

Santa Cruz Little League

2026 Local Rules and Regulations

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1 Preface

These Local Rules are a supplement to the Little League Baseball Official Regulations, Playing Rules, and Policies (“Green Book”). These rules are not intended to stand alone; they should be read in conjunction with the Green Book. These Local Rules follow the same organizational structure as the Green Book, and refer by rule number (e.g., “Rule 1.01(b)”) or section (e.g., “Regulation VIII”) to the Green Book wherever possible. Readers are advised to consult the corresponding Green Book sections to better understand these rules.

1.1 Changes from 2025

In 2.3 Regulation V, Selection of Players:

- Teams in the Majors, AAA, and AA divisions are allowed to have no more than 8 players, including pool players, if they use the Player Pool. Teams in the Intermediate division are allowed to have no more than 9 players, including pool players, if they use the Player Pool.

In Rule 7.15(g)

- All Santa Cruz Little League games in all divisions at Harvey West Park shall be played with a double first base.

2 Regulations

2.1 Regulation III: The Teams

Regulation III(c). SCLL operates eight divisions, as described in the table below:

Division	Type	Age(s)	Purpose
Rookie	Tee Ball	5-6	For League Age 5. League Age 6 players who have not previously played Tee Ball. Introduces baseball fundamentals to first-time players.
Farm	Non-Competitive Minor League	6-7	For League Age 7. League Age 6 players who have previously played Tee Ball. Uses a pitching machine. Introduces hitting a moving pitch and making outs.
A	Non-Competitive Minor League	8	League Age 8. Open to League Age 7 players with advanced skills, with approval by the Division Rep, Safety Officer, Player Agent or President. Introduces player pitch. Teams formed based on school attendance and player requests.
AA	Non-Competitive Minor League	9	League Age 9. Also open to League Age 8 players with advanced skills, who request to be evaluated and are drafted onto a team based upon skill and availability. Teams formed via draft.

AAA	Competitive Minor League ¹	10-11	League Age 10 & 11. Also open to League Age 9 players with advanced skills, who request to be evaluated and are drafted onto a team based upon skill and availability. League Age 11 players who do not participate in Majors evaluations and/or are not drafted by a Majors team.
Majors	Major League	11-12	League Age 11 & 12. Also open to League Age 10 players with advanced skills, who request to be evaluated and are drafted onto a team based upon skill and availability. All players League Age 12 must be drafted to a Majors Division team unless an exception is approved by the candidate’s parent, the Board, and the District Administrator.
Intermediate	Intermediate	13	Plays against Intermediate Division teams in District 39.
Challenger	Challenger	5-13	Open to children with physical and mental disabilities. No skill level is required. Games are played on weekends. Each player may use a “buddy” to assist him or her during the game.

Determination of “advanced skills” shall be made via previous manager/coach first hand knowledge and/or evaluation.

Farm is a Minor League Machine Pitch division. A, AA, and AAA are Minor League Player Pitch divisions.

In all divisions, players should be rotated through a wide variety of positions during the season to maintain interest, to be allowed to learn by making mistakes without fear of criticism and to develop a broad knowledge of the game. In Tee Ball and Minor League divisions, managers are expected to maintain approximately equal playing time for all players within any given week. Since many Minor League games are called due to time limit, managers are encouraged to have each player play two of the first four defensive innings.

2.2 Regulation IV: The Players

Regulation IV(a). In accordance with Regulation IV(a) Note 2, for players in AA and above, the manager must notify the Player Agent if, without providing prior notice to the manager, a player misses two or more consecutive events (practices or games), or if a player misses two or more consecutive games (even if the player attends intervening practices).

Regulation IV(i). Regulation IV(i) notwithstanding, prior to or during a game, a manager may bench a player for disciplinary reasons including, but not limited to, repeated unexcused absences, poor sportsmanship, offensive or inappropriate language, bullying, verbal outbursts towards other players or coaches, ridicule of other players, and/or physical attacks on other players. A benched player may receive less playing time than specified in Regulation IV(i), or no playing time at all. A benched player may be seated with the team, or asked to sit in the stands, at the discretion of the manager.

The manager must, as soon as possible, notify the parent(s) or guardian(s) of the benched player that their child has been benched and explain the reasons for benching. **The manager must notify the Player Agent and Division Representative within 24 hours of the benching.** The player and parent(s) or guardian(s) must meet

¹ The term “Competitive Minor League” is a term from the Green Book that implies adherence to more of the standard rules of baseball. It is not meant to imply that it is appropriate for AAA teams to focus exclusively on winning.

with the Player Agent and Division Representative prior to the player being allowed to participate in further practices or games.

Regulation IV(i). In the Major League, each player must play nine defensive outs per game in regular season games, playoff seeding games, and SCLL playoff games, unless the game is shortened or the game is being played under Green Book rules. A game is considered shortened if the bottom half of the sixth inning is not played, or if fewer than three outs are recorded in the bottom half of the sixth inning. In a shortened game, the Green Book minimum of six defensive outs applies.

2.3 Regulation V: Selection of Players

Regulation V(c). The Player Agents for the AA, AAA, Majors, and Intermediate Divisions operate a Player Pool as per Regulation V(c). The eligible players for the AA, AAA and Majors Divisions are the players in those divisions, respectively. The eligible players for the Intermediate Division are players in the Intermediate Division, together with those players in the Majors Division who are League Age 11 or 12. The Player Agent shall ensure that a player does not miss a game or practice for his or her regular season team to participate in a game as a pool player.

Teams in the Intermediate, Majors, AAA, and AA divisions are allowed to have no more than 8 players, including pool players, if they use the Player Pool.

There may be times when teams use pool players who are available on site, in cases where the need is last minute, subject to approval from the President or Player Agent.

2.4 Regulation VI: Pitchers

Regulation VI(c). The pitch limits in Regulation VI(c) are reduced as follows:

League Age	Pitch Limit
7-8	35 pitches
9-10	50 pitches
11-12	85 pitches
13	95 pitches

Regulation VI (c). In SCLL playoff games, pitch counts in SCLL will align with Little League International pitch count rules (50 pitches per day maximum for league age 7-8; 75 per day maximum for league age 9-10; 85 per day maximum for league age 11-12; 95 per day maximum for age 13). In all other games, the lower SCLL pitch count limits outlined in Local Rules Regulation VI(c) will apply.

Regulation VI(e). The scorekeeper shall serve as the pitch-counter if a separate pitch counter is not available. The pitch-counter's determination of the number of pitches thrown by each pitcher is final and is not subject to appeal of any kind. The official pitch count sheets shall be maintained with the scorebooks in the scorekeepers' booth above Field #1.

2.5 Regulation VII: Schedules

Regulation VII(h). Time limits are imposed on Minor League games as follows:

Division	Time Limit
Rookie	60 minutes
Farm	60 minutes
A	90 minutes
AA	90 minutes
AAA	105 minutes

In Rookie Division and Farm Division, the game will stop immediately when time expires. In A Division, no new half-inning shall be started after time has expired. In AA and AAA Divisions, no new inning shall be started after time has expired. If the home team is ahead, the bottom half of the inning shall not be played if time has expired prior to commencement of the bottom half of the inning.

