

## Intermediate Division

Overview	The Intermediate Division is for League Age 13.
Ages	League Age 13.
Team Formation	Draft.
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.
Defense	Minimum 8
Pitching	League Age 13 limited to 95 pitches.
Minimum Play Time	Continuous batting order. Six defensive outs.
Stealing	Players may steal all bases. Leading is allowed.
Runs	10 run rule applies after the 5 <sup>th</sup> inning.
Standings	Standings are calculated by 1) Winning Percentage, 2) Head to Head and 3) Runs Against.
Playoffs	None
Pinch Runners	None

## 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.
Defense	Minimum 8
Pitching	Ages 11 – 12 may pitch up to 85. League age 10 may pitch up to 50 pitches. Please see SCLL Pitching Rules.  Official Pitch Counter is required (may be the Scorekeeper)
Minimum Play Time	9 defensive outs.
Stealing	Players may steal all bases. No leading off.
Runs	10 run rule applies after the 4 <sup>th</sup> inning.
Standings	Standings are calculated by 1) Winning Percentage, 2) Head to Head and 3) Runs Against. For the purposes of Playoffs, the final four, divisional games of the season will determine Playoff seeding.
Playoffs	Double Elimination.
Pinch Runners	None

## 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 Regular Season: 3 - 4
Time Limits	105 minutes. No new inning shall begin after the time limit, except when the score is tied. Tie games may only be continued beyond time limit when there is no subsequent game or practice scheduled on the same field and both managers agree to play on.
Minimum # of Players	Minimum 8
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. Batting order may be re-set for Playoffs. Managers shall provide the opposing Manager and Umpire with a lineup card.
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 season. 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. 10 run rule applies after 4 <sup>th</sup> inning.
Standings	Standings are calculated by 1) Winning Percentage, 2) Head to Head and 3) Runs Against.
Playoffs	Double Elimination.
Pinch Runners	None

## 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. 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. Batting order may be re-set 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 season. League Age 8 may pitch up to 35 pitches up for the entire season. 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. 10 run rule applies after 4 <sup>th</sup> inning.
Standings	Standings are calculated by 1) Winning Percentage, 2) Head to Head and 3) Runs Against.
Playoffs	Double Elimination.
Pinch Runners	None

## A Division

Overview	The A division introduces players to 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.
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.
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. 10 run rule applies after 4 <sup>th</sup> inning.
Standings	None
Playoffs	None
Pinch Runners	None

## 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 and 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

## Rookie Division (Tee Ball)

Overview	Tee Ball introduces players to the game of baseball. Teams shall rotate through 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