in writing or by email within 10 days after missing the last tryout. Players who are injured must provide a doctor's excuse to the Board within 10 days of missing the last tryout.
3. It is the parent's responsibility to inform the Board when a player misses the last tryout. Failure to do so may affect the player's eligibility. All eligibility after a missed tryout must be approved by the Executive Committee.

4. **Player selection.** All-Star players are selected by a vote of the Managers and Head Coaches, subject to Player Agent or President approval. The All-Star Committee may veto a player's selection if they deem the veto to be in the best interest of San Dimas Little League.
5. **Roster additions after selection.** If a Manager wishes to add a player to the All-Star roster after the team has been selected, the approval of the All-Star Committee is required. Priority is given to players of the corresponding age group. Exceptional players from lower age groups may be considered. The committee will respond to requests within 3 days and make decisions that are in the best interest of the all-star team.

Player and Parent Responsibilities

1. Rules. All-Star players and their parents or guardians are responsible for knowing and following all Little League rules, regulations, and policies, and all SDLL Ground Rules.
2. Availability (extended vacation). A player selected to an All-Star team who has a planned extended vacation or absence of more than three (3) days during the All-Star season must decline the All-Star selection.
3. Attendance. An All-Star player must attend at least 90% of the team's practices and scrimmages.
4. Exceptions. The All-Star Committee may grant exceptions to the requirements of this section.
5. Removal for non-compliance. If a player does not meet these obligations, the All-Star Committee may remove the player from the All-Star team and assign another eligible player.

All-Star Voting Eligibility (Managers and Coaches)

Managers and Head Coaches must coach at least 51% of their team's games to be eligible for All-Star voting. The scorekeeper records both the Manager's and Head Coach's names in the official scorebook, and the opposing Manager initials by both names.

Selection of All-Star Managers

1. The All-Star Committee is responsible for selecting the Manager of each All-Star team.
2. Interested Managers and Coaches must apply to the All Star Committee to be considered for an All-Star Manager selection.
3. In selecting All-Star Managers, the Board may consider regular-season conduct, practice and player management, exhibited player development capabilities, availability for the full tournament commitment, and adherence to League and District 20 expectations.
4. The All-Star Committee may choose any qualified person who has coached or managed in the preceding spring season, to be an All-Star manager, regardless of division managed.
5. No members of the All-Star Committee may be chosen as an all-star manager.

Responsibilities of All-Star Managers

1. Must select two (2) coaches for the team. Both coaches are subject to approval by the All-Star Committee.
2. Must begin practices within one (1) week of the All-Star team announcement.
3. Must schedule a minimum of three (3) practice sessions per week (field or batting cages).
4. May not miss more than four (4) practices total, or three (3) consecutive practices.
5. Must follow all District 20 manager guidelines.
6. Must ensure all required tournament documents (proof of age, residency/school eligibility, and eligibility affidavits) are completed and submitted by District deadlines.
7. Must uphold all Little League pitch-count and player-eligibility rules at practices, games, and scrimmages.
8. Must uphold the SDLL and District 20 codes of conduct for themselves, their players, and their players' families, and must comply with the Child Protection Program (no unsupervised or one-on-one contact with players).

9. Must communicate the practice schedule, travel expectations, and tournament commitment to players and families in a timely fashion.

Replacement of an All-Star Manager

The All-Star Committee reserves the right to replace an All-Star Manager who does not adhere to these requirements, exhibits poor practice management or poor player management, shows poor judgment, or fails to adhere to All-Star expectations in any other way.

APPENDIX A: PITCH COUNT LIMITS AND REST REQUIREMENTS

The following limits are the current Little League regular-season baseball pitch-count rules and are provided for reference. The Little League Official Rules and Regulations are the controlling source; if these limits are updated for 2027, the official rulebook governs.

Daily Pitch Limits by League Age

League Age	Maximum Pitches per Day
6-8	50
9-10	75
11-12	85
13-16	95
17-18	105

Required Rest: League Age 14 and Under

Pitches Thrown in a Day	Required Rest
1-20	0 days
21-35	1 day
36-50	2 days
51-65	3 days
66 or more	4 days

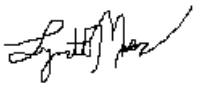
Required Rest: League Age 15-16

Pitches Thrown in a Day	Required Rest
1-30	0 days
31-45	1 day
46-60	2 days
61-75	3 days
76 or more	4 days

Additional pitching rules:

- Rest days are calendar days. A pitcher may pitch in only one game per day, and may never pitch on three consecutive calendar days.
- If a pitcher reaches the daily limit while facing a batter, the pitcher may finish that batter; those pitches still count toward the rest calculation.
- Rest-threshold exception: If a pitcher reaches a required-rest threshold while facing a batter, the pitcher may finish that batter. If the pitcher is then removed before facing the next batter, the required rest is based on the threshold the pitcher had reached before that at-bat began (the lower threshold), not the higher threshold crossed during the at-bat. This mirrors the daily-limit exception above.
- Warm-up pitches between innings and bullpen tosses do not count toward the pitch count.
- A player who catches four or more innings may not pitch that day; a player who throws 41 or more pitches may not catch for the remainder of that day.

President: Eli Louallen /_____  _____ Date 07/14/2026

Secretary: Lynnette Mercado /__  ___ Date _07/16/2026_