In the AAA Division, in the event that a regular season game is tied after 120 minutes, and there is a subsequent game scheduled on the same field, the game shall end in a tie.

No regular season inning may start after 10 p.m. for Major and Minor Divisions (9 p.m. for Tee-Ball).

2.6 Regulation VIII: Minor Leagues

2.6.1 Rookie Division

All games will have two or three teams and will be organized to rotate through a practice area, play offense and play defense.

2.6.2 Farm Division

The Farm Division is a Minor League machine pitch division.

During the regular season, Farm Division teams will have the option of two practices and one game per week or one practice and two games per week, or a combination of the two, at the discretion of the Division Representative.

Only pitching machines supplied by SCLL can be used in games. The pitching machine must be located at the pitching rubber or 46 feet from the back of home plate. The pitching machine must be operated by an offensive coach or manager. The catcher shall put balls received into a bucket, rather than returning them to the operator of the machine. Coaches and players are not permitted to pitch.

Each batter gets a maximum of five pitches which, in the judgment of the machine operator, are “hittable.” During the first four weeks of the season, a player who does not hit any of the first five hittable pitches, may hit from the tee. After that period, the managers must agree prior to the game as to whether the tee will be used, or whether such players will be considered to have struck out.

A batted ball that hits the pitching machine is declared a dead ball. The batter is awarded first base and each runner advances one base, no force required to advance.

When a defensive out is made, the runner shall return to the dugout and an out will be called.

The half inning is over when 3 defensive outs are made or when the offense has completed their batting order.

2.6.3 A Division

The A Division is a combination of player pitch and coach/machine pitch.

During the regular season, A Division teams will have the option of two practices and one game per week or one practice and two games per week, or a combination of the two, at the discretion of the Division Representative.

If a pitching machine is utilized for a portion of the season, note rules above. If coach pitch is determined to be used for a portion of the season, the coach must pitch from the 46’ distance.

An emphasis on teaching pitching to all players will be the focus of managers at every practice.

When player pitch is implemented, once a pitcher reaches 4 balls, the defensive coach will come in to pitch to the batter. The accumulated number of strikes shall be counted. Only hittable pitches by the coach shall count toward strikes.

2.7 Regulation XIV: Field Decorum

Regulation XIV. In addition to the Field Decorum rules in Regulation XIV:

- Players may not go to the Snack Shack, sit in the stands, chase foul balls, or communicate with spectators, scorekeepers, or speak in an unsportsmanlike manner at any time to opposing players.
- Chanting or yelling while the pitcher is preparing to pitch is not permitted.
- Players are not allowed to have food in the dugout during games, other than sunflower seeds. Gum may be chewed in the dugout or on the field. Sunflower seeds are not permitted on the field. Teams must clean the dugout (placing trash in trash cans, sweeping the floor, etc.) immediately following the game.

3 Official Playing Rules

Rule 1.01. Rule 1.01 notwithstanding:

- Rookie, Farm, and A Division teams have a manager and not more than three (rather than two) coaches.
- In the Rookie Division and Farm Division, all players are used on defense.
- In the A Division and AA Division, 10 players are used on defense.

Rule 1.11 (I). Junior umpires shall wear full protective helmets and throat guards, not umpire face masks.

Rule 3.01 Umpires are not required to inspect gear prior to the start of games. However, umpires in SCLL games reserve the right to inspect equipment before games if they choose.

Rule 3.09 Managers or coaches are permitted to warm up a pitcher at home plate, in the bullpen, or elsewhere at any time during practices or games, including SCLL divisional playoff games, and including in-game warm-up and pre-game warm-up. They may also stand by to observe a pitcher warming up in the bullpen.

Rule 3.10 Rainouts

a) The Santa Cruz Parks and Recreation Department announces field closures due to rain. If a field is open and rain begins or wet conditions exist, managers of both teams shall agree on the fitness of the playing field before the game starts. In the event that the two managers cannot agree, the president or a duly designated representative shall make the determination. Attempts may be made to improve the condition of the field with turf drying agent or other methods.

b) Once line-up cards have been exchanged and the plate talk has occurred, the Umpire-in-Chief shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when a game shall be terminated after such suspension. Said umpire shall not call the game until at least 30 minutes after play has been suspended. The umpire may continue suspension as long as there is any chance to resume play.

Rule 3.13. The following ground rules apply.

All Fields

No players may leave the dugout and proceed to the bullpen area for the purposes of warming up a pitcher unless a pitcher, a properly equipped catcher, and a properly equipped spotter are present. Upon completion of the bullpen session, the pitcher, catcher, and spotter must return to the dugout as a unit. On Field #1, no spotter is required, as the bullpens are located within batting cages.

Managers and coaches (except when coaching a base, visiting the mound, or otherwise playing an active role on the field) must be located within the dugout or on the concrete area adjoining the dugout.

Harvey West Park, Field 1

- Any ball touching the trees overhanging the fence extending down the right field line in foul ground is immediately dead.
- Any ball touching the trees overhanging the outfield fence in fair ground is immediately dead. If in the judgment of the umpire, the ball was not on a trajectory to clear the fence, it shall be a ground rule double after hitting a tree limb or branch. If in the judgment of the umpire the ball was on a trajectory to clear the fence when it hit the tree limb or branch, it shall be a home run.
- Any batted ball striking the scoreboard (or its extensions) on the fly is a home run.

- The concrete area at the top of each dugout is a dead ball area. Any ball entering this area is immediately dead.
- Any ball touching the protective screen above home plate or landing on top of any portion of a dugout is immediately dead.
- Players are not allowed to sit or stand on the concrete area at the top of the dugout, on the steps, or on the flat concrete surface immediately adjacent to the chain link fence that separates the dugout from the playing field. Managers and coaches may sit or stand in the concrete area at the top of the dugout.

All Other Fields

- Foul territory beyond the plane specified by the front of the dugout extended parallel to the foul line is a dead ball area, with the exception of the area beyond the third-base dugout on Field #2. On Field #2, only the triangular area bordered by the dugout, the fence, and the corner of the third-base dugout nearest to third base is a dead ball area.
- Any batted ball landing beyond the temporary outfield fence on the fly (or, in the event that the fence does not meet the solid wall, would have cleared the fence had it been extended to the wall) is a home run.
- Any batted ball touching the protective screen above home plate is immediately dead.

Rule 4.01. In divisions without umpires, lineup cards should be exchanged among managers. Lineup cards must list ineligible pitchers and catchers.

Rule 4.04. SCLL uses the continuous batting order at all levels.

In the Major League and Intermediate Divisions, managers may use a different batting order in each game.

In the A, AA, and AAA Divisions, managers may use a different batting order for the first and second scheduled games of the season. Prior to the second scheduled game of the season, whether or not the first game was rained out or otherwise canceled, the managers must submit their permanent line-up to their Division Representative. Once permanent lineups are established, the first batter of each game shall be the batter who was next scheduled to bat in the previous game at the time of the last out.

