2023 SCLL League Rules

District 33's Mission Statement:

"Helping young people develop character, discipline and teamwork while maintaining physical and emotional well being through Little League Baseball."

San Carlos Little League fully supports this goal, and to that end, SCLL has developed some league rules that managers and coaches must follow throughout the season. Failure to comply with SCLL league rules may result in the removal of manager or coach, and will be taken into consideration when the league is determining future managing and coaching positions as well as eligibility to manage or coach in All Stars. All LL International rules (the Rule Book) must be followed as well.

SCLL League Rules for all Divisions:

- Each player must be given 2 innings in the infield each game. Ideally, each player should play at least 1 inning in the outfield, as well. Safety considerations and strategy may be taken into account – do not place a weak player where they will be hurt (e.g. 1st base), nor do you need your weakest infielder to play shortstop in the championship game.
    - A. A game is defined as 4 innings for the Minors division and below.
    - B. Majors will need to be met before the end of the fifth inning. If a majors game ends by run rule after four and they didn't meet minimum play because they were going to play a kid in the infield during the fifth inning, that would not be a violation of the rule.
- No player sits twice before everyone has sat once (per game). Be fair with your bench time.
- Give players opportunities to play every position, especially in pre-season games. Let your weaker players develop skills by playing key positions in those early season games that don't count. Mix up your batting order so that weaker hitters get more at bats. Once standings start, it's okay to play to win as far as batting order and positioning, as long as the above rotation and bench time rules are followed.

** Violation of San Carlos Little League Rules for not complying with "Infield play" AND/OR "any player sitting twice before everyone sits once" rules will result in A.) One-game suspension of the manager, then further B.) Removal from managing at SCLL for the remainder of the season.**

Special League Rules for Majors:

- Lineup cards must be given to the scorekeepers at least 15 minutes before the game. Each team is to have an official scorekeeper who tracks the substitutions, pitch counts and maintains the score in the SCLL official score book for Majors.
- An exception to "no player sits twice before everyone has sat once rule:" If the starting pitcher is still on the mound, they can continue pitching and another player can be sat twice (before the pitcher). As soon as the pitcher is removed from the game, they must sit the bench. If a full game is thrown, that pitcher must sit the first inning of the next game.

Special League Rules for Minors:

- Run Limit – Rule 4.10e -- Maximum of 5 Runs per inning until last inning of the game 6th inning, or inning declared "last inning" by umpire). In the last inning, the run maximum is off.
- Lineup cards must be given to the scorekeepers at least 15 minutes before the game. Each team is to have an official scorekeeper who tracks the substitutions, pitch counts and maintains the score in the SCLL official score book for Minors.
- Darkness will be the drop dead for weekday games - it will be the umpire's discretion to call the game due to darkness.
- Two-hour time limit will apply on the weekend to stay on schedule. Drop dead is 2 hours (umpire sets game time at plate meeting)
- "No new inn" rule of 1:45 will remain in effect regardless of weekday or weekend. No new inning after 1:45.
- If Drop Dead time limit is reached due to darkness or time then the score will revert back to the previous complete inning's score. Note: In the case that the home team ties the score in the last inning of play when drop dead time limit is reached, the score will stand & not reverted back to the last inning score.
- Teams during this time limit threshold shall maximize all playtime and not delay progress of the game.