Rookie and Farm Division managers are encouraged to adjust batting orders for each game, so that every player has an opportunity to have a turn being the last batter who can “hit a home run” and run around the bases.

When using the continuous batting order:

- If a player on base is injured or ill and must be replaced, the player shall be replaced with the most recent batter not on base.
- If the batter is injured or ill and must be replaced, the batter shall be replaced with the next player in the lineup, who shall assume the current ball/strike count.

Rule 4.10(e). SCLL applies the 8-10-15 “run rule,” often called the “mercy rule,” for all divisions in regular season and local playoff games. If at the end of 3 innings (2½ innings if the home team is ahead), one team has a lead of 15 runs or more, the manager of the team with the fewest runs shall concede victory to the opponent. Similarly, if at the end of 4 innings (3½ innings if the home team is ahead) one team has a lead of 10 runs or more; or at the end of 5 innings (4½ innings if the home team is ahead) one team has a lead of 8 runs or more, the manager of the team with the fewest runs shall concede victory to the opponent. In the 50-70 division, the rule is 15 after 4 innings; 10 after 5 innings; and 8 after 6 innings.

Rule 4.11(e). Rule 4.11(e) notwithstanding, in the Rookie, Farm, A, and AA divisions games other than playoff games, a game called due to the expiration of the time limit, weather, or light failure will be deemed complete,

even if not a regulation game. The score of such a game shall be determined in accordance with Rule 4.11(d). Such games may end in a tie.

Rule 4.16. Rule 4.16 notwithstanding:

- AAA Division, Majors Division, and Intermediate Division teams may play with eight (or more) players.
- A Division and AA Division teams may play with seven (or more) players.
- Farm Division teams may play with six (or more) players.

Rule 4.16 & 4.17. In the event that either team is unable to place eight (AAA, Major or Intermediate) or seven (AA) players on the field before or during the game, or in the event that either team is not able to place at least one adult in the dugout as manager or acting manager, the game will be referred to the Board of Directors. The Board of Directors will usually declare a forfeit, with the exception of (a) games that determine playoff seeding, and (b) playoff games.

Rule 4.19(g). SCLL uses Rule 4.19(g) i.e., in Minor League games, all protests must be resolved before the next pitch or play.

Rule 5.07. In the Rookie and Farm Division, the half-inning ends when all players on the offensive team have batted one time, or, in the Farm Division, when three outs have been recorded. **NOTE:** In the Rookie and Farm Divisions, the five-run rule does not apply.

In the A Division, AA Division, and AAA Division, the five-run rule applies in all innings, including in the last inning of play.

Rule 5.10(b). In the event of a play interrupted by light failure or sprinkler failure, the result of the play is null and void, and the game shall be resumed from the point prior to the play. If the game cannot be resumed within a reasonable time, Minor League playoff games and all Major League games will be suspended and resumed at a later date, whereas Minor League regular season games will be deemed complete.

Rule 6.02(c). In AA Division, AAA Division, Majors Division, and Intermediate Division, SCLL enforces Rule 6.02(c), which requires that the batter must keep at least one foot in the batter's box during the at-bat.

Rule 6.05 (b)(2). The "dropped third strike" rule applies only to the Majors Division and Intermediate Division in SCLL during regular season and playoffs. A batter is out when a third strike is not caught by the catcher when first base is occupied before two are out. Otherwise it is a live ball and the batter may run to first base.

Rule 6.05 (n). - If a player leaves a game early, due to injury, illness, or other reason, SCLL allows that team to skip over his position in the batting order without penalty. If the player's departure is an attempt to gain an unfair advantage, the situation should be reported to the Board of Directors.

Rule 6.08(a). In the A Division, Rule 6.08(a) does not apply. Instead, when four balls have been called, the coach shall enter as pitcher. The defensive player pitcher shall take a position anywhere within the 10-foot circle that does not obstruct the coach. The coach will proceed to throw up to three hittable pitches, from the pitcher's plate, to the batter until the batter strikes out or puts the ball in play. A hittable pitch is any pitch that, in the umpire's judgment, could reasonably be hit by the batter. The umpire shall call each hittable pitch not put into play a strike. Each unhittable pitch shall be called "no pitch." No runners may steal while a coach is pitching to a batter. The

coach shall do his/her best not to interfere with a ball in play and shall never coach a runner or player while on the mound. If necessary, the Division Representative may allow the use of a tee.

Rule 7.05(i). Farm Division and A Division use Rule 7.05(i) Note 2 (which prohibits advancing more than one base on an overthrow in Tee Ball). **NOTE:** This rule is intended to avoid repeated overthrows.

Rule 7.13. In Farm Division (as in Tee Ball), base runners must stay in contact with the base until the ball is hit. In the A Division, base runners at third base must stay in contact with the base until the ball is hit. **NOTE:** This rule prohibits “stealing” in Farm Division and “stealing home” in A Division.

Rule 7.14 (b). Santa Cruz Little League does not permit the use of a “courtesy runner” in regular season, seeding, or league playoff games.

In Rule 7.15(g): All Santa Cruz Little League games in all divisions at Harvey West Park shall be played with a double first base.

Rule 9.01(a). In the A Division, a coach from the visiting team will act as umpire. In the Farm Division, the offensive coach or manager operating the pitching machine acts as the umpire. In the Rookie Division, no umpire is used, but the managers of the teams are responsible for enforcing rules and regulations.

Rule 9.01(d) and (e). All Board Members have the same powers of ejection given to umpires under Rule 9.01(d) and (e), together with the additional power to eject a spectator from the stands. All Board Members may also remove any player, manager, or coach from a game if, in the judgment of the Board Member, the participation of the player, manager, or coach would be unsafe.

Rule 9.01(d). SCLL considers stealing and relaying of pitch selection and/or location, by verbal or nonverbal means, to be unsportsmanlike behavior. Umpires may therefore eject players, coaches, or managers for such behavior.

Rule 9.04 (d). The plate umpire shall stand behind the catcher. Exception: SCLL allows the plate umpire to stand behind the pitcher if no protective umpire gear is available or if the plate umpire must leave due to injury or illness.

4 Operating Policies

4.1 Local League Draft Methods

The AA, AAA, Majors, and Intermediate Division teams are formed through a draft process. Refer to the “Local League Draft Methods” section of the Operating Policies manual for detail regarding draft processes and regulations.

4.1.1 Intermediate Draft Procedures

In the Intermediate Division, players are drafted from a common pool.

4.1.2 Majors Draft Procedures

No team may have more than 12 players nor fewer than 12 players.

No team shall have more than two players who are League Age 10.

The draft shall be managed and directed by the Player Agent. Attendance at the draft is limited to Majors managers, the Player Agent, the President, the Majors Representative and those other Board Members invited to assist the Player Agent in the draft process.

4.1.3 AAA and AA Draft Procedures

No team may have more than 15 players nor fewer than 10 players and the number of players on a roster shall not vary by more than one (1) per Regulation III(a).

In AA, all teams will draft players until (a) all League Age 9 players have been placed on a team, and (b) no manager wishes to draft any of the remaining League Age 8 players.

The draft shall be managed and directed by the Player Agent. Attendance at the draft is limited to AAA or AA managers, the Player Agent, the President, the Division Representative, and those other Board Members invited to assist the Player Agent in the draft process. AA managers may request board assistance in the draft process. For AAA and AA purposes, the Player Agent retains final discretion for player placement.

During the draft, managers may not use cell phones unless authorized by the President or Player Agent.

All trades must be completed by the end of the draft meeting.

Any player who does not attend at least one evaluation for any reason shall be placed on the draft list for Minor or Major League teams, only with the approval of the board of directors.

4.1.4 Rookie, Farm, and A Division Team Formation

The Rookie, Farm, and A Divisions are created from pools of players League Age 5-9, as appropriate for each division. The Division Representative for each of these divisions shall be responsible for assembling the players into teams for their respective division. In assembling the teams, the Division Representative shall take into consideration the information from the registration forms, including the area where the player resides, the school the player attends, and any reasonable requests of the players, their parents, and guardians. The Division Representative shall also take into consideration the volunteer list for managers and coaches to create comparable coaching staffs for each team.

4.2 Local League Maintenance of Rosters

4.2.1 Majors Division

When a roster vacancy causes a team to vary by more than one (1) (after the draft and prior to two weeks before the end of that team's current season), the vacating player must be replaced within 10 days, as prescribed in this section.

- a. The team's manager shall inform the Player Agent within 24 hours from the time the manager determines that a permanent roster vacancy may exist. A "permanent roster vacancy may exist" if: (1) there is no communication between the manager and the parents for a period of one week; or (2) a player has not attended two consecutive team events, defined as: practices or games; or (3) the player or parents notify SCLL that the player will not be participating in the remainder of the season.
- b. Notice about the vacating player and "need to replace the vacating player" must be made to the Player Agent in writing (email is acceptable), and must include the player's name and explanation for the vacancy and date of vacancy. The Player Agent shall notify the President and Division Representative as soon as possible.
- c. In the event the vacancy is due to injury, the Player Agent and Safety Officer should be notified immediately. Determination of extended or permanent vacancy occurs when the player's doctor informs the player/parents that the player will not be able to resume playing baseball for an extended period or the remainder of the season.
- d. The Player Agent is responsible for contacting the player's parents to confirm the loss of the player and reason for the loss. Once the loss is confirmed, the Player Agent shall notify the President of the loss and the reason for the loss.
- e. The President shall send a letter to the player/parents notifying him or her of his or her formal release from SCLL.
- f. Only registered and officially "wait-listed" players are eligible to fill a roster vacancy. Wait-listed 12's must be picked up prior to pulling up players from AAA. (Players must be wait-listed PRIOR to the creation of the vacancy.) The date used for the "creation of a vacancy" will be defined as: the last date of participation in a team meeting (practice or game) of the player that created the permanent roster vacancy (as indicated on "Notice to Player Agent (see 5a)).
- g. The manager shall work with the Player Agent to determine which players are eligible to fill the vacated roster spot. Only players League Age 10, 11, or 12 who participated in the Major League evaluations or who have board approval are eligible.
- h. It is the responsibility of the Player Agent to contact potential replacement players or the parents of potential replacement players and all parties involved within three days of notification by the manager that a permanent roster vacancy may exist. Managers and coaches are not permitted to contact replacement players or the parents of replacement players directly until they have been notified by the Player Agent that the player has been added to the team roster. Exceptions will be made if the player/parents request to talk with the manager to help make their decision.
- i. The manager shall have five days from the receipt of the list of eligible players to select an eligible replacement player. Failure to notify the President and Player Agent of the loss of a player or continued absence of a player, or failure to select a replacement player within five days will result in disciplinary action against the manager. The disciplinary action shall be determined by the Board.

4.2.2 Other Divisions

Roster vacancies in Rookie, Farm, A, AA, and AAA Divisions will be filled from waiting lists for those divisions or by moving up a player from a lower division, if the player has been confirmed to have the appropriate skills to safely play in the division.

4.2.3 Notifications

Notification of the replacement player selection shall be made ONLY by the Player Agent or his/her selected representative. Any prior notification to the replacement player and/or their parents by any other person shall be treated as a serious offense by the Board.

The process for notification is as follows:

1. The Player Agent shall notify the manager of the selected replacement player’s team to notify him/her that the player has been selected by another team to fill a roster vacancy.
2. The Player Agent shall notify the parent(s) of the selected replacement player.
3. The Player Agent shall notify the manager of the replacement player’s new team to notify him/her of the player change.
4. Managers, coaches or any other person other than the Player Agent are not permitted to contact a potential or selected replacement player or player’s parent or guardian.
5. SCLL recognizes the right of the player or his parents to decline to move up the player. If a player or player’s parents decline for the player to move up to a Major League team as a replacement, the player forfeits any future opportunities to move up to the Majors division for that season.

4.3 Pre-Game and Post-Game Responsibilities

The home and visiting teams are responsible for providing volunteers and performing pre-game and post-game tasks as follows:

	Pre-Game	Post-Game
Home Team Responsibilities	<ol style="list-style-type: none"> 1. Bring out bases, chalk the field if needed, improve the mound with water, rake and tamper. 2. Turn on lights, if needed, although lights usually come on and off by automatic timer. 3. Occupy the third base dugout. 4. A, AA, AAA, Majors Divisions: Provide scorekeeper, pitch-counter, and game coordinator. (These roles may be filled by a single person.) 5. Farm Division: Set up a pitching machine. 	<ol style="list-style-type: none"> 1. AA, AAA, Majors Divisions: Enter score online or provide score to Information Officer.

<p>Visiting Team Responsibilities</p>	<ol style="list-style-type: none"> 1. A Division: Provide an umpire. 2. On Field #1, provide two adult volunteers to staff the snack shack. On Field #2 & #3, provide one adult volunteer to staff the snack shack. 3. Occupy the first base dugout. 	<ol style="list-style-type: none"> 1. Put bases away. 2. Farm Division: Put the pitching machine away. 3. Lock scorebooth, bullpens, dugouts, and/or lock boxes. 4. Field #1 Games: Check in with Snack Shack staff before leaving to guarantee no staff person is left alone for safety purposes 5. Turn off lights, although lights usually come on and off by automatic timer.
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4.4 Pre-Game Warm-Ups

Batting practice using hard baseballs is permitted only in the Field #1 batting cages and, when using soft-toss into nets, in the picnic area and the outfield grass. Batting practice using wiffle balls is permitted in the outfield, in the picnic area, and the area near the flagpole. All batters must wear helmets, independent of the type of ball in use. No use of hardballs is permitted near the flagpole, whether for throwing, batting, or fielding.

During infield/outfield warm-ups on the field, a player in the position of catcher must be equipped with a catcher’s mask, catcher’s mitt, and (if male) protective cup.

Pre-game warm-ups shall take place per the following schedule. (All times given are prior to the scheduled start time for the game.)

Time	Activity
30 minutes	Teams take possession of dugouts
25 minutes	Visiting team warm-up
15 minutes	Home team warm-up
5 minutes	Plate talk

During warm-ups, the team not warming up shall not make use of any part of the field. In addition to infield practice, a coach for the team warming up may toss wiffle balls to batters in the outfield, provided those batters wear helmets.

If 10 minutes of warm-up is infeasible (because, for example, the previous game has run late), warm-up time shall be limited to five minutes per team.

4.5 Game Scheduling

Games shall be scheduled on Harvey West Park fields as follows:

Division	Field(s)
Rookie	5
Farm	2, 3, and 5
A	2, 3 and 5
AA	1, 2, and 3
AAA	1, 2, and 3
Major League	1
Intermediate	2

Games may be scheduled on fields other than those listed above if the usual field(s) are unavailable.

The game schedules for the regular season (all divisions) and playoffs (AA, AAA, and Majors) shall be prepared by the Scheduler, Board President, Division Representatives, or such other persons as may be designated by the Board. The game schedule shall take into consideration local field availability, pitch count and mandatory rest day rules, post-season playoff tournament schedules, TOC schedules, and All-Star schedules. The schedule shall balance the number of home and away games for each team as much as possible and shall allow a reasonable number of open dates for rainouts and other cancellations. The game schedule for the Majors Division shall be submitted to the President for review and approval.

Rescheduling of games is permitted only in the case of a rainout, or other situation in which the fields are unplayable. In that event, the Scheduler will determine a new date for the game, and will notify the managers and Umpire-in-Chief.

Rescheduling of games must occur under the following guidelines:

- Rescheduled games have priority over practices at Harvey West Park. In the event a practicing team is displaced by a rescheduled game, the Scheduler shall inform the affected manager as soon as the field has been rescheduled.
- Majors Division games have highest priority when rescheduling games.
- Rookie, Farm, A, and AA Divisions need not make up rained out games. Games can be added to the end of the season if the schedule allows.

Failure to field a team on the date for the rescheduled game may be recorded as a forfeit.

4.6 Practices

A “practice” is any event exceeding one hour in duration whose primary purpose is the development of baseball skills, and where the participants include six or more players from a given team, together with one or more

coaches from that team. The hour immediately preceding a game is considered pre-game warmup, not a practice. An “event”, for the purposes of this section, is either a practice or game.

To prevent excessive competition, maintain competitive balance between teams, and protect players from overuse injuries, no team may practice more often during a week (beginning Sunday and ending Saturday) than indicated in the table below.

	Maximum Duration	Before Opening Day	After Opening Day
Intermediate	2 hours	4 events	4 events
Majors	2 hours	4 events	4 events
AAA	2 hours	3 events	4 events
AA	2 hours	3 events	3 events
A	90 minutes	3 events	3 events
Farm	90 minutes	3 events	3 events
Rookie	60 minutes	3 events	3 events

No practice may occur outside the League Boundaries, without the approval of the Scheduler or President.

Practice slots shall be chosen in reverse of the draft order for AAA Division and Majors Divisions. For all other Divisions, the Division Representative will assign practice slots in coordination with the Scheduler.

4.7 Playoffs

There are four double-elimination tournaments corresponding to League AA Division, League AAA Division, League Majors Division and League Intermediate Division. Winners of the AAA and Majors Division playoffs represent SCLL in the District 39 Minor and Major Tournament of Champions (TOC).

Seeding:

Seeding for the Intermediate, Majors and AAA Division tournaments is determined by the records of each team during the final number of regular season games as determined by one fewer than the total number of teams.

In the AAA Division, seeding games will adhere to regular season time limits. In case of a tie game at the end of time, each team will be given a half point towards their seeding record.

In case of a tie in record, seeding for the tournaments is determined using the rules given in Tournament Rules and Guidelines, International Tournament Pool Play Format, Section III, treating the playoff seeding games of the regular season as if they were the Pool Play Round of a tournament.

Seeding for the AA Division tournament is determined by random selection by the Player Agent or President.

Refer to <http://www.printyourbrackets.com> for brackets that show the correct placing of teams, once seeding has been determined.

In playoff games:

- For Majors, AAA, and AA Divisions, double-elimination playoff games played in the winner's bracket, the team with the higher seed shall be the home team.
- For games played in the loser's bracket, the home team shall be decided by the toss of a coin; the winner of the coin toss having the choice of being the home or visiting team.
- For the first championship game, the team reaching the championship game from the winner's bracket shall be the home team, regardless of original seeding. Should the team from the loser's bracket win the first championship game and force the second championship game, it will become the home team for the second championship game.

Rules:

Intermediate Division seeding and playoff games will follow District 39 Interleague rules which can be found on the District 39 website: www.district39littleleague.org

Playoff and seeding games for the Majors and Minor Divisions are played under the same rules that apply during the regular season, with the following exceptions:

- Players from the player pool are not permitted in playoff games or playoff seeding games. All players must be rostered on the team for which they are playing.
- For the Playoff Tournament, there is no time limit in the AA and AAA Divisions. Division playoff games proceed until the game is a regulation game even if time has expired. Therefore, in the AA Division, most games will have 4 innings, while in the AAA Division, most games will have 6 innings.
- In the Majors and AAA Divisions managers may use a different batting order in each seeding game and playoff game.
- For avoidance of doubt, in the AA and AAA Divisions, the “5-run rule” continues to apply, as required by the definition of Inning in Rule 2.00. SCLL does not exercise the option in rule 5.07 which would allow an unlimited number of runs in the final inning of play. If the 5-run rule prevents the team with fewer runs from scoring enough runs to tie the game before the end of the game, the game ends immediately. For example, if in the AAA division, the visiting team leads 5-0 in the top of the 6th inning, and scores one run, making the score 6-0, the game ends at that point.

4.8 Selection of Tournament Teams

4.8.1 Overview

There are two types of post season tournaments for the top players of the 8-12 year-old age groups held in the District. Tournaments for the 9-10, 10-11 and 11-12 year-old age players sanctioned by Little League are referred to as All Star Tournaments and All Star teams. These Tournaments are covered and governed by the “T” section of the Official Regulations and Playing Rules. In our District, District 39, there is one non-sanctioned tournament for 8-9 year-old players. These are referred to as tournaments, not All Star tournaments, with the teams referred to as tournament teams. These District tournaments are covered under regular season rules in the Official Regulations and Playing Rules and the District supplemental rules for the specific tournament.

Players are selected to teams based on ability, attitude, sportsmanship, coachability, commitment, and availability for the duration of the tournaments and practices. The Player Agent shall send a communication to all parents of 8-12 year-old players outlining the selection process, eligibility requirements, and the time commitment involved.

If a parent does not feel that his or her child meets the eligibility requirements or is not available, they must make their manager aware of this as soon as possible.

By rule, a minimum of 12 and maximum of 14 players are selected to each team at the All Star manager's discretion. The All Star manager may determine the number of players on the team, with input from other regular season managers. Managers should consider both the desire to field the most competitive team possible as well as giving the largest number of players the opportunity to participate in the All Star experience.

After the team is selected, replacement of any player(s) or an addition of a player for any reason will be handled by the All-Star Team manager and Player Agent and must be submitted to the President for approval.

4.8.2 Non-Disclosure

All participants must agree to not disclose the details of the nominations or selection discussions.

4.8.3 Player Eligibility

In addition to Little League International's player eligibility rules (found in the Tournament Rules and Guidelines section of the Green Book), SCLL requires that a player selected to a Tournament Team or All-Star team be available throughout the District 39 tournament schedule. With the exception of (a) conflicting Little League obligations, including participation in the Tournament of Champions, (b) mandatory school events, and (c) unforeseeable emergencies (including, but not limited to, illness of a player or family member, natural disasters, and automobile accidents), players are expected to attend all practices and all games. Any prior obligations must be submitted in writing to the acting manager and player agent for consideration prior to the selection of the teams.

Upon review by the SCLL Board, a player shall be removed from the team for the entirety of the tournament if he or she, without good reason as described above, misses a substantial portion of practices or tournament games.

4.8.4 Age Pure Philosophy

The SCLL Board has implemented an age pure philosophy for all post season teams. Players on a post season team for SCLL will be the higher age in all brackets. (Example, the 11-12 All Stars will be made up of players League Age 12.) However, in the rare circumstance when a younger player could make a significant impact on an 'older' team, an exception can be made. The SCLL Board defines 'significant impact' as a player who would be:

1. Considered in the top half of the team in terms of skill level
2. Have a high probability of playing the entire game during the tournament
3. Bring a unique skill to the team

The process for this selection is as follows:

1. Prior to the manager's All Star selection meeting, a manager notifies the Player Agent and President of a candidate.
2. The Player Agent will set up a list of all candidates.
3. The Board will review the list and provide a decision on each candidate.
4. The Player Agent then contacts the player's parents to gain approval for their player to be nominated to 'play up'.
5. The Player Agent then notifies the other managers of the division of this candidate.
6. During the manager's All Star Selection Meeting, the Player Agent clarifies the SCLL Board definition of what a 'significant impact' player means and initiates a discussion among the managers to determine if the candidate meets the criteria of a 'significant impact' player.
7. If the candidate meets the criteria by a majority vote of the managers, he/she may be placed on the ballot for nomination.

4.8.5 Board Appointment of Managers.

In order to be eligible to manage or coach an All Star team one must have attended the Positive Coaching Alliance workshop provided by SCLL at the beginning of the season.

An All Star Managers Selection Committee shall be appointed and approved by the Board of Directors before the start of the playing season. This Committee shall include at least four interested Board Members. Beginning in mid-April, the Selection Committee shall send out a Manager Intent form to all rostered managers and coaches in Majors, AAA, and AA. Managers and coaches shall complete the Manager Intent form and submit to their respective Division Representative by May 1.

Starting in late April, the Selection Committee will work with the President and Division Representatives to determine the eligible managers and rostered coaches as defined in the Tournament section of the Official Rules and these Local Rules.

Prior to the regular May Board or the special Post Season Board meeting in late May of the SCLL Board, the All Star Managers Selection Committee shall contact each eligible manager and coach who has completed the Manager Intent form to confirm his or her interest and availability as well as the division he or she would like to manage. After confirming this information, the All Star Managers Selection Committee will confer and make recommendations to the Board.

The Managers Selection Committee shall recommend up to three manager candidates per team. This list of potential All-Star Managers will be presented to the Board at the May Board meetings. The Board shall select and appoint the managers either at the May meetings or, if the Board determines that further information is needed, by a special vote prior to the June Board meeting. Each candidate must receive a majority vote by the Board in order to be a manager. The Board shall select the 11-12's managers first, then the 10-11's managers, and so on. Nominations by the President are subject to Board approval on an individual basis as further described in the bylaws.

4.8.6 Manager Selection Criteria

Criteria to be considered by the All Star Managers Selection Committee and Board in recommending and appointing managers includes, but is not limited to the following:

- Behavior and interactions with other managers, coaches, players, and umpires during the regular season
- Knowledge of the rules of baseball as demonstrated during the regular season
- Previous Post Season managing and coaching experience
- How well the manager met his or her commitments to the League during the regular season
- Experience managing youth sports teams, ability to lead and manage a team.
- Experience coaching baseball
- Experience playing baseball
- Feedback from peers, players and parents
- Demonstrated willingness to practice Positive Coaching
- Enthusiasm while being cognizant of the commitment of managing
- Attending a Positive Coaching Alliance Workshop

4.8.7 Manager Selection of Coaches

The manager of each team shall select the official coaches for his or her team following player selection. The coaches must be regular season SCLL rostered coaches or managers.

4.8.8 Player Agent's Role

The Player Agent assists the President and oversees the creation of the ballots and the voting process, to ensure that the player selection process adheres to LLI and Local Rules. The Player Agent is also responsible for setting the date for the manager's selection meeting of All Star players, creating ballots, determining ineligible players, directing the appropriate discussions regarding players, conducting the voting, assembling rosters and posting the rosters. In addition, the President shall appoint two Board Members to assist with the ballot tallies for the Player's Vote outlined below. The two appointed Board Members shall not have a child who is eligible for the same Post Season team as the Player Agent or each other, to ensure objectivity as to each team. The Player Agent will confer with the President before any action is taken.

4.8.9 Players' Vote for 12, 11, and 10 year-old Team

The Majors and AAA Division players will select six players for their respective Division's 12, 11 and 10 All Star teams. Players will vote by anonymous balloting. Players' ballots will be arranged with all eligible 12-year-old, 11-year-old, and 10 year-old players for each team in that division listed alphabetically. Players will only vote for their respective age group.

Player balloting will take place following the last regular season game for each team and continue until all teams have voted. Player balloting will take place in the dugout or bleachers. Managers and coaches shall help ensure that players vote privately without consulting others. Any player collaboration will invalidate all ballots involved.

Players are limited to voting for six players per team. Only ballots containing six votes or less will be valid; a ballot containing more than six votes will be nullified. The four players (per team) with the most votes (if eligible) will be placed on the respective All Star team. Any concerns regarding the validity of the ballots or any issues regarding the top candidates will be addressed by the Board.

Player ballots will be issued and collected by the Player Agent or the two appointed Board Members as provided above and shall be immediately sealed following their collection. The results of the player balloting will be tallied by the Player Agent and the two appointed Board Members prior to the managers' All-Star selection meeting.

Player ballots will be issued and collected by the Player Agent or the two appointed Board members as provided above and shall be immediately sealed following their collection. The results of the player balloting will be tallied by the Player Agent and the two appointed Board Members prior to the managers' All-Star selection meeting.

At the same time as the players vote, the Player Agent shall also provide a ballot to each manager in the AAA and Majors Division listing the names of all 10, 11 and 12-year-old players grouped by age. The managers shall select the top 14 players in each age group (AAA managers select age 10s, and Majors managers select age 11s and 12s) without consulting others. The player agent shall collect and tally the manager ballots and present the information at the All-star selection meetings. The manager recommendations are advisory to help inform the selection process. If there is a 7-8 or 8-9 Tournament team, the Player Agent shall provide a similar advisory ballot to A and AA managers.

4.8.10 Player Selection Process for 13, 12, 11, and 10 All-Stars

Prior to the All Star Selection Meeting, the Player Agent shall notify all managers of ineligible players. Prior to the managers' vote, each appointed All-Star manager shall request the number of players he or she would like to have on his or her team (minimum 12, maximum 14). At the All Star Selection Meeting, this number may be adjusted by majority vote of the managers.

The Player Agent will schedule and arrange the player selection meetings, which should be completed prior to June 10.

The managers shall attend the appropriate player selection meeting or send a coach to represent them at the meeting. Only one representative from each Majors team and each AAA team may attend the All Star selection meeting. Attendance at the meeting is limited to the team representatives, the Player Agent, the Division Representative, the President, and two appointed Board Members, if invited by the Player Agent. In addition, the appointed manager for each All-Star team shall be entitled to attend the meeting; however, if the appointed manager comes from a regular season team that already has a representative at the meeting, the appointed manager shall not be permitted to vote during the player selection process but shall be permitted to give input when discussing players.

Majors managers will vote for the 11-12 and 10-11 teams. AAA managers will join the Majors managers to nominate and vote for the 9-10 team and stay and join the AA managers to vote for the 8-9 team.

At the All-Star managers meeting, all players meeting the age and minimum number of games will be on the ballot. The managers/coaches shall briefly discuss the respective merits of these players. Managers may bring statistics to help them advocate for the selection of players.

A manager from AAA may choose to attend the portion of the meeting for the 10-11 year-old All Star team and nominate and advocate for an 11 year-old player. This manager should first notify the Player Agent of his or her intention to attend. The AAA manager does not receive a vote in the selection of the 11-12 or 10-11 All Star Team.

Following the discussion, a vote will take place. Players who receive a majority vote will be placed onto the All Star team. If the vote results in fewer than the intended number of players placed on the team, the managers shall again discuss the merits of the remaining players and vote again. In the case of a tie that would result in too many players being selected, a new discussion and revote on those specific players shall take place. A player must receive a majority of the votes to be placed on the team.

Example: a player must have a minimum of three votes to be on the 11-12 team assuming there are four or more Majors teams in each division. In the event that there is still a tie, the Division Representative and Player Agent shall break the tie or recommend to place both players on the team.

4.8.11 Player Selection Process for 7-8 and 8-9 Tournament Teams

All players on the 7-8 and 8-9 Tournament teams shall be selected from the A and AA Divisions for the 7-8 team and the AA and AAA Divisions for the 8-9 team by the A and AA managers for 7-8 and the AA and AAA managers for 8-9.

Prior to the managers' vote, each appointed Tournament manager shall request the number of players he or she would like to have on the team (minimum 12, maximum 14). At the player selection meeting, this number may be adjusted by majority vote of the managers.

One manager from each A and AA (AA and AAA) team may attend the player selection meeting or send a coach to represent him or her at the meeting. Attendance is limited to those managers/representatives, the President, the Player Agent, the Division Representative, and the two appointed Board Members. Prior to submitting their ballots, the attending managers and coaches shall nominate any number of players and briefly discuss the respective merits of these players.

Managers may bring statistics to help them advocate for players. Following the discussion, a vote will take place. Votes will be tallied by the Player Agent and the Division Representative or assisting Board members. Players need a majority of the votes to be selected to the team. If the vote results in fewer than the intended number of players placed on the team, the managers shall again discuss the merits of the remaining players and vote again. In the case of a tie that would result in too many players being selected, a new discussion and revote on those specific players shall take place. In the event that there is still a tie, the Division Representative and Player Agent shall break the tie or make the recommendation to add both players to the team.

7 Fall Ball

Fall Ball is a non-competitive, instructional league. Fall Ball games are intended to be learning opportunities for players, coaches, managers, and umpires. Each team is permitted only one practice, prior to the first game.

There are four Fall Ball divisions. Each division is open only to players of specific League Ages, as shown in the table below, with the exception that a player may play up by one year if s/he has a sibling in the higher division. For example, a League Age 10 player may participate in the Fall 11-12 division if her older brother is League Age 12.

Each division plays under the rules that would apply to a corresponding spring-season division, except as otherwise noted below.

Division	Age(s)	Rules
Fall 13	13	Intermediate
Fall 11-12	11 & 12	Majors
Fall 9-10	9 & 10	AA
Fall 7-8	7 & 8	A

Regulation V. The Player Agent will draft Fall Ball teams, working to ensure fairness. The SCLL Board shall form a review committee, which can make changes or modifications to help create the most fairly balanced teams possible.

Regulation VI(b). In addition to the pitch count limits in Regulation VI(b), a pitcher shall be considered to have reached the pitch limit when three defensive outs have been recorded. In the event that the half-inning ends due to the five-run rule (Rule 5.07), the pitcher shall be charged with the number of defensive outs that would have been required to end the half-inning. For example, if the pitcher enters the game with one out in the half-inning, and the inning ends due to the five-run rule, the pitcher shall be charged with two defensive outs.

Regulation VII(h). Games are subject to time limits as shown in the following table:

Rule 5.07 The 5 run rule has been adopted for the Fall 11-12 Division

Division	Time Limit (Minutes)
Fall 11-12	105
Fall 9-10	105
Fall 7-8	90

There is no time limit for Fall 13 divisions.

Rule 1.10. Only those bats that may be used in Major League may be used in the Fall 11-12 Division.

Rule 4.04. The continuous batting order applies in all divisions. Managers may adjust their batting order for the first two games of the season. Prior to the third game of the season, the managers must submit their permanent line-up to the Fall Ball Coordinator. Once permanent line-ups are established, the first batter of each game shall be the batter who was next scheduled to bat in the previous game at the time of the last out.

8 Division Overviews

8.1 Intermediate Division

Overview	The Intermediate Division is for League Age 13.
Ages	League Age 13.
Team Formation	Draft, if more than 2 teams in division
Events per Week	4
Time Limits	7 innings. No time limits on games. No game can end in a tie. Any game called for time or weather must continue at a later date.
Offense	Continuous batting order. Lineup cards required. Managers may use a different batting order in each game.
Defense	Minimum 8
Pitching	League Age 13, limited to 95 pitches.
Minimum Play Time	Six defensive outs.
Stealing	Players may steal all bases. Leading is allowed.
Runs	15-run rule applies after 4 innings; 10 after 5 innings; 8 after 6 innings
Standings	Standings are calculated by 1) Winning percentage, 2) Head to head and 3) Runs against. For the purposes of playoffs, standings used from the seeding games determines playoff seed. The number of seeding games is determined by one fewer than the total number of teams.
Playoffs	Double Elimination
Pinch Runners	Use District Interleague rules

8.5 Majors Division

Overview	The Majors Division is for League Age 11 & 12.
Ages	League Age 11 & 12. Some League Age 10 year olds who request to be evaluated may be drafted to a Majors team.
Team Formation	Draft
Events per Week	4
Time Limits	6 innings. No time limits on games. No game can end in a tie. Any game called for time or weather must continue at a later date.
Offense	Continuous batting order. Lineup cards required. Managers may use a different batting order in each game.
Defense	Minimum 8
Pitching	League Ages 11 – 12 may pitch up to 85. Age 10 may pitch up to 50 pitches during the regular season. Playoffs will use LLI pitch count maximums. Please see SCLL Pitching Rules. Please see SCLL Pitching Rules. Official Pitch Counter is required (may be the Scorekeeper)
Minimum Play Time	9 defensive outs in regular season and postseason SCLL playoffs.
Stealing	Players may steal all bases. No leading off.
Runs	15-run rule applies after 3 innings; 10 after 4 innings; 8 after 5.
Standings	Standings are calculated by 1) Winning percentage, 2) Head to head and 3) Runs against. For the purposes of playoffs, standings used from the seeding games determines playoff seed. The number of seeding games is determined by one fewer than the total number of teams.

Playoffs	Double Elimination.
Pinch Runners	None

8.6 AAA Division

Overview	The AAA Division is a Competitive Minor League division.
Ages	10 – 11, some League Age 9 year-olds who request to be evaluated may be drafted to a AAA Team.
Team Formation	Draft.
Events per Week	Pre-Season: 3; Season: 3 - 4
Time Limits	105 minutes. No new inning shall begin after the time limit, except that no game can end in a tie during post season play.
Minimum # of Players	Minimum 8
Offense	<p>Continuous batting order. Lineup cards required.</p> <p>Managers may change batting order during the first 2 games of the season. After the second game, managers must submit their set batting order to the Division Representative. Batting order may be reset for playoffs. Managers shall provide the opposing manager and umpire with a lineup card.</p>
Defense	9 players
Pitching	Ages 11 may pitch up to 85 pitches. League age 9 - 10 may pitch up to 50 pitches for the entire regular season. Playoffs will use LLI pitch count maximums. Please see SCLL Pitching Rules. Official Pitch Counter is required (may be the Scorekeeper)

Stealing	Players may steal all bases. No leading off.
Minimum Play Time	SCLL encourages managers to distribute playing time and positions fairly throughout all players. 6 defensive outs.
Runs	5-run rule applies to all innings. 15-run rule applies after 3 innings; 10 after 4 innings; 8 after 5.
Standings	Standings are calculated by 1) Winning percentage, 2) Head to head and 3) Runs against. For the purposes of playoffs, standings used from the seeding games determines playoff seed. The number of seeding games is determined by one fewer than the total number of teams.
Playoffs	Double Elimination.
Pinch Runners	None

8.7 AA Division

Overview	The AA Division is an introduction to competitive play.
Ages	League Age 9, some League Age 8 year olds who request to be evaluated may be drafted to a AA team.
Team Formation	Draft.
Events per Week	3
Time Limits	90 minutes. No new inning shall begin after the time limit.
Minimum # Players	7
Offense	Continuous batting order. Lineup cards required.

	Managers may change batting order during the first 2 games of the season. After the second game, managers must submit their set batting order to the Division Representative. Batting order may be reset for playoffs. Managers shall provide the opposing manager and umpire with a lineup card.
Defense	10 players
Pitching	League age 9 may pitch up to 50 pitches for the entire regular season. League Age 8 may pitch up to 35 pitches up for the entire regular season. Playoffs will use LLI pitch count maximums. Please see SCLL Pitching Rules.
Stealing	Players may steal all bases. No leading off.
Minimum Play Time	SCLL encourages managers to distribute playing time and positions fairly throughout all players. 6 defensive outs.
Runs	5-run rule applies to all innings. 15-run rule applies after 3 innings; 10 after 4 innings; 8 after 5.
Standings	Standings are calculated by 1) Winning percentage, 2) Head to head and 3) Runs against.
Playoffs	Double Elimination.
Pinch Runners	None

8.8 A Division

Overview	The A division introduces live pitching. All players will learn pitching mechanics. The teams shall have a combination of 2 practices and 1 game for a portion of the season and 1 practice and 2 games for a portion of the season to be determined by the Division Representative and Scheduler. The first 4 weeks of play shall be either machine pitch or coach pitch.
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Ages	League Age 8, some League Age 7 year olds may request to play up in the A division and undergo an evaluation to determine their readiness.
Team Formation	All teams are formed by the Division Representative through requests, school attendance and other considerations.
Events per Week	3
Time Limits	90 minutes. No new half inning shall begin after the time limit.
Minimum # Players	7
Offense	Continuous batting order. Managers may change batting order during the first 2 games of the season. After the first game, managers must submit their set batting order to the Division Representative. Managers shall exchange line up cards.
Defense	10 players
Pitching	League age 9 may pitch up to 50 pitches for the entire season. League Age 7- 8 may pitch up to 35 pitches up for the entire season.
Stealing	No stealing home base. Only one base is allowed on an overthrow.
Minimum Play Time	SCLL encourages managers to distribute playing time and positions fairly throughout all players.
Runs	5 run rule applies to all innings. 15-run rule applies after 3 innings; 10 after 4 innings; 8 after 5.
Standings	None
Playoffs	None
Pinch Runners	None

8.9 Farm Division

Overview	The Farm Division is a machine pitch division introducing hitting and more structured defense. The teams shall have a combination of 2 practices and 1 game for a portion of the season and 1 practice and 2 games for a portion of the season to be determined by the Division Representative & Scheduler.
Ages	League Age 7, some League Age 6 year olds who have previously played one year of tee ball. Teams should have no more than 10 players per team.
Team Formation	All teams are formed by the Division Representative through requests, school attendance and other considerations
Events per Week	3
Time Limits	60 minutes. Managers should manage the game to allow for a natural stop at 60 minutes.
Minimum # Players	Six (6)
Offense	Continuous batting order. Managers are encouraged to change the batting order each game. For the first 4 weeks of the season, a tee may be used if a player has not hit one of 5 hittable pitches. After that, the tee may be used at the managers' discretion, determined before the game.
Defense	10 players. A half inning is over when 3 defensive outs are made or the Offense completes the batting order.
Pitching	Machine pitch. Offensive coach determines if a pitch is hittable.
Stealing	No stealing of bases. Only one base is allowed on an overthrow.
Minimum Play Time	Managers are encouraged to rotate players through all positions.
Runs	The final batter of each inning shall run all the bases.

Standings	None
Playoffs	None
Pinch Runners	None

8.10 Rookie Division

Overview	Tee Ball introduces players to the game of baseball. Teams shall rotate thru designed drills for 30 minutes, focused on teaching mechanics and then play a 2 – 3 inning game for 30 minutes.
Ages	League Age 5 and League Age 6 for players who have not played previously.
Team Formation	All teams are formed by the Division Representative through requests, school attendance and other considerations. Teams should have no more than 8 – 10 players.
Events per Week	2 - 3
Time Limits	60 minutes
Minimum # Players	Six (6)
Offense	Continuous batting order. Managers are encouraged to change the batting order each game.
Defense	All players shall play on defense.
Pitching	N/A
Stealing	No Stealing
Minimum Play Time	SCLL encourages managers to distribute playing time and positions fairly throughout all players.

Runs	The final batter of each half inning shall run all the bases.
Standings	None
Playoffs	None
Pinch Runners	None